

# CRASHED

SAM AND SPECTRUM FANZINE ISSUE 23 £1



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## EDITORIAL

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All views expressed in Crashed are views what people have, like. Anyone who doesn't agree that people should have their own views unless they echo their own should be reminded that we beat the nazis in 1945, swiftly followed by the Japanese. Anybody else what some?

## SUBSCRIBE

Special offer, the next six issues for five quid. Cash and uncrossed postal orders only, the Crashed bank account is no longer in use.

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Full page ten quid, half page five quid, quarter page two quid. All adverts must be pre-paid.

## THE PAST

Limited stocks of back issues for a quid each or three issues for two: 5,10,12,13,14,15,16,17,21. Once gone they might not be reprinted, bloody hell.

# EDITORIAL

Welcome to my first issue of Crashed, the fanzine that refuses to die. There's too much negative talk around these parts, I don't a been listening Pa. The 8 bit computers don't actually die at all, they take on a creepy existence. Don't listen to serious computer bores, retro gaming is not trendy, it's not even very big or clever. Just get on with it.

There is a bit of a problem, Crashed is broke, brassic and otherwise financially challenged. For the immediate future, Crashed will be coming out of my pocket. It's not the deepest pocket in the world but I can stand up there with the best of them in a chocolate crumb and bus ticket competition. You may see adverts that appear strangely at odds with Crashed in general, do not worry, I duped them into thinking Crashed was bigger than B\*witched. It all helps though, do you really want to see Mark selling his sweet cherry ass down the docks?

A few targets: each issue will be at least 20 pages and come out four to six times a year, you'll notice general content will go up but the price will stay the same, you'll get some worthy competition prizes and free software that you've never seen before. That's enough to be getting on with.

Comments on this slightly different look issue are welcomed, but I might not take a blind bit of notice anyway. Dave Fountain, January 1999.

## FREE COVERMOUNT DETAILS

### 8 EXCLUSIVE PUBLIC DOMAIN SOFTWARE TITLES UP FOR GRABS

**ZULU WARS** - Classic strategy war game tomfoolery rescued from the dusty shelf. Wave upon wave of angry Zulus need to be calmed down, just shoot them innit.

**BIFFA BACON** - Enjoy an episode from the multi dysfunctional Bacon family as they punch, kick and swear their way through lifes little ups and downs. Over 18 viewing suggested.

**ZX81 EMULATOR** - Never had one? never wanted one? Well you got one, a puter that slips inside your Spectrum. Comes with four awful games to prove just how shit they had it 17 years ago.

**BURDENSOME DREAM** - Its one of the very best demos from last year, just sit back and enjoy. Foot tapping allowed.

**DO NOT PASS GO** - Some sort of board game set in London, you spend money and become a greedy landlord. Sounds strangely familiar somehow.

**LOCODRIVER** - A taster from a soon released compilation of the strangest Spectrum games ever, trainspotterware. Drive a big long thing from Waterloo to Bournemouth and don't spare the horses.

**A-Z SPECTRUM DEMOS** - This database shits on anything currently available on the internerd, nearly 900 demos named, where you can get them and why do Polish coders all have moustaches?

**TYPELINER FONTS** - Obscure items time, six rare and somewhat deluxe new character sets for your little John Bull DTP pack. In my day we had to cut out shapes in potatoes.

TO CLAIM YOUR FREE SOFTWARE JUST SEND US A BLANK TAPE, PLUS 3 OR PLUS D DISC AND YOU'LL GET IT BACK WITHIN 24 HOURS WITH STUFF ON IT. THE PLUS 3 VERSION MIGHT TAKE A WEEK THOUGH. BUGGER.



# NEWS AT 4

## CRASHED UNDER EVEN NEWER MANAGEMENT

Retired Spectrum activist Dave Fountain has dusted down his fatigues (9.99 at all branches of Millets) and taken the reins of the soul remaining A4 Sinclair related fanzine. At a news conference where nobody turned up, Mr.Fountain, reeking of Special Brew and an un-named aftershave, sat proudly behind a trestle table with a hand drawn Crashed banner fashioned out of a Kwik Save carrier bag.

A cardboard cut out of a drained and un-shaven looking Mark Sturdy then announced that Mr.Fountain will be taking charge of Crashed from issue 23 onwards.

After several moments of complete and utter silence, Mr.Fountain then went into a previously prepared statement.

"Firstly I'd like to thank you all for coming today and to thank Mark for giving me this opportunity to carry on the good work and tradition of Crashed, the worlds leading second best Spectrum fanzine. I've been a reader since issue 1, a contributor since issue whatever and I'm now the Editor. This is a very proud moment for me."

There was no sound of cameras clicking as Mr.Fountain continued: "Crashed will continue to offer its readers and subscribers the very best in past, current and future Spectrum and Sam stuff, new writers will be brought in and many carrot on a stick offers will feature heavily. There will be a free optional covermount every issue and photos of famous soap and pop stars with their tits out and that. A token female made up member of staff will be announced shortly."

Mr.Fountain then paused for dramatic effect, rose from his stool with all the pride he could muster, collected up the cut out under his armpit and left the building.

## TOMORROWS CHIP PAPER

User group Yesterdays Techno Club would like you to know that if you have a problem, question or project involving 8 bit computers, then drop them a line. Address your interest to Colin Bibby (honest) at YTC/M23, PO BOX 19, Manchester M23 0YJ. Issue 2 of the magazine was due to appear in November but Crashed hasn't heard a squeak.

## LEAVE HIM ALONE

Sir Clive has been in the news again lately, this time as victim of the Daily Mirror. I won't go into details, the journalist could hardly contain his glee that 22 year old pointless bimbo Angie Bowness had moved out of Sinclair mansions. She was last seen desperately laughing at another rich intelligent mans jokes outside the bogs in Stringfellows in order to scrounge a drink and another career leg-up.

On a more positive note, Clive was interviewed by Mark Green in issue 2 of Arcade, and had this to say when asked if he were a bit miffed when the Speccy ended up as a games machine. "Not at all. We didn't intend it to happen that way, but we knew people wanted games, and that's where it went. In fact, I think that the Spectrum single handedly created the games scene today. I'm sad that there isn't a machine like it now, one that people can easily program for and experiment with. Of course if I were launching it today, I clearly wouldn't do a computer that plugged into your TV and loaded games from tape."

When asked about the Spectrums cult status, "I'm on the internet now so I'm aware of that. I think it's a good thing - people should do what they enjoy. It was a golden age, and it's good that people realise what it was like and remember it, so we can pursue that kind of era again."

Sir Clive, 58, genius.

## THE SINCLAIR YEARS 1980

Steel workers call a national strike.

British Steel announces that it will axe 11,287 jobs by the end of March

Sir Cecil Beaton, photographer and designer, dies at his home at Broadchalke, aged 76.

Robert Runcie, Bishop of St.Albans, is enthroned as archbishop of Canterbury.

Unemployment figures go from 1.5 to 2 million. Thatchers policy is working well.

Mark Sturdy, student, born to confused parents.

The Yorkshire Ripper kills his 13th victim, Jacqueline Hill, another student.

Inflation rises to 21.8 per cent.

English soccer fans run riot at Englands opening game in the European Championship.

Sir William Butlin, founder of Butlins holiday camps, dies aged 80.

James Callaghan announces his resignation as leader of the Labour Party. Michael Foot takes over.

John Lennon, four eyed hippy married to an ugly oriental weirdo, is shot in New York.

Five gunmen, calling for freedom for 91 Arabs in Iran, seize 20 hostages at the Iranian embassy. It is later stormed by the S.A.S.

The Z80 arrives as a build it yourself kit, a ridiculously under-powered yet cheap home computer. The nations nerds fidgit restlessly inside over coloured Christmas jumpers. They all want one.



# CLASSIC software

ZULU WARS  
CCS SOFTWARE  
SPECTRUM 48k

Michael Caine told his troops in no uncertain manner, "Don't shoot until you see the whites of their eyes!" This was in the middle of nowhere, loads of dust and insects flying about; everybody's eyes were bloodshot. If you add the fact that the Zulus used to shoot psychedelic herbs up their noses before battle, I'd say aiming at the red swollen bits would be the much better tactic.

The brave British soldiers (who had to fight or die so not very brave at all really, more common sense) were given licence by the Empire to spank King Cetewayo's buttocks. This Zulu King didn't like loads of stuck up English wankers turning up giving it the large one in south Africa, turning his people into slaves and ramming Christianity down their throats, he got most upset. So far I'm on the Zulus side but this wouldn't make a good game. Anyway, the British got a deserved bloody good kicking but a few managed to flee to a garrison, and that's where the fun really started, a collection of Hollywood actors up against 4000 buzzing Zulu men. Oh just look at de colour of de shrub over dere.

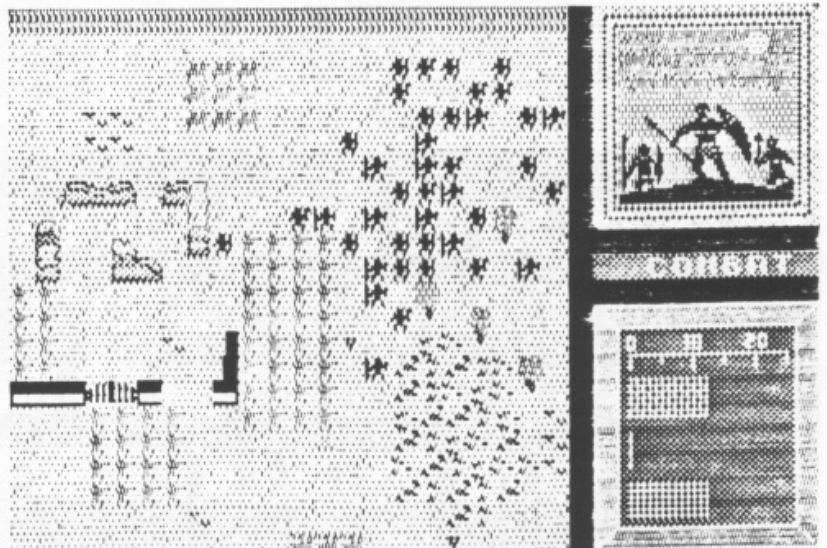
You take charge of Lord Chelmsford and the rag tag left behinds, worse still, quite a few of them are Welsh. I don't fancy your chances. In a turn based strategy affair, you are faced with wave upon wave of pissed off Zulu men, speared up mean and nasty. Due to the size of the play screen you can't just run away in the opposite direction, which I'm sure you'd all agree is the better option than

getting a rusty spearhead through the trouser area. Why, that would smart and bring a tear to the event.

After each squad of men are moved, some on horseback, they can fire a hail of bullets in eight compass directions. Because Zulus don't eat junk food, they are all very fit and lean, it seems your bullets just keep missing their lithe torsos (that or the programming wasn't very good). You'll need your best strategic head on, employing the classic pincer movement and the even more classic, filling your pants with crap.

The game does have quite a primitive and irritating scrolling routine but that is the price paid for a full colour battle area. Three different scenarios can be played out, each being as difficult as the next to achieve a result. Be warned, not for beginners then.

This is a great turn based war game, but like all war games I ask myself, what is war good for, is this a valid war, do I feel good shooting people in this particular instance? Well, the Zulus usually win anyway so that's fair enough, secondly I like shooting people for no reason, it's fun. I only wish you could play as the other side, because it would give me no end of pleasure to stab those upper class wife beating toffs.





# HOW TO HAVE FUN WITH A 16K ZX81

## ZX 81 EMULATOR V3.0

Author: J.B.Koelman

Origin: Netherlands

Status: Public Domain

It makes a change for the Spectrum to be an emulator, for too long the Z80 fakers on PC's have stole its soul and caged it on just another floppy disc. But what can the Spectrum pretend to be other than a crash happy British institution, a Tamagotchi? Nope, it's slightly more impressive than that, Clives previous machine has been incestuously enveloped, the ZX81 can now live and breath inside a Spectrums colon.

This does indeed make a lot of sense as far as the ZX81 is concerned, most of us surely missed out on the whole thing, not that there was much to miss out on at the time, but a Sinclair nut will most certainly want to delve now that the chance to do so is so easily within grasp at a base and hands on level. Whether emulation as a whole is healthy or not, well, that's another issue.

The ZX81 was a nightmare. The notorious rampack wobble would reset it on the draught of a gnats sneeze, programs were difficult to feed in and pressing on that coaster of a keyboard smoothed your finger prints to marble. Great fun at the time but nothing short of torture once the mighty 16k and 48k Spectrum's arrived.

The emulators author, Dutch programmer J.B.Koelman, takes up the story. "The idea for this was born in October 94 in Houten. During one of many clubdays someone said he would like to play 3D Monster Maze on a Sam. A first attempt failed, a half year later a second attempt was made. The first emulator was a fact although the emulation was poorly slow. After this emulator two others were built and this is the final result. This program has no commercial value, therefore every enthusiastic Spectrum user is free to copy it."

"The emulator emulates all standard Z80 instruction codes except IM2 (this is used to scan the keyboard and refreshes the screen). If a program encounters an IM2 an error will occur and the emulator will restart. Unofficial codes are not emulated (yet). The ZX81 ROM isn't write protected, this will take too much time to emulate. Due to this the first 5 ROM addresses are quite soon overwritten by the emulator."

"It runs at approximately 33% ZX81 speed. HALT is emulated as NOP to gain speed. Some games can be sped up and text adventures can be played quite well. By rewriting some important ROM routines like CLS and RST10, the emulator has gained speed. The ZX81 ROM is modified in the screen handling routines to work properly."

"The keyboard is read out by a matrix. To read this matrix is identical to the Spectrum, however the latter will return the value FF or BF when no key is pressed. The ZX81 will always return the value 7F. Some games use this trick to wait for a key, e.g.

```
LOOP: LD  A,0
      IN  A,(254)
      CP  7F
      JR  Z,LOOP
```

"All values BF and FF will therefore be transformed to 7F. Every Spectrum user knows keywords, so you will need a copy of the ZX81 keyboard to find all the known commands. Every 8th interrupt the screen will refresh and the keyboard scanned. Only the changes on the screen will be displayed. It is possible that some rubbish will appear on the screen. The cause of this is a compressed screen used on the ZX81. It's only temporary and would take too much time to correct it."

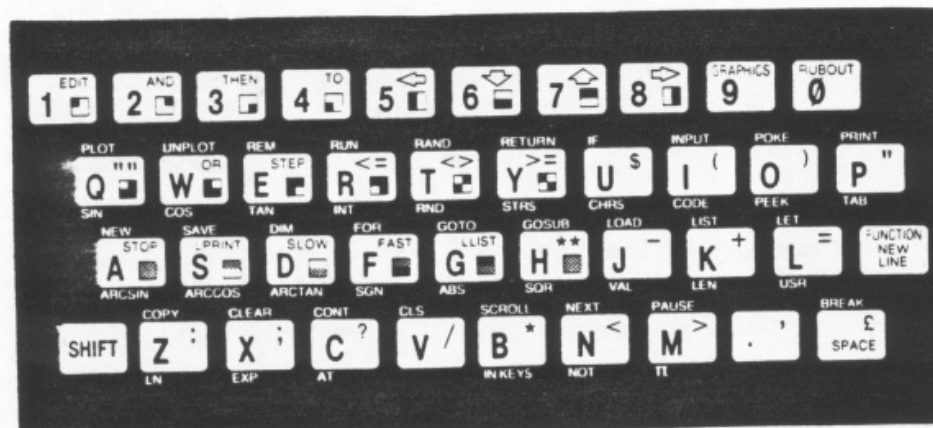
The program emulates a 16k rampack enhanced model with cassette, microdrive/Plus D and printer support. Also included in the package is a file convert program for turning original 300 baud ZX81 programs on tape into Spectrum friendly 1500 baud versions. Just like the real doorstop thing, it runs with no sound and in black and white, and a million N64 owners try in vain to suppress a pitying look. Well, we're not hurting anyone.

Miles Kinloch recently sent me the most impressive collection of converted ZX81 programs he had amassed from various sources, some 120+ games and programs ready basted to be shoved into a willing Spectrum. Why isn't this man running a PD library!

The whole package is very easy to use, especially from the Plus D disc version. I haven't loaded every program, and the ones I have are quite abysmal even by Spectrum standards. You have to transport yourself back, to an era before Big Train and The Royle Family, it was as exciting as finding a porno mag under your Dads toolbox in the garden shed.

## CRASHED RATING 4/5

+ EASY TO USE, THE ZX81  
WORLD IN A BUCKET.  
- IT'S ONLY A ZX81 IN  
ALL ITS GLORY SO DON'T  
GO EXPECTING ANYTHING  
OTHER THAN NOSTALGIC  
HISTORY.





# TECH NICHE



Those of us that spend many a productive hour transferring files from tape to disc are always relieved to hear that initial bleep blip, the good old friendly faced headed file. You try loading and copying something that doesn't sound familiar, the only answer is to sleep with or otherwise bribe a hacker to do the work for you. Good hackers are as rare as Bob Monkhouse jokes that actually make you laugh, so think on.

It may only be a fruity little fweeeep, but contained within that micro second of fun are 17 bytes of solid gold. It tells the Spectrum what type of file is coming up, what it's called, how long it is, where it's going but sadly not where it's been.

The first byte indicates what type of file it is:

- 0 - Basic file
- 1 - Numeric Array file
- 2 - String Array file
- 3 - Code file

The next ten bytes, numbered 2-11, contain the filename. Each character (and each Keyword) on the Spectrum keyboard has its own code number, these are listed in the manuals (page 156 in the +2 manual). As an example, the filename for "CRASHED" would be seen by the Spectrum as the following sequence:

byte 2 (67) byte 3 (82) byte 4 (65) byte 5 (83) byte 6 (72) byte 7 (69) byte 8 (68) byte 9 (32) byte 10 (32) byte 11 (32)

As CRASHED is only seven characters long, code 32 is used to notify a SPACE and fill out the rest of the sequence. Other codes can be used just to irritate other people, flashing, inversed and invisible filenames may strike you as a good idea at the time, but on discfile listings they throw everything out of whack and look terrible. Don't do it kids.

Bytes 12 and 13 indicate how many bytes will be loaded in. As the Spectrum is a bit thick at counting beyond 255, two bytes are used so that larger numbers can be calculated using the simple formula - Add the first value to 256 multiplied by the second value

e.g. if bytes 12 and 13 held the values of 213 and 12 respectively, the length of the program would be 3285 bytes. The actual sum would read as follows:  $213 + 256 \times 12 = 3285$

Moving on to bytes 14 and 15, if the program is Basic, it gives the line number from which the program would run from. If the file was Code, the values would point towards where in memory

the Code was to be sent to.

Bytes 16 and 17 frequently hold the combined value 32768. If the program is Basic they indicate how many of the bytes were actual true Basic. For example, if the total bytes loaded in was 3000 but 1000 of these were Variables and Data, then only 2000 bytes would be Basic and bytes 16 and 17 would reveal the values of 208 and 7 ( $208 + 256 \times 7 = 2000$ ).

If there were no Variables or Data then the length of the Basic would be the same as the total number of bytes loaded in. If the program was Code this number would be as above. If part of the Code contained Basic then the Basic length would again be held here.

Of course all this header information business happens without you having to worry about it, you just go about your business and whistle along to the loading tones. For anyone with a yen to become the next demon hacker, understanding the structure of headers is as good a place to start as any. All you blokes with a Plus 3, I know your info is slightly different, I don't care. For my next trick here is a listing of a pretty good head read program, simple yet deadly.



```

10 PAPER 7: BORDER 7: INK 0
20 CLEAR 27999
30 LET S=28014
40 PRINT "CASSETTE HEADER READER"
50 PRINT "PRESS ANY KEY TO READ HEADER"
60 PAUSE S
70 DEF FN F(X)=PEEK X+256*PEEK (X+1)
80 FOR A=0 TO 13
90 READ N
100 POKE (28000+A),N
110 NEXT A
120 CLS
130 POKE S,4
140 PRINT AT 9,11;"START TAPE"
150 RANDOMIZE USR 28000
160 CLS
170 LET TYPE=PEEK 28014
180 IF TYPE=4 THEN GO TO 460
190 PRINT AT 2,0;"NAME: ";
200 LET Z$=""
210 FOR I=1 TO 10
220 IF (PEEK (S+I)>31 AND PEEK (S+I)<127)
    THEN LET Z$=Z$+CHR$ PEEK (S+I)
230 NEXT I
240 PRINT INK 1;Z$
250 LET LENF=FN F(S+11)
260 LET START=FN F(S+13)
270 LET PA=FN F(S+15)
280 LET VA=LENF-PA
290 IF TYPE THEN GO SUB 390: GO TO 470

```

```

300 PRINT ""PROGRAM TYPE - ";INK 1;INK 0;
    "BASIC"; PRINT
310 IF START> 9999 THEN PRINT "NO
    AUTO-START";GO TO 340
320 PRINT "AUTO-START LINE ";INK 1;START; PRINT
330 PRINT "PROGRAM AREA ";INK 1;PA;INK 0;" BYTES"
    ;PRINT
340 PRINT "VARIABLES AREA ";INK 1;VA;INK 0;
    " BYTES";PRINT;LET TOTAL=VA+PA
350 PRINT "TOTAL PROGRAM SIZE ";INK 1;TOTAL;
    INK 0;" BYTES"; PRINT
360 PRINT TAB 19;INK 1;INT ((TOTAL)/10.24)/
    100;INK 0;" KBYTES"; PRINT
370 PRINT "APPROX.LOAD TIME ";INK 1;INT ((.00525*
    (TOTAL))+7.5); INK 0;" SECONDS"; PRINT
380 GO TO 470
390 LET A$="CODE BLOCK"
400 IF TYPE=1 THEN LET A$="NUMERICAL ARRAY"
410 IF TYPE=2 THEN LET A$="CHARACTER ARRAY"
420 PRINT ""PROGRAM TYPE - ";INK 1;A$; PRINT
430 IF TYPE=3 THEN PRINT "DESTINATION ADDRESS ";
    INK 1;START; PRINT
440 PRINT "LENGTH ";INK 1;LENF;" BYTES"; LET
    TOTAL=LENF; GO TO 360
450 RETURN
460 PRINT FLASH 1;AT 10,8;"NOT A HEADER";
    BEEP .5,0
470 PAUSE 0: GO TO 120
480 DATA 55,62,0,221,33,110,109,17,17,0,205,86,5,201
500 REM: SAVE "HEADREAD" LINE 10

```

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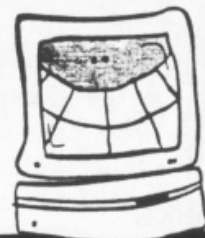
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# OFF THE MIDDLE SHELF

EACH ISSUE WE'LL TAKE A LOOK AT MAGAZINES CURRENTLY AIMED AT MEN WHO HAVE NEVER SLEPT WITH A REAL WOMAN. WE'VE PERUSED THE ENTIRE LENGTH OF THE MAGAZINE RACK AT LONDON BRIDGE W.H.SMITH, AND THIS IS THE RESULT.

## ARCADE

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Format: Computer software  
Price: 2.70 monthly

Multi-format magazines are a good idea, they keep you up to date with what you need to know and also what you're clearly missing out on. There can't be many people who can afford to own all the latest consoles and games, but then we are such inquisitive creatures. Make that spoilt jealous bastards. The icing on the cake would be if this magazine treated the reader as an adult rather than a nine year old. I'm pleased to say that Arcade comes through with flying colours.

Coming from Future Publishing, once home to the last Spectrum magazine Your Sinclair, the staff contains three of the latter's writers, including the superb Rich Pelley and ex-Editor Matt Bielby. This fact is clearly evident, the Spectrum is plastered everywhere, recommended over every other dusty 8 bit as the retro kick to enjoy. It's so nice to see the Spectrum being given the credit it deserves over the usual lazy journalist crap from lank haired mad-for-it student saps who snigger at anything they missed out on themselves.

Covering mainly PC, PlayStation, Nintendo 64, Dreamcast and Gameboy, Arcade is as well written as you could hope for, reading each issue requires several long sittings (and as the launch copy only cost a pound, that is awesome value for money).

This is the sort of magazine I'd like to write for. Hello guys, I'm here you know. Both Linda Barker and myself are at a loose end at the moment... hello?

## BIZARRE

John Brown Publishing  
Format: Very nasty  
Price: 2.60 monthly

When I was 19, my girlfriend at the time had this friend who worked for the Police. She used to file photographic evidence of crimes, from old ladies tripping over wonky pavements to murder scenes. She did a roaring trade selling photocopies of mutilations and car crash victims to ever willing contacts. I can't remember her name, is that clear plod?

She was clearly ahead of her time, Bizarre has cottoned on to the fact that blokes (it's always mainly blokes isn't it) will slobber over the chance to see decapitated heads, baked hedgehogs, skinned camels, willies with big sores on them, fannies that shit rather than piss... I made the last one up, but only because Bizarre have yet to get round to it.

The letters page is far more sinister; the magazine is written by exploitative journalists who know how to tug at squiffy stomachs, that's ok, that's how the world works. The letters are written by people still walking the street. Innocent trips to buy a tin of beans from Tesco will never be the same again. You never know about that goth breathing heavily over the cucumbers.

I'm a man of the world, some of my hobbies and interests would disgust the average vicar, but I just don't get the overkill on lesbian vampires and oriental gun wielding babes. You'll have to stretch up a bit as this is on the top shelf, next to Viz, but that in itself is very good for the spine.

## OFFICIAL UK PLAYSTATION MAGAZINE

Future Publishing  
Format: PlayStation  
Price: 4.99 monthly

With an ABC circulation of plus 314,000, this is the top selling PlayStation magazine by some credible distance, and rightly so. The free CD every month is worth a fiver alone, a recent issue offered up a complete game of Mah Jongg, otherwise known as the Spectrum barnstormer Peking, as well as a hatful of fully playable demos of pre-release games. Most of the games however wouldn't coax 40 notes out of your pocket for the full version.

I like to think the magazine comes free with the CD. As it's the only official publication in a super saturated market, PSM tends to get all the correct and vital information first, leaving the rest to squabble over the crumbs. This doesn't mean that it's just a corporate mouthpiece, it's still very much its own boss and dishes out bad marks to the games that deserve them. Just like the Spectrum, PlayStation games are 80% instantly forgettable. Isn't that terrible.

I always greatly look forward to each issue, standards are consistently high, reviews are spot on and completely trust worthy, articles are informative and well researched, how many magazines manage that month in month out? Apart from Razzle that is.

Is a fiver far too expensive then? it is if you shuffle down the newsagent once a week for Micromart, but judging by the amount of copies shifted, obviously not. The competition must really hate PSM.

### CRASHED RATING 5/5

+ GLOSSY, IMMACULATE, SEXY EVEN. KNOCKS COMPUTER AND VIDEO GAMES MAG INTO A STAGNANT POND.  
- I LOOKED LONG AND HARD BUT COULDN'T FIND ANY NAFF BITS WORTH MENTIONING. CAN THEY MAINTAIN SUCH A BLISTERING PACE?

### CRASHED RATING 3/5

+ SHOWING THE MOST GRAPHIC AND DISGUSTING IMAGE TO YOUR LITTLE BROTHER, IT MAKES YOU FEEL ALL BIG AND GROWN UP.  
- CLEARLY AIMED AT BEDROOM LONERS AND VIRGINS, YOU CAN TELL BY THE ADVERTS AT THE BACK.

### CRASHED RATING 5/5

+ EVERYTHING YOU NEED TO FULLY ENJOY LIFE WITH A SONY CONSOLE.  
- LIKE EVERY OTHER PS MAG, SOME PRE-RELEASE GAMES SUFFER FROM PAINFUL OVERKILL. BY THE TIME IT ARRIVES ON THE SHELVES, YOU FEEL AS IF YOU'VE ALREADY PLAYED IT.



# The Crashed guide to

## SAM AND SPECTRUM COMPUTER FAIRS



with  
Norbert Stott

### THE VENUE

As it's a national affair, with people coming from all over Great Britain and certain European mainland territories, make your venue as central and convenient as possible. This will actually encourage people to attend rather than piss them off before they have even decided to go in the first place. Look for Cities, these are very big things full of people, they have better transport links and general amenities than isolated villages, like say, dum de dum, off the top of my head... Quedgely, Wetherby or anywhere else ending in Y. Just trust me on that one.

The venue itself should be warm, comfortable, have hot and cold food and refreshments, clean toilets and helpful staff. Where is the most comfortable place to be for a few hours other than your armchair, where you can drink, smoke, chat, eat and relax, stand on carpet, watch satellite telly, play arcade games, pool, darts... it's a fucking pub isn't it. What do pubs have that are large, comfortable and available for hire? Function rooms. Come on, I'm doing all the work here.

I've got a better suggestion. Hold your fair in a musty freezing cold Church outbuilding, ensure that someones six year old daughter has a hacking cough that goes on all day, reverberating around the sparse surroundings. For added effect, the floor should be very woody and very clumpy.

### THE SHOW ITSELF

Enthusiast computer fairs need not be a wobbly collection of trestle tables attended by some of the strangest looking weirdos still allowed to walk the street, but almost inevitably will be. These people would be quite happy staring at a cardboard box if it had a particularly appealing bar code on the side, but still, please, make an effort. If in a pub, some of them may already be pissed up. This can only be a good thing. Now give them something to annoy someone else with, speaking in flat monotone obsessive sentences. Exhibitors!

### EXHIBITORS

Generally tend to be a little less freakish than the visitors but you wouldn't get very good odds at Ladbrokes. Make all stands free to exhibitors, you will make more than enough money on the door as everyone will want to come to the best fair ever (and where is the competition so far?). At least six months to a year before the event, get in touch with every 8 bit fanzine and user group going, get those adverts in, invite them down, make them feel as though they are not wasting their time after all.

People who like Sams and Spectrums tend to be interested in most other 8 bit systems too, and for some bizarre reason, broken Betamax machines. More computers means more customers, more interest, more future co-projects, sharing, caring, its a big world in there. Who wants 400 odd 8 bit fans turning up? That sounds like too much hard work doesn't it, best keep it to the same old dozen that might turn up and be happy with that.

### WHAT THERE IS NOW

Piss poor would be pushing it. Format is like my Dad. He has a shit the same time every day, he has a bath on the same days at the same times every week. The Induggers have always lived on a desert island, they continue to burn their own lifeboats with every show. The NSSS started out as enthusiastic as a kitten with its first ping pong ball, one wrong venue later, its still a long way off its full potential.

### WHY BOTHER

I'm not sure. Computing using stone age tools is as insular a hobby as they come. Putting all these people in a scout hut will always have Mike Leigh scrabbling for his notebook. Its always nice to meet people who have written your favourite games (where are they then), people who you've written to for ages (you're fatter than I imagined), people who you've slagged off at any opportunity (jesus, I was right). Maybe somethings are best left to the imagination. See you all next time.



# CLASSIC software

GARFIELD  
THE EDGE  
SPECTRUM 48K

It's been a long time since Garfield the cat graced the front of jotter pads and schoolgirl pencil cases, the felines time may come again in this crazy curved craze driven world but don't hold your breath, hold a yo-yo.

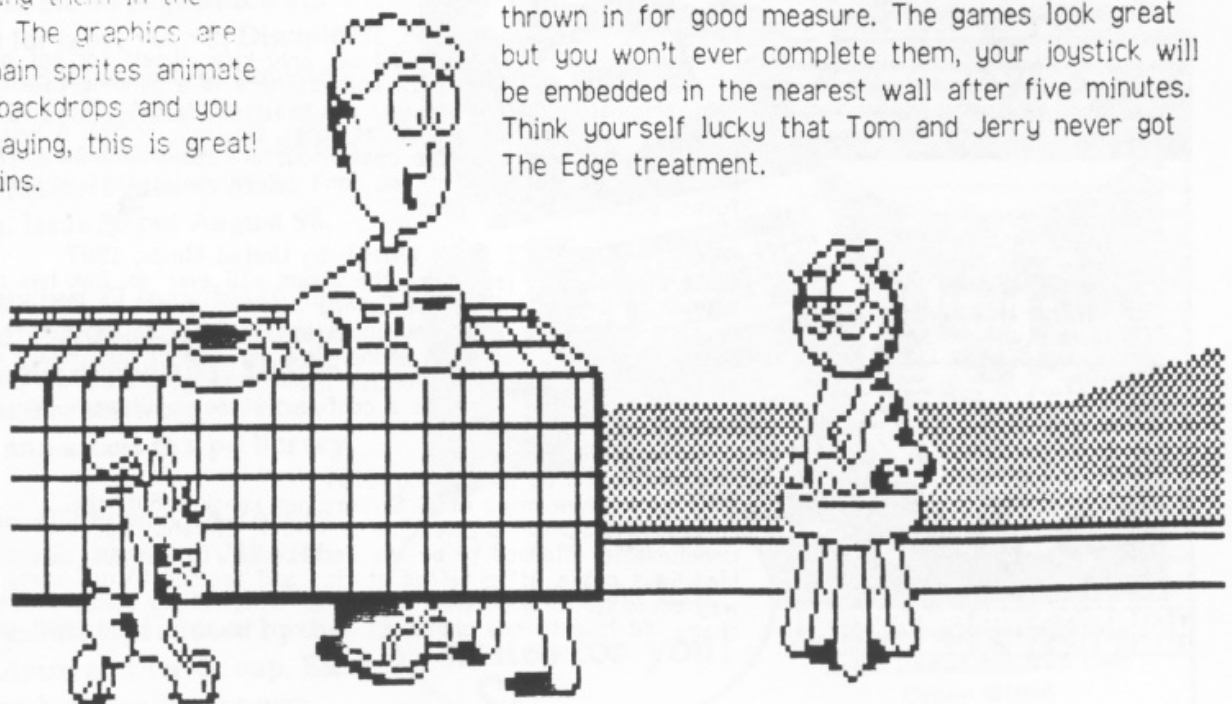
This cat is cool, he has an attitude, he stuffs his face with lasagne, he has an owner that wants to shag the nurse in the vets, and this was a kids cartoon. Well, it became a kids cartoon after it found fame as a syndicated comic strip across America, primarily aimed at adults, the same sickly fate struck at Charlie Brown - they were never meant for kiddies you fools!

Taking control of the fat cat, you have to search and explore his everyday habitat of house and garden, collecting various objects and using them in the correct places. The graphics are spot on, the main sprites animate well over the backdrops and you find yourself saying, this is great! And then it rains.

You have to wonder about game designers. One day, at a meeting, it was agreed that the game so far looked superb, well worth the licence, it was just like playing the cartoon strip in real time. The fat bloke at the end (he has a ponytail but is balding at the front) suggests the game appears too easy, you just have to pick up A, put it with B to get C, and so on. A skinny guy in sensitive round glasses jumps up and exclaims, "I know, lets have the dog jumping all over the shop, in every scene going, and if it nudges Garfield then you lose strength."

This was programmed into the game to make it worth ten quid to buy and own. As a humble games player that doesn't sport a ponytail, you quickly realise this is simply infuriating rather than spurring you on with the next crafty dash to pick up A to throw it mid leap at B. It got past the games testers and sold like stale cakes. The dog saps your energy like wildfire and you start again at the beginning. Great idea, it was the only idea.

A sequel was released with Garfield now surrounded by lots of snow...the aptly named Winters Tail, and a jumping dog thrown in for good measure. The games look great but you won't ever complete them, your joystick will be embedded in the nearest wall after five minutes. Think yourself lucky that Tom and Jerry never got The Edge treatment.

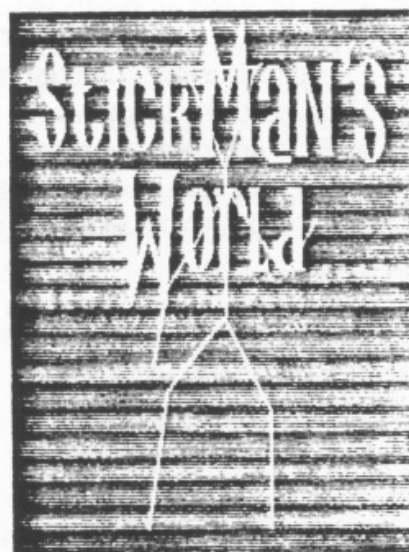




# Public Exposure

An awful lot to get through this issue as this is the first Public Exposure proper since Crashed 20 last November. Yes new demos have been a touch thinner on the ground lately but the quality is of a consistantly high standard. Could this be a good thing then? Eyes down for the best of last years offerings plus a selection of past rarities tracked down by Gasman.

**BURDENSOME DREAM** by K3L Team, 1997 **DEMO OF THE MONTH**  
Interlaced graphics (where the Speccy is forced to display more than two colours per attribute block) always impress me, despite the fact there is always a certain amount of flickering going on, it just looks so damn good. The music kicks off with some big beat and hurtles into some trance house. If only past Spectrum sound coders had all been so up with the times, we wouldn't have had to suffer Agent X's progressive rock.



**STIKMANS WORLD** by NAUGHTY CREW, 1997

Do you remember that brilliant tennis game from GBH called International 3D Tennis, the little men were very thin, ran like they'd messed themselves and had triangles for heads. What Mark Sturdy was doing in there motion captured I don't know but I hope it was a nice little earner for him. This is his Dad dancing in his stickman house, he can really groove mamma.

**MIRACLE DEMO** by NAUGHTY CREW, 1997

Did you hear the one about Jesus who fed the hungry 5000 with a small basket of fishes? It was a mackerel. This Sampletracker thing really is a most under used program, I guess the original samples were all a bit naff but clever blokes like this are drumming up some new ones from somewhere. One of the three tunes is a fantastically funny happy hardcore rendition of When A Star is Born. This is what we want!

**RAVE TIME XTASY** by Ironman, 1996

Demo of the season time, and I can only kick myself for not getting hold of this sooner. What you will witness here is a genuine talent on the AY chip, original, inventive and you can really appreciate the long hours put in. I lost count of the amount of tunes available on the A key, some very clever programming has also coaxed out a modulated channel to produce phase effects. Obviously if you don't like brutal techno you won't give two fucks, but man this is good.

**DEMO THAT DOESN'T BEGIN WITH R** by United Minds, 1997

Quite possibly the last demo the Minds will ever do. Dok has moved to Bristol to live with Bogie of Extacy 3, although not in the biblical sense. He rang me up the other day and spent an hour playing Beavis and Buttthead samples down the phone. He's my kind of guy. Heavy on the baseline music wise, The Exorcist theme tune gets a re-working and why not. Orson was last seen in a confused state up Glasgow way, this is their final gift to you.

**FINAL STRIKE 3** by a Mad Guy, 1997

I don't care how many Final Strikes get knocked out, the jokes still funny. For those that have missed the punchline, EBI and Legend of The Unbelievables claimed to be the best coders in Germany. Quite rightly The Mad Guys got a little miffed at this and decided to use irony in the best way possible. I'm sure they are all on handshaking terms which is a shame, I'd love to see photos of a punch up at a Filderstadt meeting.





# FRANK FRAZETTA



**FRANK FRAZETTA 2** by Rafii Software, 1990  
For a long time this was missing inbetween the ripped game music demo of version one and the stunning pop soundtracks of issue 3. Virtually the same as the original demo, this time containing fruits from various Dizzy games and the very un-football sounding Footballer of the Year 2. Well worth making up the set.

**ATARI SHIT 1 + 2** by The Cybernoids, 1989  
I first witnessed these two from an Amiga CD full of Spectrum snapshots thanks to Paul White at the ZX Files. As prime examples of early demo styling, you'll get nowt but one screen, ripped game music and some of the most bizarre looking language going. The Speccy demo scene was only in its second year, these collectable demos should be on everybody's shelves.

**THE DACK DEMO** by Coolguys, 1988  
Oh christ this is bad. But, they were from Birmingham (that's the midlands version rather than Alabama), home to the moustache, backward man-ape and shell suit. They were the first ever British demo group, they had a thing for tinny samples of nasty late eighties pop music and they thought they were great. At the time I suppose they were. Now married with children.

**CRAP DEMO** by Unknown, circa 1989  
I'm the demo reviewer here, I'll decide if its crap or not thank you. Well what you can see, four pages of text in the Sinclair ROM font, is pretty awful but the music is one of those delicious swirling 48k machine coded tunes. You'll know what I mean when you hear it. It is crap the way the tune restarts everytime you want the next screen but hey, I like it anyway.

**BUBBLE DEMO** by Jacek Michalak, 1990  
The good ship Jacek from Poland was better known for his game hacks but made a fair few demos too, always containing ripped game music and graphics that looked as though they were but noone could ever put a name to them. Three nice bubbles here that pop with each tune selection. Erm, that's it.

THANKS SHOULD GO OUT TO THE GASMAN FOR CONVERTING ALL THE ABOVE DEMOS INTO WORKING USER FRIENDLY 1997 VERSIONS. KEEP AT IT, THERE'S A DEMO CALLED ORANGE I'M ON THE LOOK OUT FOR.

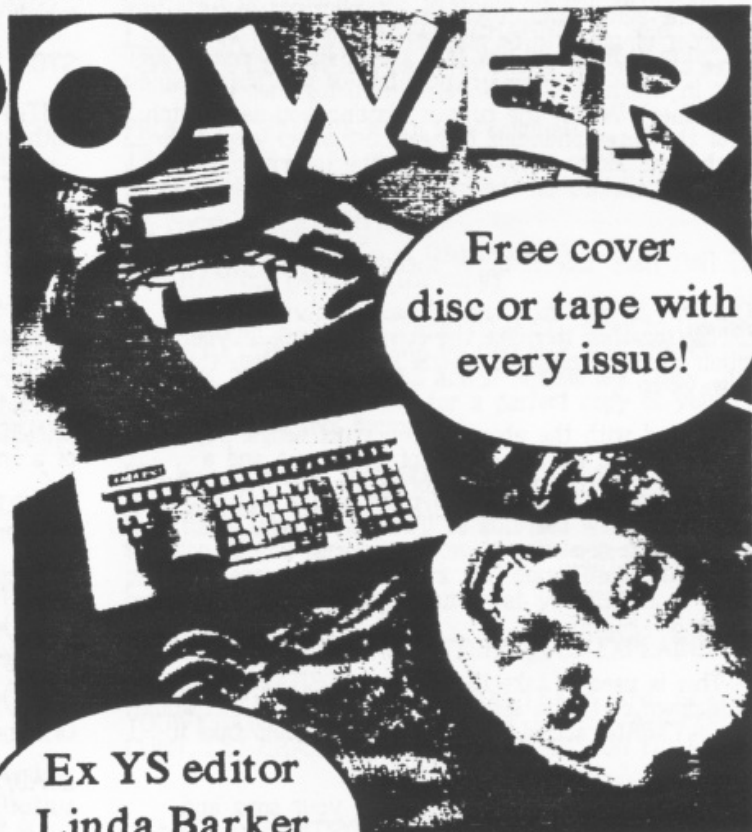
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# MANUAL MANIPULATIONS

## SOUNDTRACKER PART 1

Its sexier than Music Box without a bra on but not many people get past the loading screen. Its time to delve deep inside. The main screen is split into three; the top third contains the menu, the choices being activated with a cursor: LEFT=O, RIGHT=P, UP=Q, DOWN=CAPS LOCK, SELECT=SPACE.

The middle third is the PATTERN editor, it shows the three sound channels A, B and C. This part seems more complicated than it actually is. The important parts are the first three values of every line on each channel. The first value is actually a NOTE of music, C,F,G etc. The second value is the current OCTAVE and the third is what SAMPLE is being used. The remaining three possible values for each entry are used to shape the sound but we need not concern ourselves over these yet. You can create excellent sounding tunes without those last three values. The bottom area of the screen is a graphic equalizer.

SOUNDTRACKER comes with a built-in tune. To hear it you need to click on to the PLAY option. You will see the patterns below start to scroll upwards. Pressing STOP will halt the tune. You can alter the TEMPO of the tune by entering the second menu screen (click onto OTHER then DELAY CHANGE) Values can be from 1 (fastest) to 15. RETURN gets you back to the main menu. PLAY the tune again.

Tunes in SOUNDTRACKER are made up of different parts: SAMPLES (the actual sounds you hear), PATTERNS (they hold the order of notes to be played), CHANNELS (you can have three channels of sound per PATTERN) and POSITIONS (the order in which PATTERNS are linked together to instruct tunes). Whilst the tune is playing you can switch off any of the three channels to hear just exactly what is on each channel. Moving the cursor to the top-right hand of the screen and clicking on the individual channels will toggle OFF/ON.

OPTIONS (left hand side of upper menu).

POSITION: This is used to 'chain' all your individual PATTERNS together to make the complete song. If your composition simply consisted of one PATTERN then this would always be 1.

PATTERN: Used with the above to construct songs. Say you had a pattern that was the verse of your song and a second pattern was the chorus. In order to play the chorus every 'fourth' time round the POS/PAT values would look like this:

```
POS 1 PAT 1 VERSE
POS 2 PAT 1 VERSE
POS 3 PAT 1 VERSE
POS 4 PAT 2 CHORUS
```

HEIGHT: This is used to take the current POSITIONS PATTERN down or up (in semi-tones). A value of 255 would take the PATTERNS sound down one note, 1 would take it up 1 note etc.

LENGTH: This governs the total length of your song and should be equal to the number of total POSITIONS you end up with. If for instance, your total number of POSITIONS was 54 and your LENGTH was set at 27, the song would

only play half-way through before re-starting. Similarly, a LENGTH of 1 in the above example would simply play the first POSITION over and over. A LENGTH of 56 would play the entire song then add on two blank PATTERNS at the end before the song re-started.

SAMPLE: Not a real-life 44 Mhz CD quality sound sample, but the way in which the AY chip manipulates sound. It uses the ADSR function (Attack, Delay, Sustain, Release) which is the basis of all sound creation. A piano note has a very sharp Attack (the wire is struck with a small hammer), the Sustain is the wires vibration, Delay is the length of vibration and Release was the amount of time the wire was struck. This may all sound complicated but using a piano sound as an example you should have grasped the basics. The same effects are created using electronics.

REPEAT/REPLEN: Effects on SAMPLES.

PATTERN: This will play the current PATTERN only. Patterns can be incremented/decremented by use of the arrows next to OTHER.

PLAY: This will play the entire song as instructed by the POSITION PATTERN LENGTH values. The song will start at the current POSITION so use the cursor to reduce the value to 1 before starting. You can follow the POS/PAT by watching the values as the demo song plays. Try changing some PATTERN values to see how it affects the order in which patterns are played.

STOP: Halts tune, also returns from EDIT mode.

EDIT: Puts you in the channel editing middle screen section with an 'underscore' cursor. See PATTERN CREATION.

OCT: This is the current OCTAVE. You can have values of 1-8 with 1 being the deepest/lowest octave. To change the current Octave hold down Symbol Shift then press a key from 1 to 8.

Pxx : Shows current PATTERN currently in the editing windows.

A,B,C: The three sound channels of your AY chip.

ORN.EDIT: This is a sub-menu for producing effects on top of a note.

SAMP.ED: This is a sub menu for creating or altering the 15 different sounds you can use.

OTHER: (Takes you to the second menu screen)

LOAD/SAVE/CLEAR SAMPLE: You can save individual samples to create a library of sounds.

LOAD/SAVE/CLEAR ORNAMENT: You can save individual Ornaments from other files.

LOAD/SAVE/CLEAR SONG: Saved song files are given an S suffix in the filename.

CLEAR PATTERN: This clears the entire song from memory.



**CLEAR POSITION:** This clears the values held in POSITION/PATTERN.

**DELAY CHANGE:** Alters the TEMPO or speed of the song. 1 is the fastest

**DEVICE:** Choose between Tape or +D disc support.

**MOVE TEXT:** Allows you to move individual channels of notes to another pattern. This saves a lot of time by cloning a track so you don't have to start from scratch again when you want only a minor variation or indeed the same pattern exactly.

**CHANGE PATTERNS LENGTH:** Alters the number of entries that can be made in any one pattern. The default is 63 (as the ST uses 0 as a starting number, that's 64 to you and me). Put simply, this means you have 64 chances to make a sound in a channel. You have three channels per pattern so that's 192 possible items of sound per pattern.

**PLAY SONG:** Plays the song as the option in menu 1 but only the graphic equalizer is present on screen.

**TRANSPPOSITION:** Similar to HEIGHT. To save you making the same pattern over again played in a different key, you can transpose (play higher or lower) a whole pattern. To transpose one octave higher you would enter the value plus 12, a lower octave would require the value minus 12 etc. Experiment by adding/ subtracting values of 5 or 7... it can sound pretty good.

#### PATTERN CREATION

The demo song within ST is made up of SAMPLES. ST can store up to 15 SAMPLES and each one is selected to be the current SAMPLE by the increment/decrement arrows to the right of the SAMPLE option box. The following is a brief description of what type of sounds are included: 1:Clap sound 2:Hi-hat 3:Hi-hat open 4:Kick Drum 5:Snare sound 6:Electro clap 7:Tom-Tom 8:Tone 9:Tone A:tone B:Tone (C to F:Not used).

You'll have to experiment with different OCTAVES to get certain sounds to be recognised as the above. The Snare sound for instance sounds good within the range of OCTAVE 4-5 whilst the Hi-hat really comes into its own in a very high OCTAVE 7 or 8

**NOTE:** ST uses HEX, so the number 10 becomes A, 11 becomes B and so on until you get to F (15).

We are now going to create a simple tune. First let's get rid of the tune in memory, it'll only confuse things. Go to the OTHER menu and select CLEAR PATTERN. You will be asked to confirm. Now select CLEAR POSITION. Finally select RETURN and off we go.

Select EDIT. You will now have an 'underscore \_' at position 00 in channel A of PATTERN 1. Cursor movement within the EDIT PATTERN window is by the Spectrum's keyboard cursor keys. We need to select a SAMPLE that sounds most like a pure note so we'll start with SAMPLE 8. Select this by incrementing the SAMPLES arrow with the on-screen cursor. You should now have the following showing on screen: SAMPLE 0008.

Now, by using the bottom two rows of your Spectrum keyboard, you can create notes just like a real musical keyboard (make sure you are in EDIT mode). As you play different notes you'll see the note displayed in position 00. Creating a tune using these notes is simply a matter of entering a note at position 00, advancing the position by one (by using the Spectrum's cursor keys) and then entering a note at position 01 and so on to make up a tune. At default you have 64 empty 'boxes' per channel.

The letter R can be entered to signify a REST. If you wish to delete an entry then press ENTER. By using different SAMPLES and OCTAVES, you can create a whole range of different sounds like basslines, percussion effects (drum patterns). Once you've filled up some of the 0-63 'boxes'

then select STOP (this exits you from EDIT mode) and select PATTERN (this will playback the data you have entered as PATTERN 1. Sounds terrible, try again!

The data you see in the EDIT channels window is translated thus: C-3 4000 (note C is being played in the third OCTAVE, SAMPLE 4 is being used) DE5 8000 (Note D sharp is being played in the fifth OCTAVE, SAMPLE 8 is being used)

As mentioned earlier, don't enter any numbers in the last three values per box. These values are used to enhance the sound with added effects and is covered next issue.

So far we have only entered sounds in channel A of PATTERN 1. Move the cursor to the start of the data lines in channel B and enter notes/values here in EDIT mode. On playback you will hear the data from channels A and B being played together. You can build up very complex sounding tunes using all three channels per PATTERN. You might like to put drum sounds in channel A, a bassline in channel B and the main tune in channel C.

Once you have created your first PATTERN you might want to create a second. Select the up arrow icon to the left of the OTHER box. This will advance the PATTERN on one. You can have up to 31 different PATTERNS in memory which is more than enough for a very full completed song.

Enter Notes/values as for PATTERN 1. To hear your mini song played back we need to set up the POS/PAT/LEN values. Let POSITION 1 play PATTERN 1, let POSITION 2 play PATTERN 2, POSITION 3 play PATTERN 1 and so on.

```
POS 1 PAT 1
POS 2 PAT 2
POS 3 PAT 1
POS 4 PAT 2
```

This will play each PATTERN in turn. Don't forget to set the LENGTH to more than 1 otherwise on PLAY the ST will only let you hear the first PATTERN over and over.

#### MOVE TEXT

We can MOVE (or copy) any PATTERNS CHANNEL data to any other. In the following example we will MOVE PATTERN 1 CHANNEL A to PATTERN 2 CHANNEL B. Select MOVE TEXT from OTHER menu. You will be asked to enter the values specifying to and from:

```
FROM PATTERN (01-31): 01 (the original)
TO PATTERN (01-31): 02 (the copy)
FIRST POSIT (00-63): 00
LAST POSIT (00-63): 63
TO POSIT (00-63): 00
FROM CHANNEL (A-C): A (the original)
TO CHANNEL (A-C): B (the copy)
```

The values FIRST, LAST and TO POSIT refer to the length of the PATTERN as set up by CHANGE PATTERNS LENGTH. The default is 63 and it is best left there! Just enter the values as above for a perfect copy of your original PATTERNS format.

The key to success with SOUNDTRACKER is to experiment, type in a few notes, listen to them back, alter the notes and the spaces inbetween, you'll be surprised what you can come up with. If you seriously listen to music in demos you'll probably appreciate the work and detail that can go into a toe tapper. You'll only get out what you put in.

#### NEXT ISSUE - ADVANCED TECHNIQUES EXPLAINED.

IF YOU'VE HAD A PROGRAM FOR YEARS AND ALL YOU'VE DONE IS SIT IN FRONT OF IT LIKE A COMPLETE CUNT, LET CRASHED SPILL THE BEANS ON IT.



# Other stuff

Despite the fact that every review of every football management game ever has derided the genre above all else, there are quite a few of us who have always enjoyed them immensely. At a rough guess, the Spectrum had about 30-40 titles, and to be fair, only On The Bench, Football Director and The Double were actually worth playing for any great length of time.

Hardcore veterans of this style of game have no doubt bought PC's and PlayStations simply to enjoy far superior versions, and who could blame them. Playing against other managers in the same game is never a good idea in practice, firstly you have to be lucky to find someone willing to play as much or as little as you are prepared to yourself, secondly you probably don't even have any friends. So that was that.

The simple but lesser known answer to this problem is to join a Play By Mail game, otherwise known as the PBM. Now then, this does indeed invoke fear in the average Joe, PBM's mean Dungeons and Dragons means horrible little burn fluffed gits who hang around outside Games Workshops or worse still, stand chatting to the store owners of comic shop emporiums for three hours at a time. You know who they are.

Forget all that if you can, this game system really does suit football management games. One of the best is called TOTL. Top of the League for long, and I'm the proud manager of a young but promising lower division side, Millwall. Why are you laughing?

Here comes the Spectrum connection. TOTL used to be run on a 48k many moons ago but has since been replaced by an Amiga/PC set up. Your teams details and data are inputted into a custom program along with your opponents. The computer then plays the game using various mathematical percentages, goals are hopefully scored, players are wounded and carted off to rousing applause from the opposing supporters. Results, statistics and other things are then compiled into a monthly fanzine.

|             | P | W | D | L | F  | A  | Pt |
|-------------|---|---|---|---|----|----|----|
| FLYING SWAN | 4 | 4 | 0 | 0 | 15 | 3  | 12 |
| LANCASTER   | 4 | 3 | 1 | 0 | 5  | 0  | 10 |
| MILLWALL    | 4 | 3 | 0 | 1 | 5  | 3  | 9  |
| FENPARK     | 4 | 2 | 1 | 1 | 7  | 5  | 7  |
| THETFORD    | 4 | 2 | 1 | 1 | 7  | 5  | 7  |
| WELLINGBORO | 4 | 1 | 2 | 1 | 2  | 2  | 5  |
| S.VILLA     | 4 | 1 | 1 | 2 | 7  | 4  | 4  |
| PLANETARY A | 4 | 1 | 1 | 2 | 2  | 3  | 4  |
| C. PARADISO | 4 | 1 | 1 | 2 | 8  | 10 | 4  |
| MT. OLYMPUS | 4 | 1 | 0 | 3 | 8  | 12 | 3  |
| LOKOMOTIVE  | 4 | 0 | 2 | 2 | 1  | 5  | 2  |
| OLDHAM ACES | 4 | 0 | 0 | 4 | 5  | 20 | 0  |

Four games into the season and the other sides are starting to fear my collection of 34 year old homosexuals and lower division cannon fodder. I'm going up this year me. Fenpark have just bought someone. Arse.

One of the managers you might come up against is none other than Graham Shaw, late of many Spectrum titles released by Atlantis and on his own Redwood Designs label. It was St.John Swainson who introduced me to TOTL a couple of years ago, mainly to suggest I take on a shitty team of his choosing and then beating me shortly after. This is a very enjoyable thing to do and I've since done it to someone else.

The forerunner to the whole hobby was a CCS game called United, back in the early eighties it was Football Managers only real contender until D+H's Football Director stole the crown with consummate ease. All the usual management options are available with the added bonus that you are competing against up to 47 other real managers (well, real people anyway). Without United, indeed without the Spectrum, a lot of these PBM's would not exist today.

What you get each month is a 20 page A5 fanzine containing all the past sessions results, both league and cup, league tables, transfer market news, pools predictions and an open forum for managers comments and remarks. We are not allowed to swear which is silly, this is a mans game after all. There is of course the whole lot more too. Interested? It costs a quid a month or just 9 quid for the whole season which consists of twelve issues (more or less a year in length). There are some vacancies for managers in all four divisions, so you can do it properly and start at the bottom or jump straight in somewhere higher, it's up to you.

If you love football management games, enjoy the world of strategic masturbation and want an extra special challenge from your usual lonesome favourites, joining this PBM game will be one of the best moves you ever made, and I'm not joking either.

Send a few quid for a free starter pack including rulebook, current issue, turnsheet and future issues depending on the credit or just send for more details. Write to: Pete Burrows, 8 Magnolia Court, Beeston, Nottingham NG9 3LG.

|             | P  | W  | D | L  | F  | A  | Pt |
|-------------|----|----|---|----|----|----|----|
| FENPARK     | 18 | 13 | 3 | 2  | 33 | 8  | 42 |
| LANCASTER   | 18 | 12 | 5 | 1  | 34 | 6  | 41 |
| FLYING SWAN | 18 | 11 | 5 | 2  | 45 | 19 | 38 |
| MILLWALL    | 18 | 7  | 7 | 4  | 16 | 13 | 28 |
| WELLINGBORO | 18 | 7  | 5 | 6  | 14 | 14 | 26 |
| S.VILLA     | 18 | 6  | 5 | 7  | 18 | 18 | 23 |
| LOKOMOTIVE  | 18 | 6  | 4 | 8  | 9  | 20 | 22 |
| PLANETARY A | 18 | 5  | 6 | 7  | 15 | 22 | 21 |
| THETFORD    | 18 | 4  | 7 | 7  | 18 | 18 | 19 |
| C. PARADISO | 18 | 4  | 3 | 11 | 20 | 32 | 15 |
| MT. OLYMPUS | 18 | 4  | 2 | 12 | 26 | 49 | 14 |
| OLDHAM ACES | 18 | 1  | 4 | 13 | 12 | 41 | 7  |

Four games left and I'm facing another year playing shit like Oldham Aces and Thetford bastard Town. I had a lot of re-building to do you know, played all the wrong formations and got caned. What a pisser.



# STRAIGHT FROM THE HORSES BUMHOLE

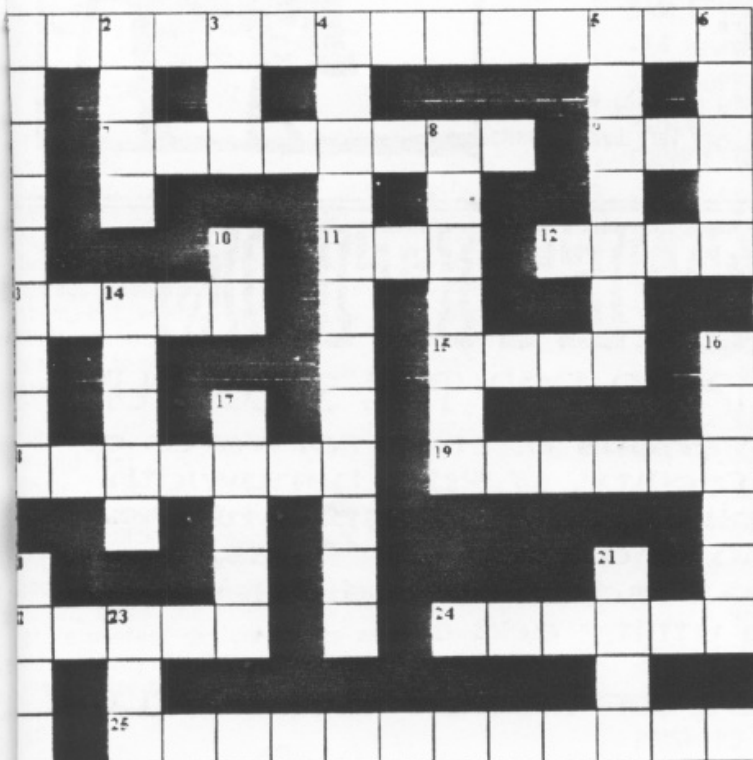
What comes around goes around (includes infinity clause). Those of you waiting for the follow up to **MATCH DAY 2**, deliciously dubbed **MATCHDAY 3**, will be waiting a very long time indeed. The Ritman involved 1999 remix for PlayStation has been shelved, binned and covered in orange peel. The powers that be declared that it could never rival the FIFAs and ISS Pros and took the wise decision to avoid such a backward step. You gotta run with that one.

Crusty old software outfit **MELBOURNE HOUSE** are releasing a new game soon, **KKND KROSSFIRE**, a Command and Conquer style war game. The cobwebbed Australians are looking forward to filling a 2MB PlayStation as opposed to cramming a Spectrum with 40k of crap. Come on then, name a great Speccy game they ever wrote!

Sheffield funsters **GREMLIN** are soon to release **PREMIER MANAGER 99**. Last years effort had no non-league teams, round 1 of the FA Cup was missing, there was no loan system, no transfer deadline and games could be won 6-4 on penalties (you what?). If they don't get it right this time (and that's another 45 squids to find out) I'm going to burn my copy of Monty Mole. Sort it out for christsake.

Rumours abound of a new computer games TV show that normal people can watch (normal as in not shelling out for Sky or cable services). I would like to see it presented by Helena Bonham Carter and Danny Baker, but we'll probably end up with one of those twotty BBC queers from kids time. And yes, Andi Peters was caught snogging a member of Boyzone backstage. More like Bumzone if you ask me.

## Paul Howard's Cryptic Specword #2



### ACROSS

- 1 Goodbye, Monty! (3,11)
- 7 Software house that sank without trace (8)
- 9 Mend a software patch (3)
- 11 Fantasy in carp, goldfish etc. (3)
- 12 Coding group found in coma recovery unit (4)
- 13 Short holiday that interrupts programme (5)
- 15 The stuff that Ivan Stewart is made of! (4)
- 18 Array subscript: aluminium, for example (7)
- 19 Psions mascot laughs briefly before sprint (6)
- 22 Gargoyle's use of magic? (5)
- 24 One third of former UK group (6)
- 25 Henry B Cobble, agitated, supports one format (3,9)

### DOWN

- 1 One of the Spectrum's most colourful aspects (9)
- 2 Conditional variable or paving stone (4)
- 3 Berkshire software house, in short (3)
- 4 Programmer sounds like Spanish religious type (3,9)
- 5 Angry chap who developed compression techniques (7)
- 6 Some inexorable isometric game - that's logical (5)
- 8 Hobbit language (7)
- 10 Adequate report (2)
- 14 Go inside and return (5)
- 16 Six letters of key importance (6)
- 17 Prepared-sounding character in Hi-Tec game (5)
- 20 Brothers from 7 sound confident (4)
- 21 Where Automata's monopoly might lead (4)
- 23 Stereo sound for dyslexics? (3)

ISSUE 22 SOLUTION: (ACROSS) 1.MELBOURNE HOUSE 7.CRASH 8.XOR 9.ERIC 10.MAGENTA 11.INVERSE 14.ABS 16.VAL 18.OVERSCAN 19.EEC 20.NOOPERATION 23.FREESCAPE (DOWN) 1.MICRODRIVE 2.BASIC 3.RAMPAGE 4.HEX 5.UNREADABLE 6.ELSPA 12.NINE 13.EDEN 15.SAMCOUPE 17.LOGO 20.NEW 21.POP 22.OPS



# Dear Crashed

11 CAMEL ROAD, SILVERTOWN, LONDON E16 2DE.

GOT AN OPINION, SUGGESTION,  
QUESTION OR A POLAROID OF YOUR  
KNOB? SHARE IT WITH US. MUCH  
CHEAPER THAN PSYCHOANALYSIS.

Dear Crashed,  
I've got the answer to not having any  
new games to look forward to, why  
doesn't someone clever convert all the  
Gameboy games to the Spectrum?  
You'd probably have to use a PC to  
convert the code but it must be  
possible. They are both 8 bit machines,  
both use virtually monochrome  
graphics, they both have the same  
memory, someone please do it now! I  
could play Spectrum games like Worms  
and Zelda.  
Richard Coulthard, Kingston.

Wow, why didn't Nintendo think of that.  
Idiot. The Gameboy has more memory than  
a cardboard box full of Spectrums. We  
don't need new games, we haven't played  
all the old ones yet.

Dear Crashed,  
There were two biscuits in a pub. One  
said to the other: "So where do you  
live then?" The other said, "I'm not  
telling you, you'll steal my washing."  
Trust me, this is very very funny. No  
really.  
Linda Whittle, Cambridge.

Since when did biscuits gain the skill of  
communication? Is it funny in a student  
pissed on half a lager funny?

Dear Crashed,  
What happened to Spectec Jnr? Can  
you ask him to do a leymans guide to  
machine code programming? I can do  
games in Basic but they run far too  
slowly. So far I've written three  
games that you could put on the  
coverdisc. I've made them PD. Thanks.  
Mike Candy, Berkshire.

I do not speak to young men who wear  
hats. Your games are very very bad.

Dear Crashed,  
Any chance of printing a photo of the  
Knuckle Girls slicing the heads off of  
the Pet Shop Boys with a chainsaw?

Allan Clarkson, Leeds.



## PRIZE COMPETITION

WIN A CHEETAH SOUND SAMPLER FOR THE SPECTRUM

Sample any sound, replay at various pitches forwards or  
backwards, powerful editing facility, 17.5khz bandwidth  
sampling, output through amplifier/hi-fi, sample mixing,  
playback from keyboard, echo and reverb effects,  
includes microphone and some ready made samples. Easy  
to use, it's the ultimate sound utility add-on.

"WHAT NUMBER REMINDS YOU OF PAUL HARDCASTLE?"

Just send your answer to the Crashed address, winners  
will be picked out of a thimble by Girlzilla in a thong.

CLOSING DATE: SATURDAY 27TH FEBRUARY 1999



EACH ISSUE WE'LL BE TAKING A SMALL YET PERFECTLY FORMED LOOK AT SOME OF THE THINGS YOU CAN GET FROM THAT LIST OVER THERE, THINGS WHAT YOU CAN'T BUY IN THE SHOPS LIKE. ARE THEY ANY GOOD, ARE THEY WORTH THE MONEY? PROBABLY, WHO CARES? SENDING A SAE IS A NICE GESTURE.

## THE LITTLE REVIEWS SECTION

DESERT ISLAND DISKS  
Michael Bruhn  
Spectrum A4 fanzine  
Price: 2.00

Do you like surprises? Would you like a new games orientated Spectrum fanzine from Denmark that has appeared out of the blue, printed by the lovely Joyce Cook and issue 1 is available for nothing? Enough with the questions, just read the interview with Namco of Ultima, the low down on Alien 8's house, choose a game to swap, have a poke and wish you could get your hands on the recently revamped CRL Formula One game. It's on the internet y'know. Pity most of us are not hooked up, mind you, most PD libraries used to assume everybody had Plus D's...

Issue one is a toe in the water, its a shade on the visually bland side and a few screenshots wouldn't go amiss for the next issue, but it shows a lot of promise. His English is a lot better than my Danish, all I can say is Anal Extrema and tend to point a lot. One to watch out for this year.

OUTLET  
Chezron Software  
Spectrum +D magazine  
Price: 3.50 monthly

It's hard to believe that Outlet have reached issue 136 (December 98), they have been beaver away since 1987 and no other Spectrum publisher can claim such long and regular service. Outlets problem is that they have always been fairly low key, they've always been there but hard work to spot them, but where would we be without them. Well, we wouldn't really know unless they weren't there. Listen closely, we would miss them like an arm.

What they don't know about the Spectrum would just about fit on a three amp fuse, their forte has always been utility software, countless gems to make programming easier, clearly packaged with simple front end user interfaces and gorgeous presentation. The look and layout of Outlet hasn't changed much at all since the first issue, that's woodlouse style perfect design. Games and demos are now taking the helm which is a shame but inevitable, they've virtually done everything a Spectrum can do. You've probably missed most of it.

Most of the demos they feature are hopelessly aged, but then they can only publish what is sent to them by contributors, so that's our fault. Being Plus D only is a pain but then PD libraries leap on any new Outlet programs and offer them on various levels as soon as they arrive. Whoops.

# POSTBOX

## PERIODICALS - MAGAZINES - FANZINES

- 8 BIT: Harrowden, 39 High Street, Sutton, Ely CB6 2RA.  
-A4 magazine. All 8 bits covered. Final. Price: 3.00.  
ALCH NEWS: 62 Tithe Barn Lane, Sheffield S13 7LN.  
-Plus D/PC disczine. Spectrum/Z88. Price: 1.00.  
DESERT ISLAND DISKS: 32 Dursley Road, Wilts BA14 ONP.  
-A4 fanzine. Spectrum. Bi-monthly. Price: 2.00.  
FORMAT: 34 Bourton Road, Tuffley, Gloucester GL4 0LE.  
-A5 magazine. Sam Coupe/Spectrum. Monthly. Price: 2.00.  
FRED: 32 Barleyfield Road, Wetherby LS22 6PN.  
-Disczine. Sam Coupe. Bi-monthly. Price: 2.00.  
MULTIFACE POKES: 26 Elsie Street, Goole DN14 6DU.  
-A5 publications. Repair manuals. Price: Un-known.  
OUTLET: 34 Saltersgate Drive, Birstall, Leicester LE4 3FF.  
-Plus D/3 disczine. Spectrum. Monthly. Price: 3.50.  
PD POWER: 13 Rodney Close, Bilton, Rugby CV22 7HJ.  
-A5 magazine. Spectrum. Bi-monthly. Price: 1.75.  
RETRO CLASSIX: 4 Chatterton Avenue, Lincoln LN1 3TB.  
-A4 fanzine. All 8 bits/arcade. Monthly. Price: 2.00.  
RETROGAMER: 52 Kingfield Road, Liverpool L9 3AW.  
-A5 fanzine. All 8 bits/arcade. Bi-monthly. Price: 1.75.  
SAM COMMUNITY: 14A Innisfayle Gardens, Belfast BT15 4GJ.  
-A4 newsletter. Sam Coupe. Bi-monthly. Price: 2.00.  
SAM SUPPLEMENT: 37 Parker Street, Walsall WS3 2LE.  
-Disczine. Sam Coupe. Bi-monthly. Price: 2.00.  
SOUNDBYTE: 204 Lamond Drive, St. Andrews, Fife KY16 8RR.  
-Sam Coupe Quazar support. Monthly. Price: 2.00.  
SPECTRE: POBox121, Gerrards Cross, SL9 9JP.  
-A5 fanzine. Spectrum. Occasional. Price: Un-known.  
THE SPC: Im Tannenforst 10, 51069 Koln, Germany.  
-A5 magazine. Sam Coupe/Spectrum. Monthly. Price: ?  
THE SUC: Gastacksrstr 23, 70794 Filderstadt, Germany.  
-A5 magazine. Spectrum. Monthly. Price: ?  
YESTERDAYS TECHNO CLUB: POBox19, Manchester M23 0YJ.  
-A5 magazine. All 8 bits covered. Price: 2.00.  
ZX FILES: 8 Beechwood Rise, Wetherby, W.Yorks LS22 7QT.  
-A5 fanzine. Spectrum. Final. Price: 1.50.

## USER GROUPS - PUBLIC DOMAIN LIBRARIES

- ALCHEMIST PD: 126 Hayward Road, Bristol, B95 9QA.  
-Spectrum/Amiga/PC public domain libraries.  
PRISM PD: 13 Rodney Close, Bilton, Rugby CV22 7HJ.  
-Spectrum public domain library.  
SAM PD: 18 Mill Lane, Skelmersdale WN8 8RH.  
-Sam Coupe public domain library.  
WOMO PD: Im Tannenforst 10, 51069 Koln, Germany.  
-Sam Coupe and Spectrum public domain library.



# QUAZAR

Colin Piggot,  
204 Lamond Drive,  
St. Andrews,  
Fife, KY16 8RR.  
Tel: 01334 475546

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**INTRO DISK 2** - Utilities - Software to convert most types of samples from other computers for use with the Quazar Surround, plus easy to use sample players.

**SOUNDBYTE** - a free issue of the monthly Quazar Surround support disk - currently on issue 42 (September '98). Packed with games, utilities and music **ONLY** for the Quazar Surround!

*\*\*\*\* Now the Quazar Surround is packaged with a free three month subscription to Soundbyte giving you even more software to get started with!*

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"Overall the Quazar Surround is a very professional piece of hardware. The Quazar Surround is, in my opinion, a very good buy."

Alan Hawes, March 1996 Format.

"If you only buy one piece of hardware for your Sam make sure it's a Quazar Surround - I've never regretted buying it! It's excellent!"

Stephen McGreal, Mungus Software.

"The Quazar Surround is an outstanding piece of hardware. Every Sam should have one!"

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"Buy a Quazar Surround - or else!"

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Michael Stocks, Zodiac Magazine.

"I think it is an excellent piece of hardware... Pure surround sound - it works brilliantly... I have to compliment you on producing such a high class product. I would never have thought it possible without hearing the effects myself."

P. Wilson.

"The PC has a long way to catch up! Brilliant!"

Darren Wileman.