CRASHED

Issue 19
June 1997
£1.50

More fun than chasing a bloody Road Runner, that's for sure

SAM Elite Reviewed

End of an era.

The world's greatest SAM and Speccy 'zine

Advertisement

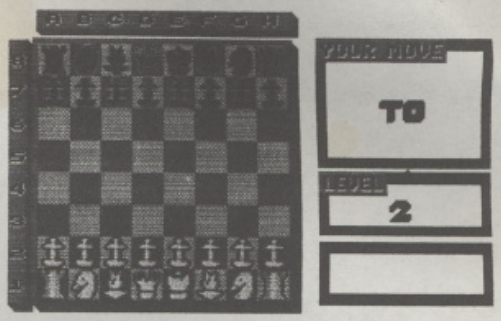
JUPITER SOFTWARE

2 OSWALD ROAD, RUSHDEN,
NORTHANTS. NN10 0LE

PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

NEW STUFF

CHESS MATE.



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

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

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)		

Allan's final editorial.

Hello, loyal Crashed chums. I don't know how to say this... but... well, you'll have to put up with Mark Sturdy as editor again (after this issue. The good news is, though, that Stewart Skardon will be joining him in the Editor's Chair (which could be uncomfortable...) The thing is, I'm leaving on a jetplane. No, seriously!

I'm going to America in the middle of June and won't be back until towards the end of August, so Mark was going to do Crashed 20 anyway. I'm in a band now, too, and want to concentrate on that as well. I'm still going to write for Crashed, but Mark will be the manager and he and Stew will be joint editor. The new address is the old address, if you get what I mean... You know:

Crashed
Pear Tree Cottage
North Deighton
Wetherby
West Yorkshire
LS22 4EN

And the new phone number: (01937) 582837. This is correct from... wait for it... NOW!

Right, so what else has been going on? Well, there was the April Gloucester Fair. To be honest, it was a bit on the quiet side after midday, and sales were down on Autumn, but it was good fun and I met the regular SAM and Speccy gang again.

The Crashed Website has undergone a spit and polish. Stewart has bought a new computer, which means that the images are smoother and the text is better; check it out... www.argonet.co.uk/users/sskardon and sign our guest book!

So I guess this is it, loyal readers. After 22 months and eight issues at the halm of Crashed, it's time to say farewell as Editor. It's been nice editing Crashed. I've enjoyed the fun and the fame, thanks for your support. I couldn't have done it without you.

Laters dudes,

Allan Clarkson

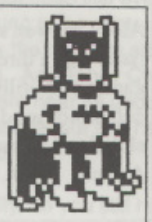
EX-ED!

DELVING DEEPER...

Features

6 Bye Bye Allan - An honest look back at Allan's many happy hours at the helm of *Crashed*.

Reviews



8 Retro Reviews - More blasts from the past.

10 SAM Elite review - Something *Crashed* hasn't seen for a while. Something controversial.

Regulars

12 The Crashed Interview - Ian 'Axe' Slavin

13 Next Issue - Well, what more can I say?

14 Postbox - That oh so handy page is still here.

15 Shop! - Git yer Crashed back issues 'ere.

666 Road to Hell.

AT THE CRASHED BAR

Landlord - Allan Clarkson (Fresh orange)
Cleaner - Stewart Skardon (Guiness)
Barmen - Mark Sturdy (Triple vodka). Dave Fountain (Pint of lager). Robert Chilton (Lemon Hooch)
Old men in the corner - Ian Slavin (Coke with ice). Paul Howard

Write to us - Crashed. Pear Tree Cottage. North Deighton. West Yorkshire. LS22 4EN.
Call us - (01937) 582837

The articles in Crashed are the copyright of the individual authors. The magazine as a whole is (C) 1997 Crashed Magazine. All contents are believed to be correct at time of going to print. The views expressed in Crashed are not neccesairily those of the management, who cannot be held responsible for any shit that aint their fault. No part of this magazine may be reproduced without the written permission of that phone with the wheels that appears in the Direct Line ads. Please make any cheques POs payable to Mark Sturdy for now, we'll get the Crashed Magazine Account up and running again ASAP.

This issue is dedicated to the best line in I. D.: "You're the worst fucking fuck I ever had." Lovely.

ISSN 1361 - 5505

stuff

Andy Pandy

Andy Davis has recently sent in these Alchemist-related news pieces:

- Alchemist Research is back on-line, and you can contact them by e-mail at ALCHEMIST@EMARKT.COM. The mailbox is checked a lot, and you can ask questions on all manner of Speccy-related gubbins.

- Alchemist Research has lots of emulators available, including the latest version of Gerton Lunter's Z80, a Windows-based Z88 laptop emulator, and a Psion 3A emulator, too. They already have emulators available for lots of other platforms.

- Since buying Colin Macdonald's Z88 at the 2nd NSSS in February, Andy is now supporting the Z88 and it's emulators. Bill Richardson of EEC has asked them to re-start the old Z88 users club, which had over 2000 members. There's also a Z88 column in Alch-News, and they're purchasing an entire Z88 software library. Phew!

- In a bout of stupidity, Alchemist Software was undercutting Alchemist Research when selling issues of Alch-News, so now Alchemist Research will be handling all subscriptions of Alch-News on all platforms: tape, +D, +3, PC and SAM.

COLONIAL IRRIGATION

Fred Publishing has just released Colony for the SAM. It's a Sim City clone, and is rumoured to be pretty darn snazzy. Expect a review soon. Colony costs £16.00, or £14.00 if you're a Fred subber or INDUG member. It's just out at the beginning of June, and is Fred's first release under the new management.

Outta Here

Matthew Westcott has created a level designer for his soon-to-be-released game, "Stevie Dotman". The game has been described as a cross between Boulderdash and Thrust, and it looks like it could be quite good fun. The main thing is, Matthew wants you (yes, YOU!) to design the levels - well, at least one. Be a part of this new Speccy development, and send a blank tape, +D, Opus or Disciple disk to Matthew Westcott, 14 Daisy Hill Drive, Adlington, Chorley, Lancs, PR6 9NE. Remember to enclose a stamped SAE, too.

She's so expensive

Bernadette Downsland has published a Multiface pokes book for all those of you who want to cheat using Romantic Robot's little black box, so if you're interested, send a stamped SAE to Bernadette at 26 Elsie Street, Goole, East Yorkshire, DN14 6DU. Bernadette also has other assorted knick-knacks available for your enjoyment, so drop her a line anyway and you'll probably find something that takes your fancy.

GOONERS DAHN YER NECK

Paul Howard's Impact Software is developing Rockfall 3, a sequel to the games which appeared on the Crash covertapes many years ago. According to The ZX Files... I mean, my sources (hastily conceals rival magazine under desk), it's going to be a huge multi-load affair. I can't imagine how difficult it would be to come up with new levels for this well-trodden genre, but there you go. I don't make the news, I just tell it how it is...

ABSOLUTELY FABULOUS SWEETIE

The Chic Computer Club (if such a thing is possible...) has just re-organised their issue dates of their newsletters for the special interest groups within the club. With a bit of luck, it will make the job easier for the editor. The Chic Computer Club still has it's usual free e-mail (easy for 8-bit users, too!).

TRIPLE X-RATED

Alec Carswell's disk-zine type thingy, called "X", is out. The second issue was a three-disk set, including a Kaspa club disk, one with games and utilities, and another with more games. Whether it's any cop or not we don't know, because I don't have a copy. Never mind, eh? Send a stamped SAE to Alec for more details. 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL.

NOTICEBOARD

MESSAGE
Allan, Keep in touch OR ELSE. Stewart and loads of Crashed readers.

Wanted
Lie Detector test. Write to Bob via Crashed address. (Snigger snigger!)

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.

THE POSTIE'S SACK

Crikey, last issue's letter from Amanda Panda about Dorito's really has sparked off quite a heated debate in the Spectrum community. Where will it end? Will Walkers threaten to sue us for being fair and even-minded? Will Pringles start to display anti-Dorito slogans on their packets? Only time will tell...

CRASHED IS LOVELY

Dear Allan,

Alright geezer malteser? I didn't make it to the 2nd NSSS for all of the 'lack-of's, especially the etc. one.

Seeing as I've got a bit of wad and no concept of style, I'll bung a `6 cheque in your direction for the purchase of a Crashed T-Shirt and the next issue.

I've got a new game called Kliatba Noci. I hope to review it in time for the next issue. If I don't, I expect there will still be my issue-ly contribution to the Postie's Sack. Surely you must receive more interesting letters than mine. Don't people get bored reading my inane ramblings?

Here's some inane ramblings:
Crashed is lovely, Crashed is cool,
I like to read it in the swimming pool,
Crashed is great,
Crashed is skill,
It tasted much better
than a load of krill.

On a different note, a reference to an ELO song in Crashed, eh? Does that mean you like them?

You didn't answer Amanda's question with regards to Doritos. Doritos are far more important than whether you get sued. For my part, you can't beat the Cool Original flavour. On the subject of crisps, is it just me or are Pringles disgusting? All the flavours taste the same - shit.

Bye,

CRASHED
Pear Tree Cottage,
North Deighton,
Wetherby,
West Yorkshire
LS22 4EN

**St. John Swainson,
Rickmansworth,
Herts.**

Hi St. John. I've got Kliatba Noci, too, as it happens, but I'd still appreciate it if you did a review, 'cos I can't be bothered.

Seeing as though you ask, I don't get any letters more interesting than yours. Most of the letters are along the lines of "Dear Sir or Madman, Please send me an issue of Crashed. Here's a cheque for 20p. Goodbye, Alfred J Torrington." So I can't print them. Unlike Format. And that poem is lovely. I'm going to frame it and put it on my wall. And I do like ELO. You should have noticed that ages ago. Pah.

As for Pringles, I think they're alright. We'll have to wait and see what the readers think, though, eh?

Ed.

COMPLETELY CRAP

Dear Crashed,

Thanks for sending issue 18! How many issues did I actually subscribe for?

About the 'That Was The Year That Was 1996' feature - Oi! I bought Color Draw! I used it when I wrote the Ex-Alf music demo, which, er, Dave thought was completely crap. Oh, well...

Can I join in this argument about Star printers (and get sued like everybody else)? This letter is goiung to be printed on a Star printer, which is why the margins are going to be completely wrong. And Tangy Cheese Doritos are nowhere near as good as the others. Cool Original flavour just has the edge I reckon. Sorted!

Finally, do you still have that leaflet I gave you about Stevie Dotman? I could do with a bit of free publicity, especially as there's going to be a new version of the level designer out sooner or later!

Er, yes, well, bye then...

**Matthew Westcott,
Chorley,
Lancs.**

Hello, Matthew. What did we say about Color Draw? Er, hang on... (goes to look through back issues) ...oh, right, that. Well, it's true!

Well, both you, Amanda and St. John seem to prefer Cool Original Doritos, whereas only Clare has voted for Sizzlin' Barbecue. I'll make public my position on this important matter as soon as I've, erm, eaten some.

As for the Stevie Dotman leaflet, well, no. I'll nick the news item from the ZX Files and print a re-worded version in Stuff, eh? Lovely.

Ed.

NUTS OFF

Hi Allan,

Thanks for Crashed issue no. 17 (Jan).

I've been meaning to write agfain but you know how it is - us magazine ediors have to work our nuts off (hope that's not too controversial for you) at the best of times so a few crises (crisisess?) thrown in and before you know where you are, you're tugging your brains out through your ears (or arse if you can't cope with anagrams!). Of course, having lost a few million brain cells means that you instantly qualify for ....., no, you can fill in your own entries for that - I'm not going to cause trouble.

Whe have just issued OUTLET magazine issue no. 116 (copy enclosed for you to circulate around the hallowed halls of... where did you say you were going? Uni? I hope that's University and not Leeds United - what do you want to kick balls for (unless they're hanging from politicians, of course). Where was I? Oh, yes, in the current OUTLET we are looking to find alternative ways to keep the Plus 3 version of the mag going because the 3" disks are now as rare as new issues of Spectrum UK. We have a stock to keep us going for many months, but as the man with the placard said, "The End Is Nigh"... or was it "Rackhams Sale Now On"? Anyhow, the last two batches of 3" disks have been absolutely crap so unless any of your readers know of a source of non-crap stocks, then we are going to have to fins some other way to do it (as the actress said to someone).

Jees, is that the time! Gotta go for breakfast. Ciao! (Blast, I've given my password away.)

**Ron Cavers,
Chezron Software,
Leicester.**

P.S. In case it's any help, the text file for this letter is tagged on the end of the OUTLET disk.

Hi Ron, I know what you mean about the hassles of being an editor - Mark obviously doesn't remember the horror of being an editor!

I'm at University in Nottingham, but I don't know anyone with a Spectrum and a +D. I don't have one, either, as it happens, but I didn't want to seem ungrateful by sending your disks back. But still, eh?

As for 3" disks, I haven't any ideas, so it's over to our ever-resourceful readers!

P.S. It's no good mentioning than now, I've gone and typed the whole bloody thing up!

Ed.

CRASHED

THE REAL TRUTH

NOTE: Any facts that you may encounter in the reading of this article are entirely coincidental. Any similarities to real events or people are vague and distorted.

It was almost thirty-two years ago when I began editing *Crashed*. I'd been doing the design for two hundred issues, and writing for about six centuries, when Mark told me he was taking a break due to the pressures of editing a fanzine and running a brothel at the same time. He simply didn't have the energy.

I was happy to take over *Crashed*, though to be honest, it probably ended up taking me over with it's mind control powers and evil intentions. I wanted my first issue to be great, exciting and fabulous - and it was. The free Vauxhall Astra with every issue was a great reader puller, and our readership shot up to over 2700 when Matt Beal appeared on the BBC Six O'Clock News, completely naked but for a thong with our name and address on the front.

In October, the first 800-page issue was ready for it's launch at the Gloucester Show. Unfortunately, due to an unfortunate mix-up involving three grapefruit and a rhinocerous, we didn't make it. So we went to the Edinburgh show instead.

The Edinburgh show was a big dissapointment, due to the fact that it was held in a toilet in Zimbabwe, and everyone got lost on the way. The train journey back, however, was a delightful ride through rural England, though the cattle got on our nerves.

The current issue at the time had a picture of Cherie Blair bending over without any knickers on, but this has since been replaced by a picture of Pamela Anderson wearing a copy of *Crashed* due to complaints from Number 10 Downing Street.

In April 1996 we attended our first Gloucester Show, which was a huge success. 90, 321 people came through the door on the day, and we even sold our tablecloth. Other attractions at this show included Nev Young's rendition of "My Way" (backed by the Moscow Symphony Orchestra), Colin Macdonald drinking twelve pints of Guiness through his navel, Bob Brenchley kicking away Malcolm Mackenzie's walking stick when he wasn't looking, and Simon Cooke hospitalising Andrew Collier by throwing a large brick at his head.

The summer of 1996 was a good one for *Crashed*. The new low-tar *Crashed* Brand cigarettes were selling well, and the heroin smuggling side of the business was better than ever, with at least three shipments a week. We also released our second covertape, which included Nev Young's Gloucester performance, the Bob Brenchley rap (entitled "Hangin' Wit' Bobby B"), and Steve Nutting doing an impression of a Spectrum loading a 30k block of code from cassette.

September of last year saw *Crashed*'s second birthday. A huge birthday bash was held, but as it clashed with the opening of the blockbuster movie "Honey, I Killed The Kids With An Axe", only David Dimbleby managed to show up.

September was also the month in which I organised the Northern Sam & Spectrum Shindig Shazam Shoehorn (NSSSSSSSSS) for short. The attendance approached 35, 000, and everyone was happy with the day. Highlights this time included Princess Lela the exotic belly-dancer doing a striptease all over Thomas Eberle, the Rolling Stones performing an improptu accapella version of "Honky-Tonk Women", a loud gunfight between

Colin Anderton brings enough of his energy drink to see him through the day at Gloucester.

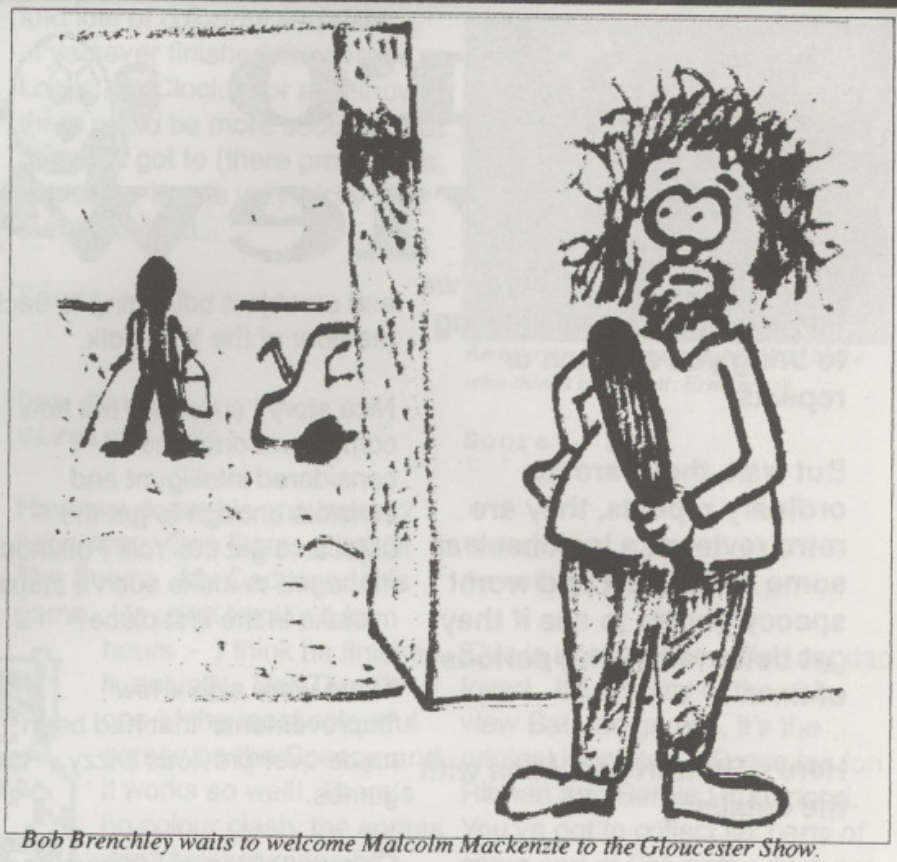
Andy Dawis and Ronald Raaijen, and Robert Skeene eating the tea-lady whole. Brian Watson put in an appearance, and it turned out that he was a vile alien from the planet Chemicaltoilet. Unfortunately, Dave Fountain was unable to show up, because he'd thrown himself in front of a train instead. Twenty-three people were admitted to hospital during the show after eating one of George's mother's vile-looking concoctions.

A month after the NSSSSSSSSS, another Gloucester Show was held, but only two people turned up due to the success of the Northern Show. To try and liven up the procedings a bit, Jenny Bundock, Format's main woman, attempted to remove James Curry's head, but failed because she was using a spoon.

It was at this show that Stewart Skardon joined. Upon seeing me crying silently underneath the stage, he put on a short black dress to try and cheer me up. This didn't work, so he asked me what was wrong. I told him that the evil powers at University would damn me to hades if I attempted to touch a computer, so he vowed to design the pages of *Crashed* from then on, using only a potato and his mother's make-up. I agreed to this on the condition that he would see a doctor about his flatulence problem.

Twas the winter of our discontent which followed. The wind grew cold and my sight grew dim, I had to stop for the night. Sorry... where was I? Oh, yeah. Stewart's first issue was a great success, the holographic images of a wasp being very popular with the readers.

The Second NSSSSSSSSS was held on the finest Saturday in February 1997, in Wetherby, near Leeds. Here's some things we think you ought to know about Wetherby:



Bob Brenchley waits to welcome Malcolm Mackenzie to the Gloucester Show.

1) Everyone in Wetherby is Scottish
2) Everyone in Wetherby is called George
3) Everyone in Wetherby is an alcoholic
4) Everyone in Wetherby wants to get out
5) Don't ever go there without a very good reason

Daniel Bailey, America's 38th President, managed to offload lots of crap to some sad computer geeks, and all who ate the sandwiches paid double because they were so delicious. James Curry ate 45 Tuna & Cucumber, washed down with two boxes of Mars Bars.

Two months afterwards, there was another Gloucester Show. Unfortunately, I missed the hall by about 30 yards and spent the entire day in the pub, leaving James Curry to fend for himself against the raging horde of customer. I should consider myself lucky for staying in the pub, as everyone in the hall was killed when Paul White exploded.

I stayed over at James Curry's Elizabethan mansion before and after the show. When we got back, Mrs. Curry was upset because they had just returned from a three-week holiday to discover that James had blown the television set up, killed the cat, and demolished the staircase.

So there you have it - the truth about my time here at *Crashed*. If any of it seems far-fetched, then it is just your brain which is wrong.

Appendum: Since this article was written, Dave Fountain has sold Fountain PD and moved in with a family of pygmies in Eastern Samoa, Robert Skeene has been surgically transformed into a woman, and Nev Young has become Labour MP for East Finchley.

CRASHED

retro review

Now, in typical BBC style, we interrupt your usual viewing to bring you a bunch of repeats.

But wait, these are no ordinary repeats, they are retro reviews, a look back at some of the best and worst speccy games to see if they get better over long periods of time.

Here's Stewart and Allan with the details:

Stewart

Spellbound Dizzy / Codemasters (1991)

This Dizzy game had to be one of the worst. Being a fan of all the other Dizzy games, I thought that this one would be really good fun. Much to my horror it was damn annoying.

The background to the game was that Dizzy had been pissing about with his wizard friends magic wand and had managed to transport the Yolk Folk to some strange world.

Of course then he had to rescue them by collecting magic stars and an object belonging to each member of the Yolk Folk.

Dizzy, I'm so dizzy my head is spinning.

Nice story I suppose, but how come someone who is considered intelligent and sensible enough to get the objects to get the Yolk Folk home managed to make such a stupid mistake in the first place?

There were also a few 'improvements' that had been made over previous Dizzy games.

Oh sure, all the characters had been given an overhaul with new animation which was very nice, but Dizzy now had the very annoying habit of falling about 1 pixel down the screen, and he'd be on the ground rubbing his head and losing a part of his life.

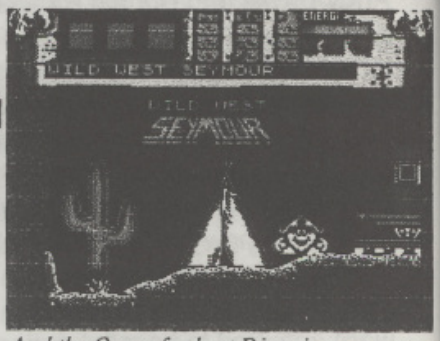
So as you can imagine it was nigh impossible to get very far.

Then to top it all off, if you played the game on a 48k Speccy, you couldn't actually complete the bloody thing.

Yes, that's right, there was a bug in the finished version which stopped the game from functioning correctly in 48k mode.

All of this put together with the fact that half the Speccy community hates Dizzy makes this game a bit of a no no I'm afraid. Still, Dizzy does make a nice graphic to fill up those nasty spaces on a page.

Score - 73



And the Oscar for best Dizzy impersonator goes to Seymour....

Wild West Seymour / Codemasters (1992)

This was your typical 'Dizzy but not with Dizzy in it' game. Naturally, being Codemasters though, it was a pretty impressive game.

The story behind the game was now that Seymour was a mega movie star, he was on his way to making his new movie, a Wild Western film.

Unfortunately the evil El Bandeeto has heard of this, and he wants to stop Seymour from making his movie, although lord knows why.

So he sabotages each of Seymour's scenes in a different way. Seymour has to sort out the mess that El Bandeeto creates, and then star in the film as well. As you've guessed this involves going around collecting items in order to solve puzzles.

A now un-original way to play a game, but this game was still fairly challenging compared to the recent Dizzy games from the same period.

And what catchy in game music to go with the game.

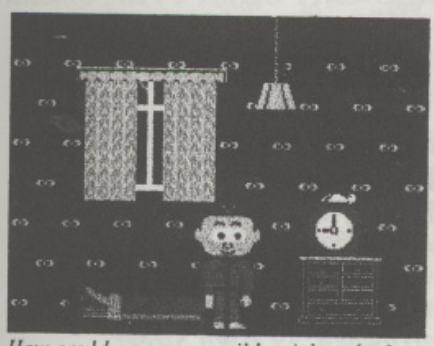
Well worth going for if you like that kind of thing.

Score - 90

Allan
Gregory Loses His Clock / Mastertronic (1986, probably)

Gregory Loses His Clock is one of the trippiest games ever - the story is that a "Thievin' Ghost" has nicked off with Gregory's alarm clock, for reasons undisclosed. You take control of Gregory in his dreams, trying to get back all the bits of his clock. This is one of those games which has lots of big graphics and oodles of colour. It was written by the same bloke who wrote Popeye, Trapdoor, and lots of others like it, but his name escapes me right now. It's on the tip of my tongue, but... aargh!

Anyway, Gregory Loses His Clock is set in five sections (I think). The first is Gregory's bedroom, where you have to put the clock on the table and get into bed. Then you see the ghost turn up and nick off with your clock, after which Gregory's room disappears in a drifting-off-to-sleep kinda way. The first main game section is set in some kind of waterworks, the second is in a jungle, the third one in an art gallery and the fourth on a battlefield. The whole game is very athmospheric, and you can only move onto a new section once you've finished the previous one. There's lots of puzzles to solve, lots of nasties to avoid, and lots of colourful surprises.



How could anyone possibly nick a clock THAT big?

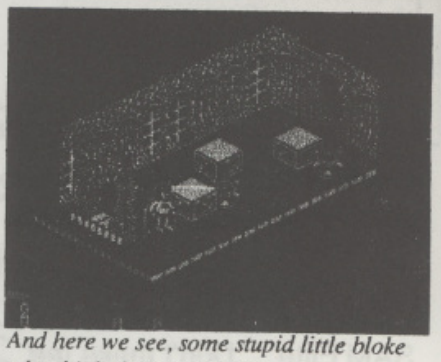
I've never finished Gregory Loses His Clock... for all I know, there could be more sections that I haven't got to (there probably is, actually). It gets very tricky in that battlefield...

Score - 82

Dan Dare
Virgin (1986)

Have we done this one before? I hope not... Dan Dare - Pilot Of The Future. My Dad loved this game. He used to play it for hours - I think he finished it, actually. Dan Dare is one of the most colourful games on the Speccy, and it works so well! There's no colour clash, the sprites don't have to move by character squares, everything's nice and fast... Lovely. There's lots to do, and plenty of Mekons to shoot. There's captions that come up on the screen when you do things; "Dan can crush floor guns!", and "Elsewhere a door slides open..." were good favourites. The Mekon captain dude often appears to discourage you with a swift "You won't succeed, Dare!".

The story is that the Mekons want to blow up Earth for no particular reason, so Dan and Digby have flown in to the Mekon ship, or planet, or whatever, and aim to blow it up. Digby is waiting behind in the spacecraft you flew in on like the wimp that he is, and you've got to find keys to open doors so you can get through the final door and trigger the self-destruct. The graphics are nice and varied througout the sectors, as are the nasties. There's a really nice animation the Mekon space-thing exploding depending on when you complete it.



And here we see, some stupid little bloke who thinks he's a bat. Erm, nurse....

Score - 85

Batman
Ocean (1985)

This is another one which my dad loved. It's not any of the side-view Batman games, it's the original isometric 3-D one by Jon Ritman and Bernie Drummond. You've got to collect six parts of some sort of Bat-craft, which are scattered around this large complex place.

To help you on your way, you can collect backpacks and shoes which enable you to jump and float and things - essential in this weird world. The place is full of puppet dinosaurs and spinny things to make your task more difficult than it already is. There's conveyor belts, spikey floors, lifts, nasty dog things, and lots more to discover.

One thing which makes this game different to others which are similar is that the rooms are not all the same square shape - some are thin, others wide, others too big to fit on the screen so they just fall off the edge.

Batman is difficult, I'll say that, and the graphics are detailed (even though Batman seems to be a dwarf) and interesting.

Score - 72

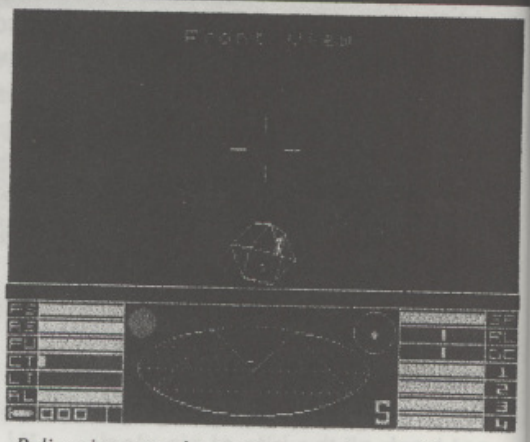
CRASHED

SAM* Elite

* cough cough

BY Revelation
PRICE £14.95
AVAILABLE FROM Revelation software
OUT Now and back in 1985

Reviewed By Stewart



Believe it or not, these screens are from the Speccy. Well, why not. It's a spitting image of the SAM one.

SAM Elite.....Don't make me laugh! What a cop out.
I'm afraid that I feel that Revelation are taking us SAM users for a bunch of mugs. SAM (Ahem!) Elite, or Speccy Elite as I will now refer to it, is a dreadful let down for those of us who were under the impression that a SAM version had been written from scratch.

Basically you will find that SAM Elite is the original spectrum version ported over to SAM disc, which has had a few modifications made to it, so that it loads and saves to disc.
It's my personal feeling that you may just as well go out to some charity shop, pick up the spectrum version on tape for about 50 pence, and snap shot it under the emulator, and simply keep making snap shots to save your progress.

Hey presto, you've not only got SAM Elite, but also a spare nine odd quid in your pocket to spend on some real SAM software.

"Save your money for a real SAM conversion"

You may feel that I'm being a bit nasty here, but I don't like to see a company which is perfectly capable of producing a proper SAM version of Elite blatantly ripping SAM owners off.

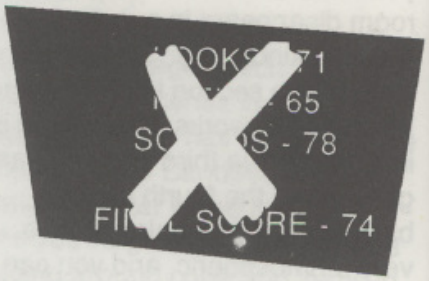
I'm afraid that's how I see it, and I'm pretty sure that this is how you will all see it.

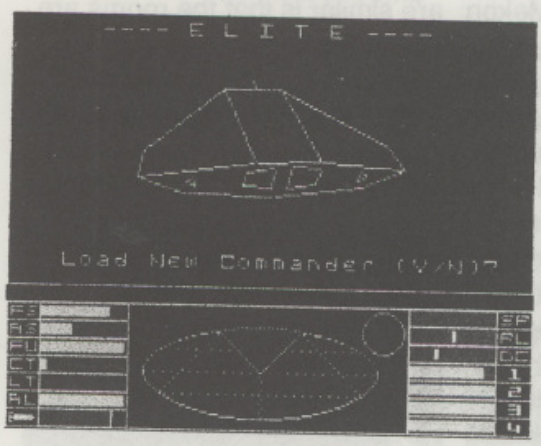
So take my advice, don't bother.

Save your money for a *REAL* SAM conversion like Lemmings or Sophistry.

Value for Money : What a con. -50%
Playability : Well, it's still got that. 70%

Oooooh, you want a proper review, look in an old copy of Your Sinclair. I thank you for listening to my views.
THERE! THE TRUTH IS OUT.





Coo. Nice SAM Graphics eh viewers. That's right, they're still nice and blocky.

8BIT

THE MAGAZINE FOR ALL 8-BIT COMPUTER USERS

Yes, if you've got a CPC or a SAM
a C64 or a PCW, a Spectrum,
or whatever... if it has an 8-bit heart,
8BIT is for you.
File-swapping, E-mail, DTP, Best Buys,
Sources of Software and Hardware,
Repairers, Club News, etc. only £1.50 per issue
Bi-monthly from:
Brian Watson, Harrowden, 39 High Street, Sutton, ELY, Cambs, CB6 2RA

Advertisement

QUAZAR SURROUND

Colin Piggot,
204 Lamond Drive,
St. Andrews,
Fife,
KY16 8RR.

Two great companions for the Quazar Surround Sampler Module...!

Add effects with Quazar Studio

QUAZAR STUDIO

Version 2.1

Quazar Studio is a full sample manipulation studio, allowing you to edit and add effects to samples. Just what you need to mess around with the samples you record with your Quazar Surround Sampler Module!

Features include...

FAST user friendly WIMP system. Holds samples up to 380K in memory, either mono or stereo. Full editing and sequencing to join samples together. Displays to show waveform. Various effects such as amplify, several types of echo, pitch changes, volume effects, reverse, fading and more! Full mixing including mixing from disk which allows you to mix two samples of 380K together.

Only £15.99

Movie Mayhem with Quazar Video Construction Kit!

QUAZAR VIDEO CONSTRUCTION KIT

Quazar Video brings multimedia to the Sam and the Quazar Surround. (You may have seen some Quazar Videos that have been on various issues of Soundbyte.)

Quazar Video Construction Kit is the software that allows you to make your own Quazar Videos. And now you have the Quazar Surround Sampler Module recording the soundtrack for the Quazar Video is no longer a problem!

Quazar Video Construction Kit also comes with several videos and two step-by-step examples showing how easy it is to use the software, plus other small utilities to aid you in creating Quazar Videos. (A total of three disks).

Only £15.99

Please make cheques payable to Colin Piggot. Software is dispatched the same day the order is received.

The Crashed Interview.

Ian 'Axe' Slavin

An Impromptu Interview with Ian 'Axe' Slavin

For those of you who don't know, Ian Slavin is a SAM programmer. Or rather, was a SAM programmer. Once famous in the hallowed halls of Fred magazine, Ian has written many a demo, utitlity or game. It was after the Gloucester show that James Curry and I found ourselves travelling North with Ian on the 1815 to Birmingham.

So how'd you get a name like Axe?
"Well, I had a company called Ace, with a friend of mine. Anyway, he nicked off with everything, which i wasn't happy about, so I nicked everything back and changed the name a little bit.

What sort of stuff did you do?
"Just demos and stuff on the Speccy - nothing amazing, you understand!"

What have you written for the SAM, then?
James: "You did the Axe Collection, didn't you?"
Ian: "Yeah. It was Derek Morgan's idea. I'd sent him lots of disks and he wanted to do a compilation, so I said yes. About 90 percent of my stuff went to Colin Macdonald, though."

How did you get involved with the SAM scene, then?
"Through the Speccy, like most people."

James: "Is Bob Brenchley evil?"
Ian: (Nods) "No."

So, erm... What do you think of this train?
Ian: "Brilliant."
James: "British Rail stink."

What are you doing now, then?
"I'm not working on the SAM anymore..."

(At this point several children nearby start screaming. Perhaps they've noticed James.)

Ian:"Where were we? Oh, yeah - I'm working on the PC now. The SAM scene is great, though, like nothing else. The people are lovely."

Have you been out drinking with Colin Macdonald?
"No. I don't drink alcohol."

You neither? Me too. (Jokingly) Do you play the bass guitar, too?
"Yes. Sometimes!"

Really? Crikey. This is spooky.
"Like looking into a mirror!"

Your birthday isn't the 20th of August is it?
"26th of May, I'm afraid."

Good job, too. That would have been incredible! Anyway, back to the SAM.

James: "What's your favourite bit of software that you wrote?"
Ian: "None. It's all crap!"
James: "It isn't. Graham Goring bought a SAM on the strength of Trip-A-Tron, which you had on an early issue of Fred."
Ian: (Laughs a lot.)

James: "Is Colin Macdonald evil?"
Ian: "He's dead cool. I class him as one of my best mates. He always encouraged me to write more stuff and keep going."

What are your favourite non-own SAM programs?
"I like the little stuff."

How do you mean?
"Well, as impressive as Lemmings is, it wasn't hard for Chris White to write. I like the amateur stuff which might not be brilliant but has had a lot of effort put into it."

James: "Did you like Crash?"
Ian: "DJ Nicko was a right tosser. It was better before the regular cassette came on... they had a good mix of stuff in it then. Matthew 'Jet Set' Smith is a god though. He had some great ideas and implemented them really well."

How'd you come to know MacD so well?
"He always encouraged me to keep on writing stuff, and I've met him at the shows lots of times, too. I first met him at an All-Formats fair. I always encouraged him to make programs on Fred magazine copiable, so that people could hare programs. It was protected at one time, so you couldn't get at the programs, but it's easy to hack now, on purpose. There's no point in trying to make any profit from the SAM now."

Do you know any other SAM celebs?
"I met Chris White and threatened to hit him."

What for?
"He was talking to me for ages and I couldn't hear him because the room was really noisy, and I'm deaf in one ear, so I said 'Shut up or I'll hit you!'. I'd said the same thing to Jon Pillar/Nash a few years earlier because he was talking too fast."

You can hear me okay I hope. I like my face the way it is.

James: "Are you in any coding groups?"
Ian: "Naah - I could never be bothered with them."

So what are you doing nowadays?
"I'm installing networks for the council. It's bollocks - I'm on a year's placement for uni."

James: "Why did the chicken cross the road?"
Ian: "Carrot."

That's right - just humour James.
Ian: "Have you seen the new Star Wars?"

Nope.
James: "I'm off to see it on Monday."
Ian: "It's fantastic..." (Ian enthuses about Star Wars for five minutes.)

We're coming in to Evesham now - this is our stop, James. James?
"He's asleep." (Ian prods James tentatively. James wakes up and grins."

We're getting off now.
James: "Oh, OK."

Bye then Ian. I'll send you a copy when this is printed...
"Right... Bye then."

And with the train pulling into the brick shack that is Evesham station, we alight the train and wave farewell to Ian on his way to Birmingham. Now if that's not the perfect "It's better by rail" advert...

CRASHED

NEXT ISSUE

If you want to enjoy your reading, and I mean ***really*** enjoy it, you'll want CRASHED 20! Featuring...

- Black ink on white paper
- English language
- Durable staples to prevent fall-apart

Miss it at your peril!

PRISONER : CELL BLOCK C

RECORD FILES - CONVICTED 16/06/97

CLARKSON , Allan
Offense(s) : Travelling without passport. Writing obscenities.
Due for deportation on 20/06/97
Parole due : 20/08/97 approx.

FOUNTAIN , Dave
Offense(s) : Supporting Milwall. Writing PD reviews.
Parole due : 27/10/01 approx. or upon reconsidering team support.

SKARDON , Stewart
Offense(s) : Offensive dress code. Writing obscenities.
Parole due : 14/07/99 approx.
Known trouble maker. Top Dog.

BENNETT , Mark
Offense(s) : Being Quazar Surround Bod. Writing obscenities.
Parole due : 02/10/97 approx.

STURDY , Mark
Offense(s) : Strange hair. Living in middle of nowhere. Writing obscenities.
Parole due : NEVER.
Known accomplice of above offender.

CHILTON , Robert
Offense(s) : Cheating at games. Writing obscenities.
Parole due : 25/02/98 approx.
Speaks 'Brum' language.

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
C Paige (SAM) - 40 West Grove, Walton-on-Thames, Surrey, KT12 5NX
* Does a game called Bomb Squad for £3.99.
Dreamworld (Spec adventures) - 10 Medhurst Cl, Gravesend, Kent, DA12 4HL
Elyzium Software (SAM adventures) - 50 Chadswell Hgts, Lichfield, Staffs, WS13 6BH
Eureka Software (SAM adventures) - 294 Old Chester Road, Rock Ferry, Birkenhead, Merseyside, L42 3XD - Tel. 01516 438878
* Run by C. Williams, does an adventure called Day Dream.
Everglade (Spec) - 68 Telford St, Inverness, Scotland, IV3 5LS - Tel. 01463 240 168
F9 Software (SAM) - 18 Mill Lane, Glenburn Rd, Skelmersdale, Lancs, WN8 8RH - Tel. 01695 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) - 5 Ivanhoe Drive, Westfields, Asby De La Zouch, Leics., LE65 2LT - Tel 01530 416207
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 Budges Rd, Wokingham, Berkshire, RG40 1PJ - Tel. 01734 891292
J & P Electronics (Spec) - Unit 45, Meadowmill Estate, Dixon St, Kidderminster, DY10 1HH - 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
Leo Software (SAM/Spec educational) - 25 Chatsworth Gardens, Scarborough, North Yorks, YO12 7NQ - Tel. 01723 372621
Locoscript Software (Spec) - 10/11 Vincent Works, Dorking, Surrey, RH4 3HJ
MDL Software (SAM) - Holmrigg, Wester Essendy, Blairgowrie, 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
Westsoft (Spec) - de Hennepe 351, NL 4003 BD Tiel, Netherlands
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 F9 software above for address
WoMo PD (Spec) - Pennigsfelder Weg 98A, D-51069, Koln, Germany - Tel. 00 49 221 685946
Zedd PD (SAM) - see Zodiac fanzine for address

Hardware / consumables

A.L. Bennett (SAM) - Holwell Hyde Farm, Holwell Hyde Lane, Welwyn Garden City, Herts, AL7 4AA - Tel. 01707 325210
Bakewell Limited (Z88 & accessories) - 24 Putnams Drive, Aston Clinton, Aylesbury, Bucks, HP22 5HH - Tel. 01296 630617
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
Emily Software (Spec) - 21 Landycross Road, Langdown, Hythe, Southampton, SO45 3JR
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
Woodpecker Disks, Stumblehorne Lodge, Rusper Road, Highfield, Crawley, West Sussex, RH11 0LQ - Tel. 01293 871357

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, Speceedwell 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) - Specringfield, Chelmsford, Essex, CM1 5YP - Tel. 01245 468554
Sword Software (Spec specares) - 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
AlchNews (Spec tape/disk, £1 or free with medium and SAE, SAM version available from Persona for £1.25) - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN - Tel. 0114 269 7644
Bernadette Dowsland (Multiface poke mag, #2) - 26 Elsie Street, Goole, East Yorks, DN14 6DU
Blitz (SAM disk, £2) - See Persona (software) for address
Classix (Spec, #1.20) - Sherwood Lodge, 16 Drummond Road, Boscombe, BOURNEMOUTH, BH11 4DP
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
SAM Users New Zealand, 124 Orowaiti Road, Westport 7601, South Island, New Zealand
Sinclair Geb. Group, Croningen, C Ballintjin, B Boennalaan 7, NL-9765 AP Paterswolde, Netherlands
Spectrum Profi Club - see Womo PD for address
Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany - Tel. 0049 711 777142

The Shop

CRASHED back issues

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 - Preview of Kaboom!, Burglar Bob reviewed, 'Diary of a spectrumite', plus about 4 pages of now useless NSSS information.

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.

Issue 18

We proudly announced the launch of our Web Site, a great day for Crashed (or something). We also interviewed Mat Beal, and took a late (as usual) look back at the happenings of 1996 in That Was The Year That Was. Plus all of the usual news and reviews.

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 ¤ Raw Recruit

80p

¤ Angle Ball ¤ Canyon Warrior ¤ Chronos ¤ Collision Course ¤ Colony ¤ F-16 Fighting Falcon ¤ Gregory Loses His Clock ¤ Hacker 2 ¤ Jackal & Wide ¤ Jonah Barrington's Squash ¤ Knuckle-Busters ¤ Legend Of The Amazon Women ¤ Majik ¤ Micro Mouse ¤ Milk Race ¤ Prowler ¤ Pulse Warrior ¤ Raid (Over Moscow) ¤ Rapid Fire ¤ Rasterscan ¤ Rebel ¤ Rescue On Fractalus ¤ Shard Of Inovar ¤ Strike ¤ T-Bird

£1.00

¤ Agent X ¤ Cauldron 2 ¤ Dun Darach ¤ Federation ¤ Marsport ¤ Tetris ¤ Tir Na Nog ¤ Trailblazer ¤ Xenon ¤ Zub

£1.20

¤ Cisco Heat ¤ Stifflip & Co. ¤ Teenage Mutant Hero Turtles (Platform) ¤ Welltris

Please allow up to 28 days for the delivery of your goods. All cheques and PO's payable to Crashed Magazine.

Persona

Persona has been around for 5 years , but in the past purely as an Educational Advisory service for children with learning difficulties, especially dyslexia. However, we are now a fully fledged publisher specialising in the SAM Coupe range of computer, with projects underway on other formats. Our range of products cover a wide variety of software and magazines.

ProTracker 2: The ultimate music package. Highly regarded by top SAM programmers & musicians. Supported by Fred's Vision C. £18.00

Midi Sequencer Version 3: The latest version of this powerful package. This program is easily on par with professional packages on 16/32 bit machines. (Upgrades available from earlier versions - ask for details). £15.00

Ice Chicken: The latest title from ESI, authors of E-Tracker & Bugulators. Over 100 challenging screens of arcade fun! Based on the classic Pengu. £5.00

Booty: Enhanced version of the Spectrum classic, with 50% more challenging screens to conquer! Help Jim the Cabin Boy steal the ghostly pirates treasure. Graphics by Steve Pick. £5.00

Manic Miner: The all time Spectrum classic, but with over 3 times the number of screens, plus enhanced graphics and music. £6.00

Blitz: Our regular diskzine, with something for all tastes! Edited by Steve "Pickasso" Pick. Regular contributions by top SAM programmers. £2.00

For full details of these, and the many other titles in the Persona range, please send an SAE to the address below. We also have a limited selection of hardware available - please ask for details.

31 Ashwood Drive, Brandlesholme, Bury, BL8 1HF.
Tel: 0161 7970651 Fax: 0162 526 3391