WHEEEEEEE! IT'S THE NEW ISSUE OF

CRASHED

ISSUE 18 •
APRIL '97 •
£1.50 •

GIT YER LUVVERLY CRASHED 'ERE!

Inferno Review — Mat B Interview — Going Underground

AND LOTS MORE in the cosmos' greatest SAM and Speccy magazine...
Public Exposure, Post Box, Editor Speeks, Lots Of News- inside!

JUPITER SOFTWARE

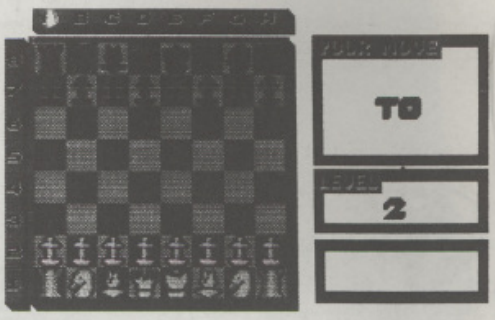
2 OSWALD ROAD, RUSHDEN,
NORTHANTS. NN10 0LE

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			

DELVING DEEPER...

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17 Shop! - Bargain Basement (Or something like that.)

32 The Road to oblivion.

Crashed Comment.

Hello, people, and welcome to another issue of Crashed, the only SAM & Spectrum magazine with free enchaladas in every copy. (Enchaladas not available in some areas due to something or other).

Anyway, what's been happening, eh? Well, the Crashed web site is up and running, with caricatures of all the writers, highlights of past issues, and lots more to see. Check it out, the address is in Stuff.

The main news of the day, however, has to be the shock sale of Fountain PD to Prism. The sale has been predicted within the Crashed crew, but not publicly. The shock is the buyer; Dave Fountain and Martyn Sherwood haven't always seen eye-to-eye, but Dave said "I wish Martyn all the best for the future" in his recent press release. Here's hoping that Prism decides to de-complicate his pricing to something nearer Fountain's five pence per item policy.

The timing of the sale could well have something to do with the launch of Channel Five, which has long been a concern of Dave's. Read the news item about it in Stuff for my opinion on the matter. Whether myself or Dave is right, it's the outcome of the launch that matters.

On a lighter note, the Second Northern SAM & Spectrum Show took place on the 22nd of February. There's no show report, as very little happened that hasn't happened before. I put up signs the week before, opened up early on the day, got problems piled on to me all the time, got moaned at by Malcolm McKenzie, watched James and Graham act like children, cleared up, and went to the pub. All in all a very nice day.

We'll be at the Gloucester fair on the 19th of April, where Bob Brenchley has the pleasure of having to put signs up, get there early, have problems and so on (though I'll go to the pub for him if he wants to...). As well as the mags and glossy posters, we'll have the software range there, at lower prices than normal.

Whether Colin Macdonald will be there or not, I don't know. Will people accept the new management as Fred Publishing without someone from the 'old' Fred to validate them? We'll have to wait and see. Hopefully Colin will be there, along with Elvis... I mean Colin Anderton. The scary thing is that I've got a new boss when co-editing Fred magazine, but thankfully I've shared a stand next to him at Gloucester before now and I know he's a nice bloke.

Prince Of Persia has arrived; not only is the full game out, but there's a one-level pre-release demo floating about which I've played and it's lovely. The pre-release is full of bugs, in black and white, and isn't as good as the SAM version, but the final version is reported to be much better. Whether it will be popular among Spectrum users remains to be seen. With no official release taking place, and distribution limited to PD libraries and friends copying disks, it will be hard to tell. Suffice to say, though, Prince Of Persia is long overdue on the Spectrum.

Anyway, I'll be off, then. See you at Gloucester.

Allan

MAD MARCH HARES

Bugs Bunny - Allan Clarkson
Easter Bunny - Stewart Skardon
Funny Bunnies - Mark Sturdy, St. John Swainson, Dave Fountain, Robert Chilton
Honey Bunnies - Simon Goodwin, Colin Macdonald, Sintech

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This issue is dedicated to Colin Macdonald - long may he be Scottish, or something.

ISSN 1361 - 5505

stuff

Revolutionary Step Forward

Well, that's what this info-release and spec-sheet says, anyway. The MB-02+ is a a new version of the interface which works on any "Spectrum compatible machine". However, the MB-02+ not only operates up to four disk drives (DD drive at 840k/HD drive at 1.8meg), it can also expand your Speccy's memory to over 512k, is completely tape compatible, has a Kempston joystick/ Amiga mouse port, a three channel two-way parallel port, and has a software-reset facilty.

It really is an incredible piece of hardware, and all sorts of things are planned for it, including a sound card (similar to the Quazar for the SAM by the sounds of things), a hard drive and CD-ROM card, a modem, a video digitiser, a new version of the DOS, and something called ZX-OS/3, which looks like being a GUI for the Speccy, though as an operating system (it comes on a chip, not as software!). There's also an interactive game in the making, which is best descibed by the bumph here; "...interactive horror adventure. Thousands of high quality pictures and film-animations, wonderful sound reproduction and perfect playability... All pictures are created by a revolutionary technology using 72 colours and full screen multicolour (MultiTech72)." There's lots of quotes from crazy European Speccy coders on the back, but I'll spare you them. The price is 310 DM (around 110 quid I think) for the basic unit, though you'll need a disk drive to go with it.

If you're interested, the people in the know are Sintech, and you can get hold of them at Gastaeckerstr. 23, 70794 Filderstadt, Germany. (AC)

Ha-pi Bud-dai (repeat ad nauseum)

Right, I don't care what anyone says, I didn't nick this from Format. They printed before we got the chance; I researched it myself. OK? Right. Firstly, the Zilog Z80 chip which all our SAMs & Speccies have inside will be 21 years old in April, and the ZX81 will be 16 sometime this year, too. Which makes it above the age of consent now. The Spectrum, however, will have to remain a virgin in the eyes of the law for another year or so (though we all know what it gets up to, eh?). (AC)

Ekki-ekki-ekki ptoingfewnghnw

The EIGHTH (count it, the 8th!) Gloucester SAM & Speccy Fair is going to be held on the 19th of April, in the usual place, at the usual time. (That's in Quedgeley, in Gloucester, from 10.30 for those in the dark.) For those of you who are new to the scene or really are clueless, send an SSAE to Format Publications, 34 Bourton Road, Gloucester, GL4 0LE, or call 01452 412 572 for more details. We'll be there, as will show stalwarts Format, SD Software and Fred Publishing, among other lovely people. The SAM & Spectrum shows are a really good day out, so it's well worth turning up even if you came to the Northern show near Leeds in February, and we'll be happy to see you again. (AC)

Wheeen Yaaa Gooo Wiiil Yooo Seeend Baaack...

It's happened, SAM-chums. Colin Macdonalds (probably temporary) departure from Fred Publishing has left SAM users without a Scottish idol to look up to. Colin handed over control to Saturn Software, long-time publishers of SAM disk mag Network Sigma, on the first of March. The only change is the address. The new address is Fred Publishing, 5 Ivanhoe Drive, Westfields, Ashby de la Zouch, Leics, LE65 2LT.

Don't worry if you've sent stuff to the old address, it's being handled. Fans of MacD will be pleased to know that he intends to turn up at the Gloucester fair, so look out for him there. Interestingly enough, Ashbe de la Zouch is not only where they make KP crisps, but is also further away from the coast than anywhere else in Britain. Blimey. (AC)

ALT.NERD.OBSESSIVE

Crashed now has a World Wide Web site, coutesy of our new designer Stewart Skardon. It's quite snazzy, and should be getting fuller soon. Check it out, you'll find links to lots of other pages, too, including the NSSS pages and Stewart's own. For those with internet access, try http://www.argonet.co.uk/users/sskardon

NOTICEBOARD

MESSAGE
Mat Beal - What actually is your new address? St. Staple.

Male, 16 wants penpals any age into anything except rave 'music'.
Graham Smith, 14A Innisfayle Gardens, Belfast, Northern Ireland. BT15 4EJ.

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

WANTED
Working interface 1.
Send details to Stewart Skardon, 266 South Lane, New Malden, Surrey, KT3 5RN.

Number five? Number five! Number five? Doo-doo-de-doo

The ever-imminent launch of Channel 5 is bringing concern to many owners of Spectrums, SAMs, C64s, Amigas, Playstations, Nintendo 64s - basically anyone who owns a computer which connects to a TV via the UHF socket. Personally, I think the problem is being blown out of proportion - even if there IS a problem, there's an easy fix. While Channel 5 was on test in Leeds, I took the chance to hook up a couple of computers (C64, Speccy) to a TV via an aerial switch, the computer in one input, the TV antenna in the other. When switched to Channel 5, the computer interfered with the TV signal, but when switched on to the computer, Channel 5 DID NOT interfere with the signal at all. As most people don't have an antenna plugged in at the same time as the computer, my tests were harsher than a usual set-up. Though hardly conclusive, I'm confident there won't be a problem. The fault occurs when the antenna signal is being passed THROUGH a conflicting piece of equipment, such as a satellite receiver or VCR, which is used at the same time.

So stop moaning, Dave. (I just hope I'm right...!) (AC)

Shock takeover of Fountain PD (or Allan forgot the title).

In a recent shock move, Fountain PD library has been sold to Martyn Sherwood's Prism PD for the rumoured sum of one pence. Dave Fountain will continue to run FPD until March 26th, when Martyn will take over.

This will now make Prism PD the largest known library in the world, with an estimated 770 sound and graphics demos and over 1300 utilities. Dave has cited personal readons for the sale, muttering something about his girlfriend telling him he was turning into an obsessive computer nerd. It is not known whether Prism will honour Fountain's lower price structure.

In a prepared statement, Mr. Fountain said "I'm pleased to pass on my library to Prism, and I hope he will do a good job with all my discs. I'm agains compilation-only libraries, so Prism was the natural choice to continue my work... I'm still going to write programs and articles, and I'll now have the quality time to do just that." In deference to his girlfriend's previous allegations, Fountain maintained that he is "not a nerd".

Dave will continue to write his PD column in Crashed, in addition to other activities. Prism PD's address can be found in Post Box (AC/DF)

Sultan Of Iran

Or is it Iraq? I forget. Anyway, a Russian (or Russians) has released Prince Of Persia for the Spectrum. It's technically illegal (it's not licensed as far as we know) and unavailable in the UK (apparently the Russian programmer isn't interested in marketting it in Western Europe anyway), which makes it alright for us to copy it around. I've laid my hands on a copy but haven't received it yet, so keep your eyes open for a review sometime. (AC)

The CRASHED Crew

Just in case you were wondering who all of the wonderful people are that make Crashed possible, here's some juicy information:.

Allan Clarkson - Editor, Northerner.
Allan is 18 years old, and comes from Leeds but goes to University in Nottingham. He's been editing Crashed since issue 10/11 (October '95), and wears colourful shirts. E-mail him on CC604050@ntu.ac.uk if you really want to.

Stewart Skardon - Designer, Writer, Big-Time-Buyer
Stewart hails from Surrey, where he writes and produces most of the page layouts for Crashed. He's only recently joined the Crashed team, however, qualifying due to the fact that his hair was no longer a bright shade of green. His e-mail address is sskardon@argonet.co.uk for those who like that sort of thing.

Mark Sturdy - Writer, Founding Editor, Posh Git
Mark was the guy who started the whole thing off. It's all his fault! The Sturdy lives in the middle of nowhere, but will be moving nearer to somewhere later this year when he starts University. He's 18 and has strange hair.

Dave Fountain - PD Writer, Cockney
Our long-time PD Software expert Dave lives within earshot of the sound of the Bow bells. He's in his mid-thirties, is a bitter cynic and a Milwall supporter. But we like him anyway.

St. John Swainson - Reviewer, Surrealist
St. John (which, for the record, is pronounced 'Sinjun') is probably our most surreal reviewer, who claims to "slobber over broken kettles". Apparently. He's in his early-twenties, is one of life's happy people and supports Watford. But we like him anyway.

Mark Bennett - Reviewer, Lancastrian
Mark has been around for quite a while, and is our expert on the Quazar Surround soundcard amongst other things. Mark's a big help at the shows, is in his early-twenties, and originally comes from Bolton in Lancashire, which means he says 'buzz' instead of 'bus', amongst other things. But we'll forgive him, eh?

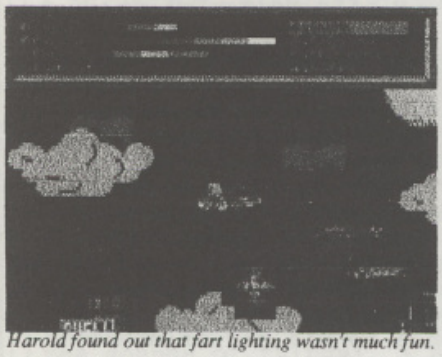
Robert Chilton - Tips Page, Brummy
Robert compiles Game On, our tips section, and writes most of our Retro Reviews, too. He's about 30-40 (I think), and speaks Brum, a language known only to a lucky few thousand. He's got one of the largest Spectrum games collections on the planet (about 10 000 individual titles), and hasn't stopped yet. Keep it up!

So there you have it. Oh the strain of being famous...

Inferno

PUBLISHED BY proxima
PRICE £7
AVAILABLE FROM Trading Post - (See Post Box)
OUT Now

Reviewed By St. John



Harold found out that fart lighting wasn't much fun.

Inferno comes from what has unfortunately become a very rare species these days; a new game for the Spectrum. Given that there are thousands of games available for the Speccy, I suppose it must be pretty goddamnblastit hard to come up with an original cocept for a game. However, you can at least try.

The authors of Inferno decided to produce a horizontally scrolling shoot 'em up. So this game is basically the computer equivalent of a Les Dennis joke. (Are you trying to tell me that Les Dennis tells jokes? -A bemused reader.)

If you are thinking that maybe there is enough of this type of game in your collection (maybe Zynaps, R-Type, Penetrator and Uridium) and you have no need for another, then read on, for Inferno has features which make it unlike any other horizontally scrolling shoot 'em up.

What's this? Celbrity Squares on the Speccy?

Inferno does not endear itself to you the first time you load it. The first thing you realise is that it's a multi-load and we all know what suckers they can be. Then you notice that the graphics are of the large and colourful variety which means that everything has to move by character squares making the controls imprecise. Then you remember that you'd really like to be wished a Wombling Merry Christmas by the Wombles. (No, you don't. -A concerned reader.)

Luckily, these problems are not serious. The multi-load is not that bad; every load contains several levels none of which are easy to complete. And you quickly get used to the graphics. They are actually very well drawn, detailed and coloured. The controls respond pretty well which is essential because there are many situations where you are required to manoeuvre your ship into a tight space to destroy an enemy installation.

"Lovely and colourful, well presented'

The game has a whopping 24 levels each of which has a special objective, which range from destroying a specific spacecraft or installation ro protecting friendly ships or finding some hidden object. Basically, though, you just have to blast the tasty fish out of everything (erm, I think he means that in a jocular sense. -Ed.), including the scenery. In order to help you accomplish this rather destructive task, you can arm your ship with four out of 16 special weapons before you set off. This is where the fun begins. Of course, the first few times you play, you choose different weapons just to see what they do and look like. But, as you get into the games, you realise there is a fair bit of strategy to it.

This is where the game differs from others lining your software shelves. Each level is filled with different enemises or combinations of enemies. Some can only be destroyed with a particular weapon, so careful consideration of your choice of weapons is needed because the wrong combination will result in you getting hit, and therefore losing shield or weapons. More commonly, though, it will result in you biting the dust, and you only have one life so biting the celebratory rusk of success is definitely preferable. It also adds to the enjoyment of a level once you have completed it many times. Although you may be able to finish a level, a different selection of weapons may enable you to do so much faster.

It must be heaven. Look at all the Candy Floss....

It is obvious that a lot of effort has gone into this game. Each multi-load is accompanied by a different screen telling the next stage of the story or the battle against the enemy. Upon first loading you are greeted by a nice graphical sequence in which you slowly approach a rotating Earth which eventually fills almost the entire screen. There are many different and groovy tunes (in both 48k and 128k mode) to entertain your ears, some excellent parallax scrolling, and the levels often have distinct graphics. The game is supplied with a colourful inlay card and full instructions, and whilst largely unimportant to the gameplay, do add to the athmosphere.

Inferno is very difficult to criticise, because it's a very good game. The only major problem is price which is a lot now, in the days of cheap secondhand titles. But there are so few new Speccy games appearing these days, so you can easily blow your whole games budget on Inferno and have nothing else to spend it on for a couple of months. It's so good, in fact, that it's HOT. (Oh, no. This means that Stewart has to design the HOT! symbol. Or maybe we can stick it on... -Ed.)

Hot!

36mm X 36mm

Allan

St. John sent me the colourful inlay and original of Inferno to grab screenshots off and review, but didn't send the instructions. I have a Croatian friend coming some time to translate for me, but unfortunately that may not be for some time. So I've no idea what the thing is on about. Anyway, I did manage to get the game going a few times, and it's nice. It's lovely and colourful, and well presented, though not really my cup of tea. So because I haven't the foggiest clue of what to do, I'm going to trust St. John. HOT indeed.

81

Looks - 78
Feels - 85
Sounds - 80

Final Score - 81

Candy Floss....

THE POSTIE'S SACK

A WASTE OF QUALITY

Dear Allan,

Thanks for issue 17 of Crashed - another good 'un. This is probably a stupid question, but who on poo is Mr. Blue Sky?

I'd like a T-shirt, but I am dangerously close to being charged extortionate amounts by those wankers at NatWest for going overdrawn by 8p for a couple of days.

When you say you are at University in Nottingham, do you mean you're at the Trent thing or the other one?

I did get along to that Retro Gaming Exhibition at HMV in London. Unfortunately there had been a huge rainstorm the night before, which meant that half the store was soaked through, including, of course, the Speccy bit. Arse. What a waste of quality equipment. If only the chart singles section had been destroyed.

I hope to see you at the 2nd NSSS. But knowing my lack of money/get up and go/good car/etc., I probably won't make it.

St. John Swainson,
Rickmansworth.

Hi, St. John. For you and others who were wondering what the name in last issue's credits box was referring to, it's an E.L.O. song. Hope that settles it.

The T-shirt has got your name on it. (Well, not literally. It's got the Crashed logo on it, actually). And I'm at the Nottingham Trent University, not the other one.

Shame about the Retro Gaming thing. If only the dance music section had been destroyed. Still, at least one of us got there, eh?

CRASHED
16, The Avenue
Manston
Leeds
LS15 8JN

Sorry to see you didn't make it to the 2nd NSSS. Which 'lack of' was it?

Ed.

NO STYLE WHATSOEVER

Dear Crashed,

Thanks for reviewing my new demo that I didn't know anything about, and it's still not finshed so I hear. I'll try to make the next NSSS as long as we are playing another crap team that always beats us. Yeah, see you there then...

About this argument about Star printers being crap or not. It's actually quite simple. Star printers are cheap and nasty, and have no style whatsoever. A bit like the owners.

Can I start the next argument? I think Original Doritos are tops, but Claire prefers Sizzlin' Barbecue. Neither of us liked Tangy Cheese, but we had just cleaned our teeth before eating them.

Amanda Panda,
New Cross SE8.

Thanks for the letter, Amanda. If anyone wants to sue anyone about the printer comment, then complain to someone else. There's a disclaimer on page three, and we mean it. Apart from the bit about Steve Nutting's underpants.

Ed.

I ORDER BACK

Dear Sir,

I have read about your "Crashed" on 8Bit magazine. Please send me more information about your magazine and FREE DISK. How can I subscribe? At which price? May I order back numbers? Back numbers have the FREE DISK? At which price? How can I order software? At which price? Do you have a list?

I have a Spectrum 128k (the original black one) with Multiface 128, Interface 1, 1 Microdrive and +D.

Di Donna Roberto
Rome, Italy.

Hello, Di Donna.

I know I've sent a personal reply, but I've printed it because it's nice to have readers so far away. They're all genuine, too - that guy from Athens last issue is real. Which reminds me - I've got to send out those budges. Badges. I mean badges.

As for the disks, I've got a few left. Andy did far too many, so I've been using the spare ones as blanks...

Ed.

CONVENIENCE AND HOPE

Dear Sir,

I got your name and address from an excellent item in Amiga Format by Simon Goodwin, and since I own both a Spectrum +3 and an Amiga 1200 I would be very interested to learn more about the magazine you run for Spectrums and/or Spectrum emulators. In fact, this letter was printed using a Spectrum.

I have had some success using ZXAM on my Amiga but only with 48k games as it seems to refuse to recognise 128k games and the dreaded hyperloads. I wondered if you could proffer any help concerning the latest emulators and if they are any better or is the solution still just to get hold of an old Spectrum and forget about emulation? This is where your magazine might help in providing me with contacts for sources of old hardware.

Wayne Toal,
Stockport.

Hi, Wayne. You were the first person to write from the mention we got in Amiga Format. And Simon Goodwin's a great bloke, and Crashed reader, by the way. As for emulators, the only ones I've used are Mac Speculator on the Apple Macintosh and JPP on the PC. Simon says they hacked his article quite a lot, so there were probably more answers in there. Even with an emulator though, you don't get that Spectrum feel; no crap keyboard, no TV signal drift, no, erm, Sinclair logo.

Anyway, I'm going to try and put together an article in which various writers tell us of their preferred emulators on different platforms, which should give you the expert's choice. Expect it next issue (but don't put any money on it, that's all).

Ed.

That Was the Year That Was...

Nineteen ninety-six. The year that changed the world. With the exception, that is, of bits that contain SAMs and Spectrums. Comings and goings occured, but all in all, last year echoed the pattern set by the previous two: steady, unspectacular business-as-usual, helped by lots of worthy fanzines, PD libraries, programmers and the like, and marred slightly by the inevitable contingent of meglomaniacs and blithering incompetents. Read on, and wipe away those tears of nostalgia as Sturdy makes up the bits he can't remember properly . . .

January

Malcolm Mackenzie, glutton for punishment that he is, took over responsiblity for David Ledbury's Phoenix operation, re-naming it Persona and bracing himself for all the, er, messages of good luck from Phoenix's many, many happy customers . . . the SAM hard drive finally appeared . . . issue 13 of Crashed (December's, natch) arrived, and I decided against returning as editor . . . James Waddington popped up again after a longish absence from the Speccy with Classix and his Games Finder service . . . Derek Morgan announced the SAM digitiser to be imminent, although whether it was ever actually produced is any bugger's guess . . .

February

Issue 8 of SAM Prime surprised everyone by actually being released, then promptly closing down . . . the 8-Bit Alliance was launched, and went on to revolutionize the SAM and Speccy scene as we know it . . . Sintech announced the release of Color Draw, which went on to revolutionize the Speccy graphics scene as we know it (well, it would have had anyone bought it) . . .

March

The first issue of Blitz, Steve Pick and Persona's new SAM diskzine, appeared and showed lots and lots of promise . . . Kevin Gurd released his Speccy voice recognition unit . . .

April

Allan, Mark B and I trooped down to the Gloucester Show; Clarkson can still be heard repeating the phrase "I can't believe how much of a success it was" . . . the arrival of Z2, The Thing Monthly, and Cookie and Rookie's fabulous Based On An Idea within a week or two of each other sent us backflipping across the room . . . Persona released Protracker, and the multitude saw that it was good . . . Matt Beal fired the opening shot in a battle that is ripping apart the Spectrum scene even as we speak. If Beal has any sense of responsibility at all, he will apologise in public for this libellous attack on my good name and confess that in iss 2 of Fish, he spelt "glad" as "gald"!!!! Honestly, death's to good for him. Matt Beal is 39 years old and still lives with hi mum. It's true. AND REALLY REALLY IMPORTANT. IF YO DISAGREE, YOU ARE COLLABORATING WITH THE BEAL MENACE.

May

Er, did anything happen in May? It seems not.

June

The first IEBA newsletter appeared and proved to be characteristically neat and tidy . . the weather became uncharacteristically nice for a little while, and I misbehaved i Oxford . . .

July

My copy of Z2 finally arrived . . . the First Northern SAM and Spectrum Show was announced and the entire population of Wetherby emmigrated . . . issue 2 of Blitz came out, and was spectacularly wonderful, and we all started waiting with bated breath for the arrival of issue 3 in September because it was without doubt the best thing about owning a SAM . . . I issued a response to Mr. Beal's unjustified attack which was far fairer than he deserved . . . issue 15 of Crashed came out, heralding the release of Ice

Chicken and Atomix, and St. John bewildered us all with the now-legendary "herd of naked Joe 90s" reference in his review of the latter . . . the very lovely Leah warmed our hearts by inserting hundreds of Pulp references into the Terry Ekins interview . . .

August

Zedd-Soft released Conquest, a SAM strategy game for egomaniacs (no, I haven't got it yet) . . . Trading Post started flogging Sintech's software . . .

September

Issue 3 of Blitz failed to appear - it later transpired that Steve Pick had fled the country and is now living the life of a monk in Norway because he was fed up with being the only SAM owner who could draw . . . the first paper edition of The ZX Files came out, and was very good indeed . . . the first NSSS happened and was fairly good (is that okay, Allan?) . . . Format, the magazine least likely to admit to the existance of any SAM/Spectrum-releated companies other than themselves, surprised us all by publishing a resource directory (you know, like we do at the back of every issue) . . . the boy Clarkson upped sticks from Leeds to Nottingham, and practically everyone who knows him (including me) managed to lose his new 'phone number . . .

October

Amstrad launched the PcW16, a new 8-bit computer (so why stop making the Speccy in the first place then, eh? Eh? EH?) . . . Revelation Software released a SAM 'conversion' of Elite, which was radically different to the Speccy original and reminded thousands of SAM owners how worthwhile upgrading was . . . a SAM and Spectrum show was held in Gloucester; I stayed at home . . . Grafix Wizards put out some Rather Useful Utilities . . . Fred released Momentum, which they described as "a veritable feast of interactive entertainment", playing down the fact that it was, yes, another SAM puzzle game . . .

November

Format announced that they had "purchased the rights" (raucous laughter) to the SAM_CLOCK . . . meanwhile, Bob announced on the internet that he was planning to launch a new-look SAM but he didn't want too many people knowing about it for the time being; I promptly told every SAM user I could think of, but they already knew . . . Um. Things seem to have quietened down these last few months. Possibly someone tipped 1996 on its side so that all the important bits fell to one end. Or something . . .

December

The SAM celebrated its seventh birthday, and its production was moved from Swansea to Gloucester (boo) . . . I discovered the delights of The Divine Comedy. All together now: "I met a girl, she was a frog princess, and yes I do regret it now. But how was I to know that just one kiss could turn my frog into a cow? You don't really looooove me, and I don't really mind. (Ba-ba, ba-ba) 'Cause I don't love aaaaanybody, that stuff is just a waste of time. Your place or mine?"

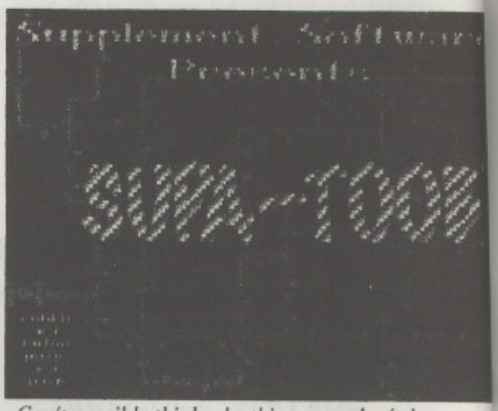
And there you have it. 1997 will doubtless be the year when lots of incredible, 686-beating SAM software appears, Spencer Poole returns from the dead and reveals himself to be Alan Miles in disguise, and West Coast Computers take over the world from their base in Rhyd-y-Fro. Meanwhile, lots of fabulous new games and utilites will appear for the Speccy, promoting a massive renaissance. Sir Clive will buy back the Speccy from Amstrad and have massive success with the launch of the +4, Your Sinclair will return, and we'll all live happily ever after. Or possibly some more mediocre games will come out, along with one or maybe two fairly good ones, neither the MiDGET, Statues of Ice, nor the SAM HDOS will appear, and no issues of Z2 will be published. Whatever.

CRASHED

Supa-Toob

BY Daton
PRICE £5
AVAILABLE FROM Supplement software
OUT Now

Reviewed By Allan



Can't possibly think why this screenshot's here....

It's a hard one to review, is this one. I mean, it's Pipemania, basically. But with a crap name.

Supa-toob is, however, a great game. For those of you in the dark, the idea is to lay pipes (from a selection available) from one end of the screen to the other. It may sound easy, but there are pre-laid pipes on each screen which you must incorporate into your final pipe-line. That's the hard bit - the pre-set pipes are usually laid in such an awkward way that you run out of time before you've had chance to do it and have to start again.

There's a time limit, which is just right. I don't know how many levels there are, but throughout I found myself either cutting it fine or running out altogether. The time limit adds to the difficulty curve, which is spot on; each level is a challenge but you never feel flustered or out of your depth. The levels do get harder, too - I'm on level 23 right now, which I know how to do but the time limit keeps on catching me out!

Luckily, there's a three-number passcode for each level which helps the game no end. If there wasn't a passcode the game would be boring as you'd have to play through completed levels every time.

"The graphics are nice and functional."

The graphics are nice and functional, though nothing special and perhaps a little dated. Thankfully, everything is done in a graphical font, so there isn't even a hint of the standard one anywhere. There's a nice dripping tap effect on the main menu, and the presentation in general is very good.

There's some great tunes in Supa-toob, too. And lots of 'em - one on the title screen, one for inputting a passcode, one for the level intro, one for the game itself, one for when you win, one for when you lose... You get the picture. And they all fit the style of the game perfectly.

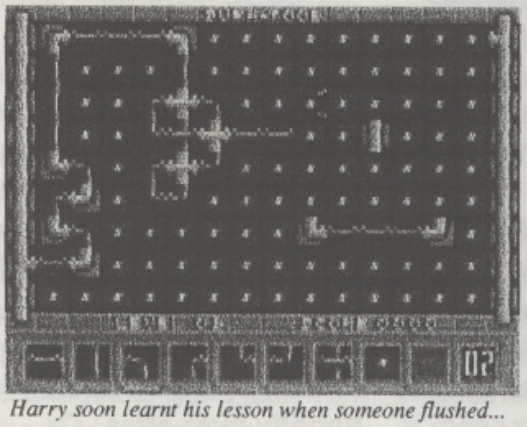
The most annoying thing about Supa-toob is the controls. There's nothing wrong with up, down, left, right and fire, it's just that the cursor has a tendency to move two squares when you only wanted it to move one. This has the unfortunate effect of putting pipes in the wrong place (which you lose points for) or, even worse, opening the fluid-valve by mistake, finishing the game when you only wanted to place a tile. The movement problem even occurs on the code menu, which is irritating.

After playing Supa-toob for a while, I needed some screenshots, and decided to hack. To my surprise, I found that Supa-toob is written in BASIC! It's such a good game and moves so fast that I thought it would be code, or at least partly code, but there y'go. Blimey.

All in all, Supa-toob is a nice game. It's well worth a fiver if you don't have Pipemania (or are a real addict), but if you've got it then don't bother. However, on it's own, Supa-toob deserves...

LOOKS - 71
FEELS - 65
SOUNDS - 78

FINAL SCORE - 74

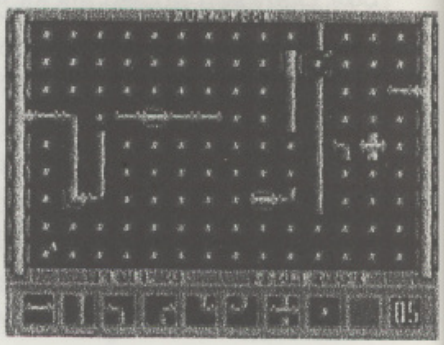


Harry soon learnt his lesson when someone flushed...

Stewart

As Allan has said, this game is basically Pipemania all over again, but with a different name. The concept behind the game is now boring, and not the kind of thing to get excited about, but the game itself is rather playable, and is still a challenge.
Mind you, so are the controls, another game that has a mind of it's own.
Thank goodness for the password system. Without I'd be as bald as a coot. This is on eof those games where you just have to keep going until you reach the next password. Forget about your dinner e.t.c that's sitting at the table getting cold. It's addictive.
It's a bit of shame that the general idea of the game is now completely un-original, but if you've got a spare £5 jangling around in your pocket, it's worth considering

72



GOING UNDERGROUND

Compiled by Mark Sturdy

SAM DISKZINES

If there's one thing that's true of SAM diskzines, it's that there's a lot of them. Six (or seven), in fact. It is with this information in mind that I have compiled this feature, reviewing, as it does, four SAM diskzines. I thank you.

Blitz Bi-monthly #2
MARK S Issue 3, the latest at the time of writing, is the first after the departure of original editor Steve Pick, and *Blitz* seems to have weathered the loss rather well. Like the first two, it's a well-presented pot-pourri of the main aspects of the SAM scene. Amongst other things, there's a very well-produced puzzle game called Stax, a project to build an 8-bit sampler, some mildly interesting stuff from the SAM newsgroup (including a spirited debate about the conversion of Elite), Andrew Collier's BASIC tutorial, digitised pictures from last April's Gloucester show (in which, for some reason, Allan and I both have reddy-brown, rather than platinum blond, hair), and a port of the 128k version of Auf Weidersehen Monty. The editorial, put together for the time being by David Ledbury, is very readable, with lots of news, a guide to getting on the internet, book and film reviews, a look at the Quazar Surround, and more besides.

So, a good mag on the whole, if not quite up to the miraculously wonderful issue 2. It's a shame that it no longer has the coherent look and feel that it had before Steve left - the distinctive front end has been replaced by a naff, identikit starfield 'n' scrolly thing, and it looks as if the very promising-looking SAM Encyclopedia that started last issue is no more. Still, a good variety of quality stuff, making up what I would say (at a pinch) is the best disk mag on the SAM. **8/10**

PS Issue 4, due out late February/early March, will be a two-disk set, costing £2.75. The second disk will contain the complete version of The Sound Machine. Coo.

ALLAN'S FOOTNOTE: Sturdy stopped subscribing to *Fred* just before Stax and the Gloucester pics appeared (both almost a year earlier). So if you get *Fred*, are on the SAM Mailing List and have 128k Speccy conversions (as I have), then a lot of this mag is repeats. Pah.

Network Sigma Bi-monthly (soon to go monthly again) £1.50
MARK S Issue 8, the latest at the time of writing, proudly trumpets its 'new look', which in fact seems to be the old look with horrid, garish, clashing colours all over the menu. Never mind, eh? The emphasis in *NS* is largely on editorial as opposed to programs. There's a fairly interesting news section, with a PD update, info about *Saturn*'s latest releases, and, er, Bob Brenchley claiming that *West Coast* are "moving away" from the SAM and are now "working on other projects", and seemingly expecting us to believe him. Good old Bob.

Elsewhere, there's also a review of the *Quazar Surround*, screens, mod files, E-Tracker tunes, a programming spot, a guide to the internet (yes, another one) and a whole section of highly suspect blonde jokes, some of which I have to admit to laughing at. The mag is based around a pointer-driven menu system, which is nice if you use a mouse, but a pain if you don't. On the whole, a competent enough mag, but lacking anything much that makes it stand out from the many others on the market. **6/10**

SAM2SAM Bi-monthly (soon to go monthly again) £1.50
MARK S *SAM2SAM* has quite recently changed hands, and is now edited by Doug Young, formerly of *Daft*. Again, the emphasis is on editorial. There's a feature about combining your mouse and printer interfaces, a Top 20 games section, reviews of various new-ish games and PD (and, rather pointlessly, lots of four-year-old issues of *Fred*), and a cheats/tips section. Also, about a third of the magazine is given over to non-SAM stuff, mainly film reviews, pages and pages of the editor's top 20 albums, and a massive section about the X-Files. Hmm. More useful is something called (ahem) The SAM Files, which basically provides a guide to every company, game, utility and piece of hardware for the SAM. There are, inevitably, ommissions and out-of-date bits, but on the whole it's a very useful guide to the SAM scene (and we've nicked loads of it to put in Post Box).

There are a few programs (notably a quite nice platform game called Addiction and a Breakout-type thing called Twatz And Wallz), but the main plus point here is the info. The magazine is quite nicely presented, and ponter-driven throughout which, like *Network Sigma*, is nice if you've got a mouse but irritating otherwise. Get it for The SAM Files or if you're an X-Files fan. **7/10**

SAM Supplement About every six weeks, at the moment £2 (or 50p with a disk and SAE)
MARK S *Supplement* is quite different to most of the other 'zines reviewed here in two respects: firstly, it's been going for absolutely ages (since 1990, in fact - the latest issue is number 52), and secondly it concentrates mostly on technical/programming stuff. It's not the most stylish of mags (no parallax starfields on the menu screen!), but this is more than made up for by the quality of the content. It's read mostly by hobbyists who spend time actually doing things with their SAMs, so there's lots of interesting techy-related letters. Also on the editorial side, there's a review of *West Coast*'s recent Drive Replacement Kit, a programming help section, and a few scraps of news. There seem to be two main areas of emphasis in the latest issue, though. Firstly, there's quite a few bits of mouse-related material, including something with Steve Taylor's mouse routine and a compiled E-Tracker tune (actually Axel F, but never mind) running together under interrupt control - quite an acheivement, I'm led to believe. And secondly, there's some modem stuff. Yes, it's been a long time coming, but the SAM now has a proper, pointer-driven comms program, written not by Cookie (Termite is still 'in development', or possibly 'in a drawer'), but by some foreign chap. And it's yours, on issue 52 of *Supplement*, for £2. There's also an article on connecting a 14400 modem to the SAM Comms interface, which may lead to some rather exciting developments in time.

A sad footnote is that, because of a lack of contributions, Dave Tonks is now considering closing *Supplement* down. The mag used to be monthly, but recently there just hasn't been enough material for it to come out regularly. Dave has decided, therefore, that if he can't get another issue out by March, number 52 (December's) will be the last. Buy *Supplement*, contribute whatever you can, and prevent the SAM scene from suffering a tragic loss. **8/10**

CRASHED

The Crashed Interview.

Mat Beal

Oh, what can be said about Mat Beal that has not been said already? Former editor of Fish and Z2, programmer, erstwhile Crashed contributor, software mogul and posessor of one of the silliest fringes in showbiz today. Leah M Wetbat 'phones him up and asks him some questions, then types them into a wordprocessor and has them published in a computer fanzine . . .

Who are you?
"Mat Beal."

How are you?
"Fine, thank you."

How were you first introduced to the Spectrum?
"Erm . . . ooh, I can't remember. I won it."

How?
"In a raffle."

Is that true?
"Shut up. There was a raffle in a pub to win a Spectrum, and I won. I can't make up anything better than that at the minute."

How long ago was that?
"Last week."

Fair enough. What are your favourite games, and why?
"Animal Smackers, because you can bang the floor very hard and you get to catch animals, which is a good thing. And musical chairs, because you can break people's sofas."

Spectrum games, idiot.
"Chaos, I think. There's another very good one and I've forgotton what it is. Never mind, carry on."

Why do you still use your Spectrum?
"I don't. Oh, just playing stupid games when your mates come round. Reliving your childhood, really, although I don't do that very often."

Will the Spectrum as it is now still be here in ten years' time?
"Probably, because things haven't really changed in the last three or four years, and everyone's too obstinate to let it go. It'll plod along quite happily, probably for at least ten years."

Andy Davis and Martyn Sherwood: who's right?
"It depends what the question is. They disagree about lots of different things."

If they had a fight, who'd win?
"Well, I've never met Martyn . . . Andy's quite big, so if Martyn's quite small he might lose. Is this a physical fight?

Yes.
"Andy's quite big, but he's a bit thin - much like your good self, Mark . . . "

Leah.
" . . . and I don't really know what Martyn looks like at all. So I suppose it depends."

More to the point, does anyone care, or should they both be locked in a coalshed forever?
"Lots of people care, but I don't. I don't know, really."

Bob Brenchley: lifeblood of the Spectrum or bent old biffer?
"I think he's a rockin' dude."

What's the best thing about owning a Spectrum today?
"You can talk about them with your friends and say 'Weren't they crap?' and they say 'Yes', then go to the pub and say 'Wasn't Henry's Cat good?'. Something like that."

Favourite musical things?
My favourite pop star is Jarvis Cocker. My favourite bands are Pulp and The Divine Comedy and Gene and Stereolab and another band who I shall not mention . . . "

They're rubbish.
"Their initials are MLS . . . "

I know. THEY'RE RUBBISH.
"No they're not, they're good. My favourite albums are His 'N' Hers by Pulp, Casanova by The Divine Comedy, Highway 61 Revisited by Bob Dylan, and another one."

Favourite films?
"Gregory's Girl, The Commitments, Withnail And I, Monty Python And The Holy Grail, er . . . Trainspotting was dead good, speaking recently, although it's not that recent now, is it? It was about a year ago."

It's recent for me.
"Well, yes, it's recent for Mark, so Trainspotting recently."

Er, that's recent for Mark, not me.
"Eh?"

I'm not Mark. I'm Leah.
"This is all very strange. Erm, and lots of other films too."

Telly programmes?
"The X-Files and The Simpsons."

Books.
"1984 by Orwell, Oranges Are Not The Only Fruit by Jeanette Winterton. Erm, Hitch-Hiker's Guide To The Galaxy, that's quite good. And some other ones."

Magazines.
"Select and Private Eye."

Radio programmes.
"Mark Radcliffe."

Favourite '70s disco record.
"Ooh. Erm, YMCA by The Village People and I Will Surive by Gloria Gaynor. Anything that's since become a gay anthem, I think."

Age: 17
Height: 5'10" or 5'11"
Weight: 8 stone
Waist measurement: 26
Inside leg: 32
Favourite member of Pulp: Candida
Favourite Spice Girl: "Mel B, because she's got a Yorkshire accent and big hair, which would be useful if she was in a big hair competition or something."
Favourite Doctor Who: "Sylvester McCoy, because he's the only one I watched. I'm too young to remember anyone else."
Favourite city: Manchester.
Favourite mode of transport: "My bicycle."
Favourite politician: "Clare Short, at the minute. Clement Atlee was quite good, too."
Favourite character from Friends: Phoebe
Favourite SAM/Spectrum person: Chris Bailey
Favourite Star Trek cliche: "Fuck me, a load of aliens."

Who would you have play you in a film?
"[Thinks for several minutes] Er, I don't know. That's a stupid question. I refuse to answer it."

It seemed to work well in Q.
"Oh. In that case, Andrew Collins, who's the editor of Q. See how he likes it."

What would you have on your gravestone?
"Ooh, hang on a minute. I'm not sure about this one. Hmm."

We'll kill you now and find out.
"[Giggles] Ooh, you are wicked. Er, Mat Beal, 1979 to whenever-I-die. Rest in peace."

Can you play a musical instrument?
"No. I pretend to play the guitar, but not very convincingly. I can play the keyboard with one finger, too."

Which finger?
"The index finger on my right hand. I can play guitar with all my fingers, but not very well."

If you were a busker on a street corner, what would you sing?
"YMCA by The Village People and I Will Survive by Gloria Gaynor. And French Disko by Stereolab."

What are your favourite parks?
"Car parks, I think."

What is grass?
"Something you smoke."

What are birds?
"I'm not going to say that, it's rude."

What can I do with my Year In Provence?
"Oh, all right, you can stick it up your ass. And birds are something you shag."

Pick five words that describe yourself.
"Messy, drunk, inefficient, ugly, miserable."

What irritates you?
"New wooly jumper next to bare skin."

That's nice! Who will you vote for in the next election?
"Round here, if you want to get rid of the Tories, which we all do, obviously, then you should vote Labour. But my personal preference would be the Liberal Democrats."

Good man.
"Because I don't like Tony Blair very much. Labour has got some good politicians, but he's made them all Minister of Rodents and Minister of Vets and Minister of Curtain Rails and things, so he's a bit evil. If Arthur Scargill's Socialist Labour Party ever stood here, I'd vote for them, but they probably won't because they've only got one candidate."

Lousy stinking commie. Who's the greatest Prime Minister we never had?
"Er . . . Kinnock."

Blimey. What's your favourite line from a song?
"Hmm. 'Go, walk out the door, turn around now, cos you're not welcome any more.' And 'Yeah yeah yeah yeah yeah yeah' from Babies by Pulp."

What's your favourite issue of Crashed?
"Issue 0, and the one with Sir Clive Sinclair on the front."

Who edited those two?
"It was you actually, wasn't it? No, it was Mark."

In retrospect, do those old issues of Your Sinclair we all used to worship still stand up?
"No, because it's not printed on cardboard. Obviously. No, I can remember it being good when I did read it, but not having read it for several years I don't know."

What's better: CDs or vinyl? And why?
"Vinyl. Because if you buy a CD you get a crappy little bag and it feels like you've spent 15 quid on nothing, and if you buy vinyl it's cheaper, and you get a nice big bag, so it feels like you've got something for your money when you're on the bus on the way home. And also, you can get coloured vinyl. Of course you can get coloured CDs as well, but it's not the same. And CDs aren't that much better really - it's just a lie put about by Q magazine and Virgin 1215."

Which is rather pointless really, if you consider that if the sound quality of CDs is any better it'd be completely obliterated by being broadcast on Virgin 1215.
"Unless you live in London, where it's got an FM licence. I AM THE KING OF RADIO LICENCING FACTS."

The SAM: the single greatest threat to the wellbeing of the Spectrum today, or an obscure, nicely eccentric home computer?
"I don't know. Probably the second one."

Who's sexy?
"Richard Fairbrass, from Right Said Fred, to the extent that he is too sexy for his shirt."

Where are you, and what are the vibes like?
"I am in my mum and dad's bedroom, and it's like a travel lodge. So the vibes are like you've just been on a long motorway journey and you've just had your tea in Little Chef, I suppose. It's quite nice, actually. It's quite relaxing in this room. All pastel colours and things."

If there was one person in the world you'd like to look like, who would it be?
"Jarvis Cocker, so that the next time someone says 'You look like Jarvis Cocker', I could say 'Yes, I do'. Or maybe you, Mark . . . "

I AM LEAH M WETBAT.
" . . . because I'd look like lots of different people."

Which celebrities have you been told you look like?
"Do you want the list? Jarvis Cocker, Russell Senior (who is, for our less informed readers, the violinist in Pulp) . . . "

Who are Pulp, just for the benefit of our less informed readers?
"For the benefit of our less informed readers, they are a pop group. And for our really stupid readers . . . no, never mind. Erm, the bloke out of The Bluetones (Mark Morris, I believe he's called), Justine Frischmann (the singer in Elastica). I can't think of anyone else - I'm sure there have been others. Oh - a Friend. One of the Friends. Chandler."

Chandler Bing!
"Chandler Bing, yes. I wish I had a surname like that."

Excellent, yes. Are you ever going to finish any of your myriad films, plays, books, sitcoms and things?
"No! That would spoil the whole thing."

How many have you got on the go at the moment?
"The film, called Get Cocker, a soap opera called Bollocks, a film I wrote over a year ago called The Flowering Inferno but will probably never be completed, a book called The Making Of The Flowering Inferno, which I might finish one day, and J'Aime Ca Vie De Merde: The Life Of Mark Sturdy, which is a surrealist play in four acts - I think I've finished that, actually. That's one thing I did, but it was very short."

Understandably. What are you wearing?
"It's very boring, unfortunately. Black socks, Bedford Cords jeans, which are blue, and a grey wooly jumper. And a skinny white T-shirt which says 'Courage Best Bitter' on it. And that's it. Oh, and a watch. And some pants, obviously."

What sort of pants?
"Just, you know, normal pants."

Well, boxers or briefs?
"[Resignedly] Boxers."

Which is best: boxers or briefs?
"You know damn well."

Yes, I do. It's briefs.
"Yes, let's say it is, for the sake of the argument. I couldn't give a toss."

Oh, you're no fun anymore.
"Certainly not."

What are you like when you're drunk?
"A twat. No, don't print that, it's a rude word. Silly, that's better."

Shaving: wet or dry?

"Wet."

Why?
"Because I've not got an electric razor, which does make dry shaving rather difficult, not to mention painful."

What is your favourite method for getting things out from between your teeth?
"I think that's largely a meat-eaters' problem, isn't it? I'm a vegetarian, so I don't get bits of dead animal stuck between my teeth."

Why are you are a vegetarian?
"Because I don't approve of modern farming methods, as if anyone could give a toss."

What's your earliest childhood memory?
"Going to see my sister being born. I just remember that the hosptial had black and white tiles on the floor, and you had to press a bell to get the receptionist. I don't actually remember anything about my sister, which probably says a lot about me."

What were you like as a baby?
"My parents say I was quiet and good-looking. So somewhere along the line, something went horribly wrong."

When was the last time you were really drunk?
"Friday. For our less informed readers, it is now Monday."

What were you drinking?
"Worthington's Best Bitter."

How many pints?
"I don't know, six. That makes me sound a bit wet. Twelve. Hundred."

What was the last thing you ate?
"A yoghurt. A banana and raspberry yoghurt."

Oh yes! What's your favourite flavour of yoghurt?
"Banana and raspberry, today."

Could you hit a cow's arse with a banjo?
"No. I have no banjo. I have no cow, come to that. I could hit a cat's arse with an acoustic guitar."

Hair maintenence: brush or comb?
"I don't use either. I run my fingers through my hair first thing in the morning, I'm very sorry to say. I'm sure all your readers have an image of me as this handsome, well-groomed person, but no, I just run my fingers through it."

You are a disgusting monkey boy and should be shot.
"I am, I am. Do you comb your hair?"

Yes, regularly.
"Why?"

To make myself beautiful.
"I only comb it to get blood out of it."

When was the last time you had blood in your hair? And what was it doing there?
"Christmas Eve. I went round to my friend's house. Because his family don't like him and he's a bit smelly, he lives in the attic, so he's got a low ceiling, which I banged my head on. Then I dropped to the floor and started rolling around screaming. Apparently I went quiet for about 10 minutes, then I said 'Barney, that's a horrible jumper', which I don't actually remember, so presumably I was unconscious for a while, during which time my friends just pointed at me and laughed, which is the measure of my friends. Anyway, then I went back to this other person's house where a party was going on, and I realized I'd got blood in my hair, so for the next hour I had to sit on the toilet while a friend of mine was washing the blood out for me. So that was my Christmas Eve."

Who's your best friend?
"How do you mean?"

Well, which of your friends would you most like to, say, be stuck in a lift, or climb Everest, with?
"Lidija Owen, the one who was cleaning the blood out of my hair, because she's very sensible."

Is she fit?
"I'd better say yeah. Not that she's going to read this, so it doesn't really matter."

I'll make sure she gets a copy.
"Oh. Yeah, she's lovely. No, her boyfriend might read it, then there'd be trouble. Er, she's reasonably fit, but not so fit you'd want to, like, do anything."

How do you know I wouldn't?
"Oh, shut up, Mark. No, she's quite nice, yes, but I've never really thought about it."

I've blown this Leah thing, haven't I?
"Probably, yes."

I'm in drag and everything.
"Me too."

What's the best thing you've programmed on a Spectrum?
"Random Insult Generator."

Recite a line of poetry.
"They fuck you up, your mum and dad."

Would you ever consider doing a Spectrum fanzine again?
"No."

Why not?
"Look what happened the last time!"

Did you enjoy doing Fish?
"Yes. Up to a point."

Was it any good?
"No. Ask me if I enjoyed doing Z2."

Did you enjoy doing Z2?
"No."

Why not?
"I don't want to say anthing nasty about David . . . it was just one disaster after another."

What's your happiest Spectrum-related memory?
"Winning it in the raffle last week."

Do you think you'll still be using a Spectrum in 10 years' time?
"Wouldn't have thought so."

Do you think you'll be using any other sort of computer in 10 year's time?
"I don't know. I don't know what I'm going to be doing in 10 years' time. If I have a job which involves using a computer, then yes, I shall. Probably a really futuristic one that does everything in the world, or something."

Where would you like to be in 10 years' time?
"I have absolutely no idea. Editing the Sunday Times. No, that's ridiculous."

You are the next Andrew Neil.
"Hopefully not. No, I don't know. I don't know what I'm going to be doing next week, Leah. I think 10 years is being a bit ambitious."

Do you remember the first time?
"First time what?"

I don't know. I've never understood what that song's about.
"Yes, then, I do. And now I've got to go."

And on that note, Mat went somewhere else and let another person use the 'phone, and I came here to spend two hours typing this ruddy thing in, only to realize I wasn't quite sure what to put in the box at the end. Next issue? God knows. Harry Secombe, or someone.

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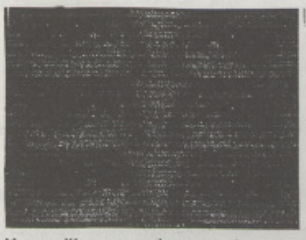
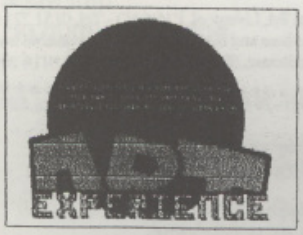
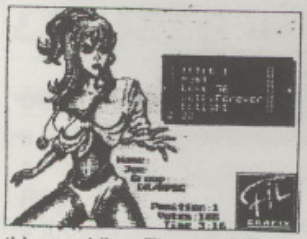


VIBRATIONS by Dream Makers
What are those vibrating beds for in American motel rooms please? Is it to shake off the excess pee-pee from industrial rednecks about to embark on a bit of naughty? This is a superb demo, and as it runs you'll find your head getting ever closer to the screen. If you like your demos ultra cool and stylish, have a good long bang with this one. The best thing about these Russian demos is the music - it has developed a whole new style whilst in isolation from the rest of the scene.

THE DEMO BEGINNING WITH R by The United Minds
We don't get any cludes, and actually we don't get the answer either. It's surprising just how many different ways Dok and Orson find to slag each other off, and I think that certain drinkage could be the fuel. Check out the Playstation-to-Spectrum conversion in one of the sub-parts. Best thing the Minds have done? Yes, I think so, though there's not much point in releasing a demo worse than the previous one I guess. Could it be Ringpiece?



ART EXPERIENCE by TGM
Hands up who remembers the 48k preview. This bears no relation to it whatsoeven, and I kinda like that. I'm sure there is a proper nerdy name for this style of graphics - shaded parsec-know pixellation indeed. It's a load of tits-out faries and he-man hunks tossing off dinosaurs by the looks of things. Smart!



ENLIGHT '96 by FIL Grafix
Don't you just love these demovision song contests? Only this time the votes are already in, from the St. Petersburg jury. The piccy of the pirate pixie bird is quite strange - he thighs are wider than her midriff, and I'm not sure that mammals can do that sort of thing and live. The one I like came fourth, but like typical Brits, we all want to know what song came last don't we?

This picture has been censored by the Iranian government.

LIFE SUX by Galaxy Inc.
I agree. When Jude got stabbed in Casualty I really felt rather limp - that shouldn't happen to a nurse with a stud through her nose, she shure was purdy mah. The Galaxy tribe come in for a bit of stick from other Rusky coders, but it seems unfair when you watch this. Well, could you do it? What the hell is a lamer anyway? I thought they only appeared in the Doctor Doolittle film.

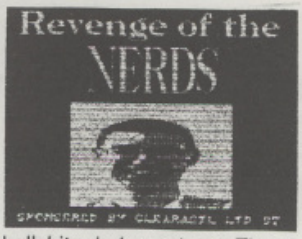
ILLUSION by X Trade
Ooh flip, now this is something rather special and I don't care who knows it. Shaun Ryder makes a guest appearance halfway through, and then the birds from Shampoo soapy tit-wank Bev Bevan from The Move. Or is it just an illusion? Bloody hell, I'm getting good at this. Again more excellent music - they're starting to spoil us now. Stoppit!

This picture has been mashed by the Apple Mac.

ICE CREAM by World Eyes
Before I mention the demo, can I just say that everytime I send Zhenya from World Eyes a cessette of software, his postman nicks it. I know Latvia is a poor country but I'll send the ponce brand new blanks if only he'd leave the software alone. Right, I'm not sure if this demo works properly but it sort of starts doing something then doesn't do much at all. Great name for a demo, though.

Not really. Stewart left too many screen spaces, actually. Pah.

CHIMERA by Funsoft
This one's quite old now, but thanks to Eye of K3L, it's now available in the UK. Turning kids into monkeys, I don't know. In my day you settled on getting bullied at school for being on free school dinners. I used to watch the girls playing netball from my biology lesson though... I think I learned more looking out of the window to be honest... (Allan administers cattle-prod to Dave's east hang-down) ...tunes, pictures, code, smashing.



REVENGE OF THE NERDS by Vida Sandy Inc.
It's always nice to feature a demo from a new group, and one that nearly topples all expectations! The guys still think they live in Prussia, and one of them has even declared himself a Zsar of the Spectrum, but don't let the bullshit grind you down. They just need a lot of love and understanding.

That's your lot until next issue.
Darn, I'll have to get rid of that 'in association bit' now. PD Libraries these day's.
They really don't consider us designers. Tsk.

Software houses / suppliers

Ace Software/Alan Cresswell (Spec) - 18 West St, Geddington, Northants, NN14 1BD
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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, 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 - BACK IN STOCK - but supplies are still limited! With it's controversial cover, this issue had an accompanying tape/disk with it, but it's not available now, so tough. Inside there's part 1 of our Bob Brenchley 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 Brenchley 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 ressurected, Brian Watson interview, and controversial letters, plus lots, lots more!
Issue 15 - Manic Miner and Jet Set Willy graced the cover. There was also a look at the Spec on the .net, reviews of Atomix and Ice Chicken. Plus an exclusive interview with Jupiter Software's boss, and lot's 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.

Issue 17

Crashed celebrates it's 2nd birthday, again, with a special 4 page article looking back over the past 2 years of Crashed. Reviews of Momentum and Quadrax, and a bloody complex map of Jet Set Willy 2.
Plus, stunning pictures from the NSSS show, as well as the usual hot gossip.

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