

# CRASHED

**NEW GAMES AND  
DEMO REVIEWS**

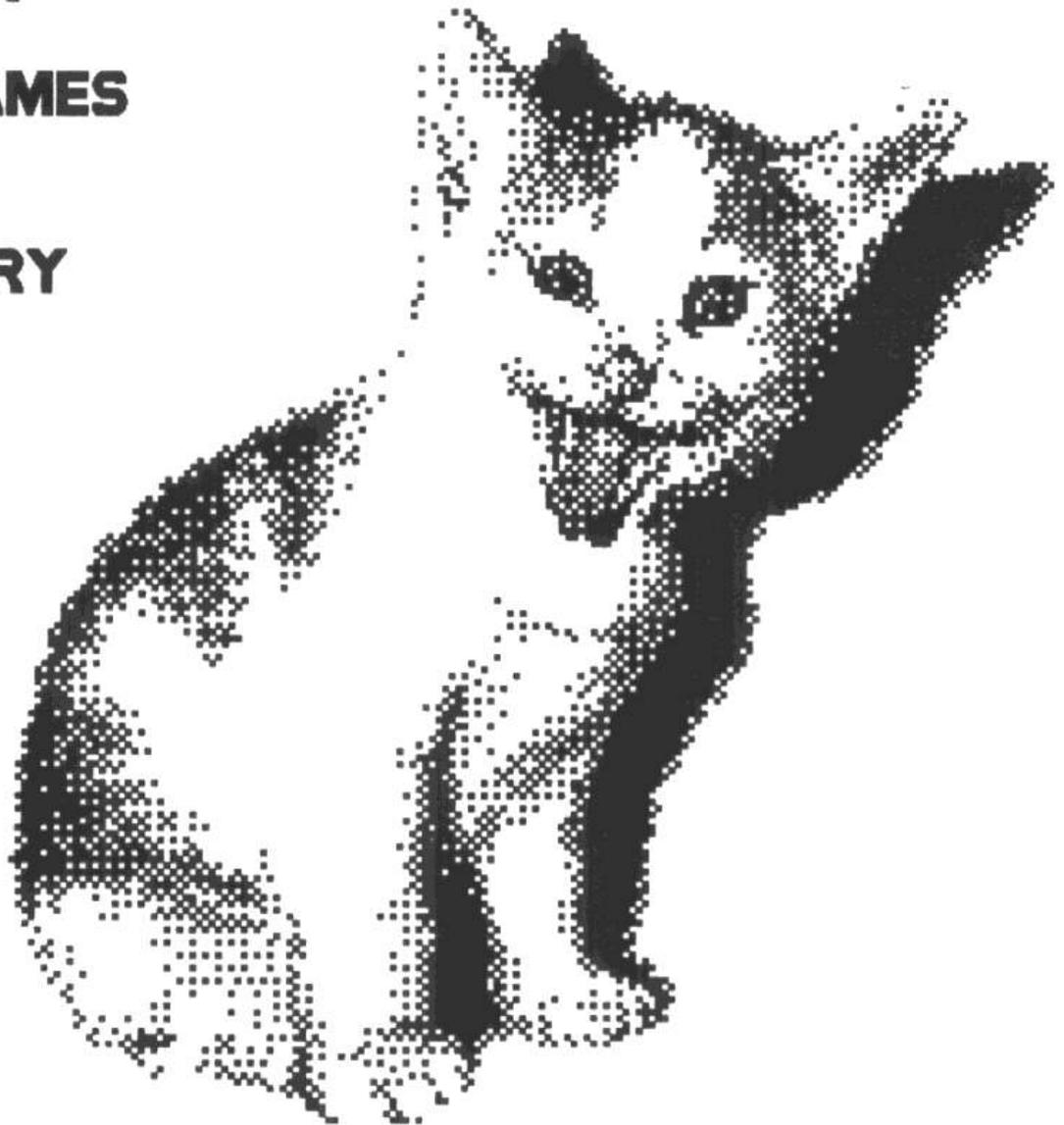
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INTERNERDER**

**READERS GAMES  
COVERTAPE**

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**932  
DEMOS**



**The alternative Spectrum and Sam fanzine**

## EDITORIAL

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## DISCLAIMER

Unless an article has someones name by it then it was written by me, so I'm the one to sue, threaten or ignore just lately. Any other publication can copy Crashed and any of its articles because that's how un-original you are. Anybody taking me to court, please note I'm free most Wednesdays and would prefer a hearing in the south east area if possible.

## SUBSCRIPTIONS

The next 7 issues for £10 which is a tremendous saving of 50p, wow. Cash or uncrossed blank postal orders ONLY please, stop sending me cheques, can't you read Simon from Liverpool?

## ADVERTISING

Full page £10, half page £5, quarter page £2. Lineage adverts up to 50 words free (space permitting). Insertions in three issues will cost only twice those sums. All adverts must be pre-paid so stop mugging me off like you always do.

## BACK ISSUES

Very limited stocks of back issues for £1 each: 10, 13, 14, 15, 16, 17, 21, 22, 23, 24, 25.

# EDITORIAL

No one has come forward to seriously take on the Sam Coupe scene so far, so I can only assume that said computer isn't inspiring anyone to write about it or no one wants to write about it for Crashed. Obviously I can't go on taking money from Coupe users if I can't give you what you'd like to read. It's only down to the sterling work by Mark Sturdy that you've had anything to read whatsoever. Mark, bless his Pulp infatuated cotton socks, needs to spend more of his time doing pointless things like working to pay rent and to buy food. The bottom line is, if no one comes forward before you run out of patience with the situation, then I'll phase the Sam out altogether and give subscription refunds to Coupe only owners. I don't know anything about MGT's beast and I'm not buying one now I've more grey hairs than brown ones. I personally believe the Sam is beyond help.

Yes it's a longer than usual Editorial this month as the covertape stuff is over there somewhere. I'm aware nobody reads this bit anyway, so I'll just bung in a saucy graphic near the foot of the page. Time maybe for a few ideas and suggestions... Is it time Crashed did another Readers awards ceremony? I already realise that if I send out 250 questionnaires I'll only get about 5 back, that's par for the course, so our results wouldn't be an accurate reflection. I'm morbidly interested in what other Sinclair related fanzines you read and how you rate Crashed against them. Our scene has moved on and matured somewhat from a few years ago, I don't consider any Spectrum related project to be in competition with any other. I still believe in natural selection though and it is indeed probable that some are better than others (can you hear the sound of egg shells not being trampled?) I hope you look forward to each issue because I still enjoy producing them.

Thank you to everyone who has taken out new subscriptions recently, it goes more than a long way to making sure Crashed comes out on time. So far I've managed to hit the bi-monthly target. This issue was going to be the biggest Crashed ever at 24 pages, but I forgot it was the middle of summer when absolutely nothing ever happens to write about. Never mind, here's a 24 page issue anyway. And here's that promised screenshot, you can almost see the ladies front bottom but not quite. Somebody please send me what happens after this loading screen before I start thinking nothing much interesting happens at all. Life is like that in so many ways.



# Covertape

## CRASHED READERS GAMES

## Special

They took the cow by the udders and milked those teats for many man hours, they grappled with games creators, they assembled, they compiled, they got turned down by Zeppelin. Crashed is pleased to bring you a fine selection of what Crashed readers do when they're not reading sad computer fanzines or sexually fiddling with themselves - HOME MADE GAMES!

*MAGIC SQUARE / Miles Kinloch*  
Best known for his life saving utilities, Miles also turned his hand and his head to brain punishing logic games. The sort of thing that falls out of Christmas crackers, only better.

*CREEPY CRAWLEY / Phil Peacock*  
Bomberman on platforms. Rid the screen of slugs with just a few well placed incendiary devices. Tricky and beautifully presented, and a few hundred Mastertronic games start to feel very inadequate.

*POPSNOG / Dave Fountain*  
Originally released in 1993 as WAAAAH!, it sold 4 copies. A GAC text adventure, find the three girl members of a pop band, find their instruments and get them to the gig on time supporting an obscure 1980's shambling indie pop band called Heavenly aka Talulah Gosh.

*ZONE M / Wolfgang Haller*  
Slickly programmed homage to the shooting the long electronic worm thing on a grid thing. Jeff Minter did it first but Wolfgang did it better. Strong words? play it and shut up.

*HANGMAN / Paul Howard*  
Mr.Techniche gives us all what we want, a Hangman word game where we can alter the basic so it spells rude words. Paul we salute you.

SEND A BLANK TAPE OR +D DISC PLUS A STAMP AND WAIT A FEW YEARS

### MAGIC SQUARE

Program by  
M. Kinloch

|    |   |    |    |
|----|---|----|----|
| 10 | 2 |    | 7  |
| 15 | 4 | 1  | 9  |
| 8  | 6 | 5  | 12 |
| 11 | 3 | 13 | 14 |

HOME POSITION

|    |    |    |    |
|----|----|----|----|
| 1  | 2  | 3  | 4  |
| 5  | 6  | 7  | 8  |
| 9  | 10 | 11 | 12 |
| 13 | 14 | 15 |    |

### CREEPY CRAWLEY

START GAME  
CHANGE KEYS

PUBLIC DOMAIN SOFTWARE

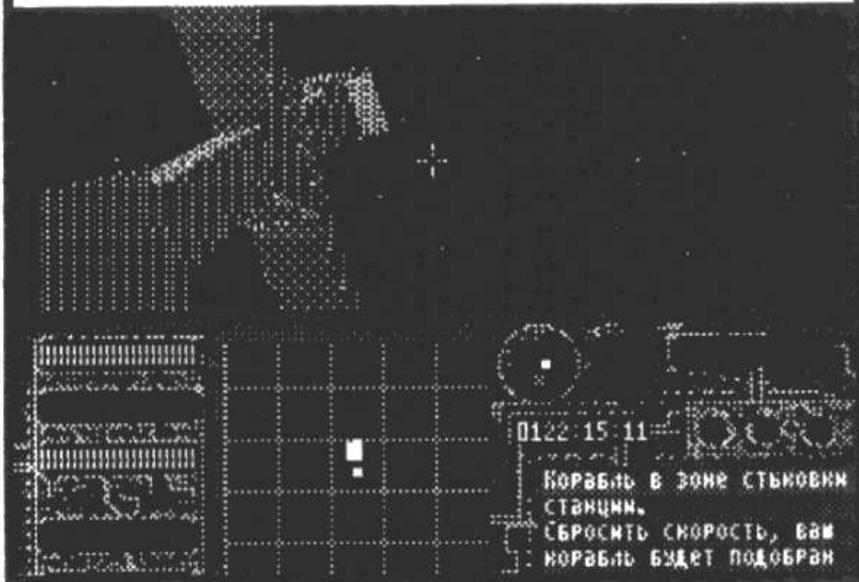
### POPSNOG

FOUNTAIN 1993

# THE NEWS

## PAIR OF STRIKERS ON THE WAY

News filtering through from Austrian Spectrum club head cheese Leszek suggests that he's just played the greatest Spectrum game ever...and it's a new one. Les, to wrongly shorten his name to an awful English one, doesn't mix his words when it comes to games, he's been working on his own space opus for several years with still no release date confirmed, he knows a good game when he sees one. AWAKEN is reported to be very much in the ELITE mould, but with the added depth, features and programming techniques that 12 years more experience can throw up. A demo version exists in the Russian TRD disk format. And coming up behind is the curiously named PUSSY, a platform game based on the Titanic movie with Manga style graphics. A demo version on tape exists and Crashed will be going crazy apeshit to bring you screenshots in time for issue 27. The thought of playing as Kate Winslet, or even just looking at her lovely bosoms on a sofa is good enough already. Get in my son!



## NEW SPECTRUM BASED FOOTY PBM

A brand new football manager play-by-mail game is currently under development for a January 2000 launch and promises to be run entirely on Spectrums. The code is being written by Graham Shaw, author of many arcade and football games for Alternative and Cult. The mystery GM said "It's a cross between Football Director on Spectrum and Championship Manager on PC, all the best bits that is." Names are now being taken from prospective managers through Crashed.

## ADDRESS MARK MISSING

Long running publication FORMAT seems to have vanished without a trace, with the last issue seen being February 99. In the light of receiving no official press release from Bob Brenchley, (nor in fact has any one else), an answering machine with a million pips on it and his e-mail account closed, we can only speculate that FORMAT is no more. Founded in 1987 from the INDUG newsletter, Format went on to become (along with OUTLET) the most professional and respected semi-pro Spectrum and Sam fazine co-existing with the high street magazines.

Concerns arose during its latter years from Spectrum users who felt pressurised to upgrade to Sam from the obvious Editorial bias. Comments were also passed on the decreasing pages and general thinness of material throughout last year. In conclusion, it would be fair to say that Format was a very insular and arrogant institution as well as always being a source of vital programming tips. With mixed feelings we wave a bearded bye bye.

## HE'S LOST HIS WRISTWATCH

Former Spectrum tunesmith DJ FISTF\*\*K is turning his hand to the MUSIC:CREATION FOR THE PLAYSTATION software and bringing out an album of Spectrum game/demo music in full 1999 flavour. The MUSIC package offers 3,000 CD quality samples and the ability to trade punches with fully equipped 16 track digital studios. Requests for past favourites to be transformed can be forwarded via the Crashed address. As no one will actually buy it in Our Price, it's highly likely to be given away free with the year 2000 edition of this very publication. This sort of thing is very popular in C64 land.

# software

## TWISTER FRUIT MACHINE

E.S.A Productions

Public Domain

Spectrum 128k only

The brain washing effect of fruit machines have yet to be exposed in the News of the World. You sit there with your pint, innocently looking at the velvety neck of the girl you've fancied for, ooh, at least twenty seconds, wondering if her boyfriend is better looking than you, and there's this flashing hypnotic object in the corner.

Talk about Max Headroom and the illegal blipverts, these lurid colours, flaring and flickering, the Casio style transpositions, it'll have your hand in your pocket fishing for a pound quicker than the late Jill Dando can duck.

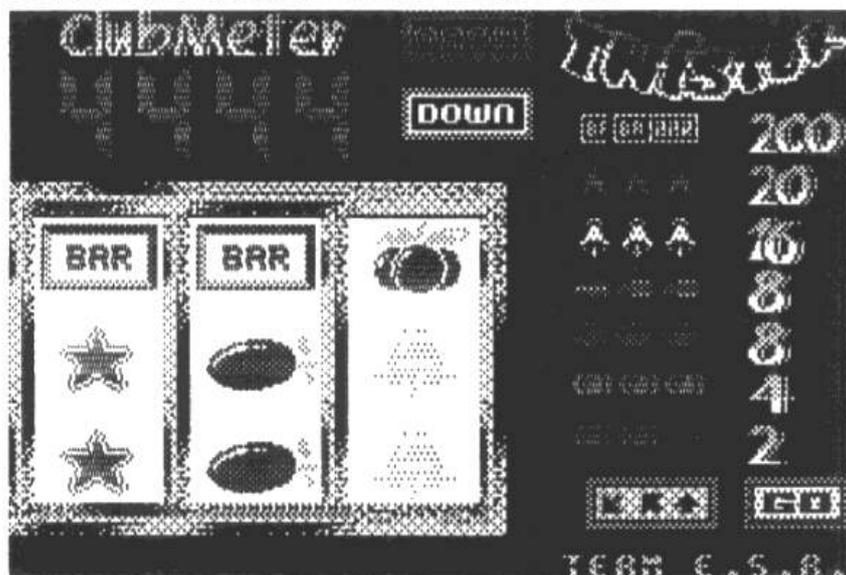
You can tell a lot about a person from the way they interact with a fruit. The complete twat will pretend he knows a system, he'll be straining to see the reels through the little gap to see what's coming (it doesn't need me to tell you he doesn't know what he's



doing). The sensible person puts some money in, wins the same back and sits down again. Of course you always win something immediately, don't get sucked in mothersucker.

ESA have certainly been churning them out lately, and Twister is one of their more pleasingly polished programs. The feel is very Fruit Machine Sim from Codemasters but with fewer options, like almost none at all. The auto-hold function is annoying and the press a button to gain higher or lower prizes is

a breeze to abuse with even the most basic of rhythms. It looks great, the music is a sure fire whistle jerker, but overall the game has no depth or replay value, so best stick with Codemasters for the moment.



Yes, yes, that's one of those fruit machines alright

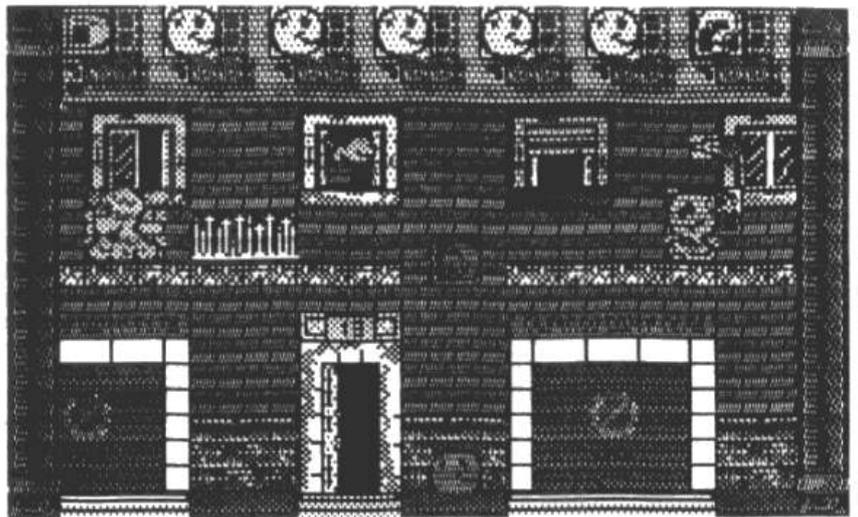
CRASHED RATING 2/5

+ TWO PINTS OF LAGER AND A PACKET OF CRISPS PLEASE, AND SOME CHANGE FOR THE MACHINE PLEASE GUV.

- ALMOST AS GOOD AS PREVIOUS CODEMASTERS GAMES BUT NOT QUITE, SO WHY BOTHER AT ALL?

**SMAILY**  
**ORIGIN: Spain**  
**Public Domain**  
**Spectrum 48/128k**

It doesn't take a genius to animate a bouncy ball with an inane grin on it's features, sure beats the problem of trailing arms and shuffling legs, but christ we love them so, you just cannot whack a ball with a smiley face on it. There's so much colour in this side scrolling arcade game that you'll either sit there enjoying every second or you'll be closely studying clashing attributes. Don't let Crashed's colour to b/w shading routine put you off, it's very very colourful indeed. The intro is cosy, featuring as it does a young lady with very large hair speaking to you from the television set (speaking as in Ceefax 888 subtitles that is). It appears to be of Spanish origin judging by the way I pronounced the words on screen in that slightly unfunny Manuel accent, you should hear



PacMan look-a-like Smailly gets chased through Camberwell by creatures armed with knitting needles. See what happens when you take acid?

my Inspector Blakey from On The Buses though, it's absolutely wonderful. As per usual I get killed every ten seconds and reset the game after ten minutes to have a play with Driver on the PlayStation.

**CRASHED**  
**RATING 2/5**

**+ NICE TO LOOK AT YOU TO LOOK AT YOU NICE!**

**- YOU WON'T PLAY IT TWICE.**

## HARDCORE HARDWARE

**PLUS D ROM 1B EPROM SERVICE**

Could that much respected beast, the Datel Plus D disk drive and interface, be improved upon? An independent upgraded Rom was made available many years ago, went by the name of UniDos and subsequently tried to fragment the user base with incompatibility. The 1B upgrade however, has been developed from many years of software patches and user experience, it is the Plus D system from heaven. The best news of all is that no compromise has been made on compatibility, just loads of extra in-built features that you normally had to install seperately.

The most useful of these are SQUASH (compresses wasteful Snapshot file lengths), SKIPPER (races through long Basic lines in the 48k editor), a built-in front end menu system, a slow motion facility (very handy for games like Uridium), a Multiface style exit to Basic

and infinite game life finder, an ingenious syntax changer and the trade marked catch phrase, lots more. Anyone still using GDOS and its uncanny ability to knock your most important disks without fail, well, you need a good talking to and fast.

Providing you use the correct tool for removing the old Rom chip (and not the rusty kitchen knife you use for all your delicate tasks) and don't bend the legs sticking the new one in, where's the mountain to climb? With a new set of pokes at your disposal your programming and mucking about life has just been made that much easier. You can even send one of your old Roms to be over written (we all know how tight most of you Spectrum users are).

Write to: Kevin Gurd,  
 21 Ladycross Rd,  
 Southampton, Hants  
 SO45 3JR.

**CRASHED**  
**RATING 5/5**

**+ NATURAL EVOLUTION IN MOTION**

**- WE'RE ALL TOO LAZY TO GET ONE**

POSTMAN PAT  
ALTERNATIVE  
SPECTRUM 48/128K

# CLASSIC software

For those of you who think I've finally gone over the edge by enthusing over the likes of Patrick, this is the game that inspired last years infamous smash-a-roony, Grand Theft Auto. No lie.

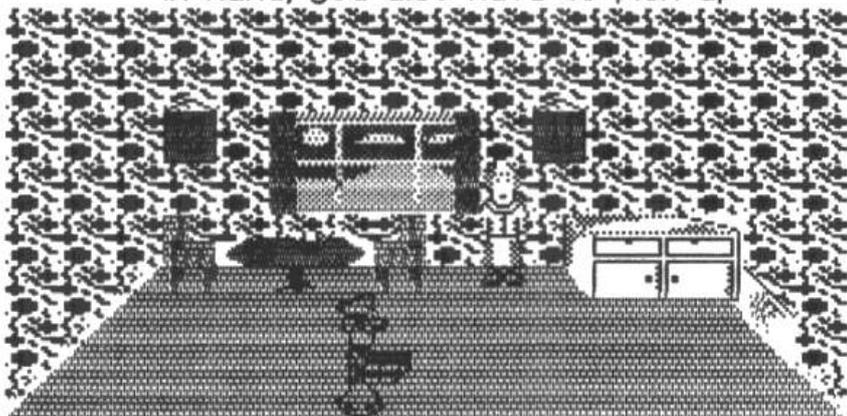
Ask a million students what they think of kids programmes and most will wax lyrical about the hidden drug references that only cool students pick up on. Well, I've never been to University and I can pick up on the fact that Tinky Winky is absolutely screaming and Sweep had an abusive childhood, hence his adult life of bullying and sulky mood swings. Ask a million students what possible point of them existing is, and all you get is silence.

Just like GTA you are given tasks to perform by Greendales hoods to further your career, in this case, Miss Hubbard (never married you know, lives with Betty the bricklayer), Farmer Foggs (pretends to breed sheep but its actually the UK's only cat farm for vivisection purposes), old Goggins (the patriarchal big cheese at the post office) and Dr.Fonsecka (a young mild mannered asian who could charm skin off rice pudding). Just like GTA your view of the proceedings is a lo-fi top down scroller with your vehicle negotiating somewhat unrealistic rectangular road systems. Spending half an hour doing the knowledge of the area is absolutely vital, then you can talk to yourself in your

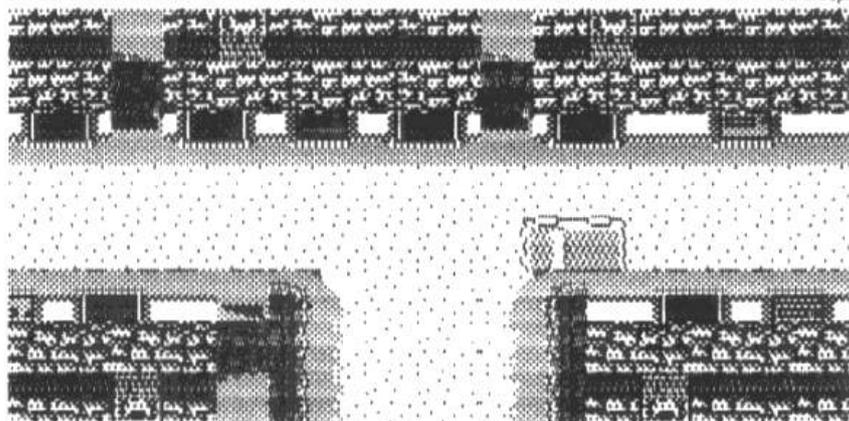


rear view mirror about how we should send them all back to their own country and isn't the Queen Mum great for her age. Sorry, that's another game altogether.

Delivering letters is only part of the job in hand, you also have to pick up



*Ms Hubbard attempts to merge with the wallpaper to avoid being oppressed by a man.*



*Greendale during the hectic rush-hour peak*

prescriptions for Anusol, fend off animal rights protesters, ferry messages for all and sundry and do it all within an hour of simulated game time. Heavy social comment sadly doesn't make an appearance in the shape of Scrumpy Bob going all red in the face and crying because you haven't seen his giro at the sorting office and you give him a lecture on actually getting a job for the first time in nine years. That'd be good though.

# The Crashed guide to valuables

Have you just bought three computers, two boxes of games and a selection of Adult art pamphlets for a fiver from Wakefield Boot fair? Good for you and welcome to the ever flowing world of fill your boots land.

## THE GAMES PEOPLE PLAY

Without getting too technical, there's a lot of this about. The latest considered estimate suggests there was anything up to 15,000 programs released world wide for Spectrums, covering everything from Payroll packages to tape file copiers and all in between. Don't forget there are still new programs being written every day, but for the purposes of this guide, we'll concentrate on software that was available on any high street from 1982-1993.

The vast majority of this software is currently valued at 50p to £1 (merely to give it a token value other than zero, which is actually much nearer the true figure), with only a few select items reaching a bizarre top end price of £10. Collectables that instantly spring to mind include the Ultimate Play the Game label, the multi-sided Tau Ceti box, first issue Elite 48k (with the novella and Lenslok), the little plastic surfboard, programming languages such as Fortran and anything from a left field obscure angle such as Ham radio or even some business software titles. The general rule of thumb is don't pay anything over £1 unless you really want what's on offer, and even then, only buy it if your life wouldn't be the same without it. With retro software, we're dealing with heavy emotional and nostalgic factors, they can sometimes be very misleading in the real world. In the back of your mind you probably already know that the software isn't going to be as good as you thought or remember it would be. Be careful out there.

## STEPTOES LOGIC

The downside of paying inflated prices for valueless shite is that the seller will want to do it again as often as possible, and doubtless become ever more optimistic over what people might pay. This will affect all of us in collecting. It's a buyers market and will continue to be so for several years to come, haggling is a skill we should never lose sight of. Set yourself a top limit and never let the heart rule the head.

Collectors of memorabilia such as movie stars, TV celebs or comic book characters will almost certainly want anything to do with their heros (Daley Thompson anybody?) no matter what it pertains to. That bloke down the road who dresses up like a Klingon would be interested in owning Quicksilva's Star Trek game although he wouldn't play it (he doesn't even have a Spectrum). These people are un-hinged obsessives and deserve everything they get, you could encourage them to seek professional help but they wouldn't listen. I'd beat them up just for good measure if I was you.

Current events, such as the the new Star Wars film, push up values for old games (albeit sometimes only temporarily) or maybe a new groundbreaking super console game written by a very old programmers hand - their back catalogue of achievements can become much sought after for reasons other than common sense.

## NANCY FRIDAY

Mail order companies selling old crap will also stick on a few quid for the larger boxed software, this has nothing to do with the general value, just to offset the postage and packing and sheer bloody hassle costs, so don't over value a title due to its bulk. You can still get away with sending a normal cassette game

for the price of a first class stamp (it's just over but no one seems to mind unless your postman really is a complete jobsworth). There has never been a shortage of house clearance or Charity shops on the high street, it might be time for you to hold your nose and pop inside.

Serious collectors are looking for pristine examples, as new and including any additional posters, badges and inserts (however menial). They don't want scribbles, crushed boxes or budget re-releases. If the collection you're looking to shift or adopt appears as if it almost survived a Nato bomb run, you can forget it. Specialist retro shops will give you up to half of what they'll sell it for. It's a big risk for them to stockpile old software so they tend to be very choosy about what they take in.

## BUBBLEGUM SPLASH

Old software has a habit of being hung onto no matter what, rarely will anyone just throw the whole lot into the dustbin when the Dreamcast arrives. Rest assured that thousands of collections in the attic have yet to reach a car boot sale, and the majority may well never get there at all. Accept that these are as good as lost to he likes of you or I... but just maybe one day we'll stumble over them underneath the Blue Peter annuals and the straw donkey. On the other hand, the majority of the Spectrums official back catalogue can be down-loaded from the Internet, but as mere images they do not carry any value at all. Handy yes, but ultimately worthless.

What is worth more than fuck all would fit into one solitary shoebox, a fourteen hole Dr.Marten boots shoebox granted, but that's your lot. What did you spend your money on today? What's a QL or 16k Speccy worth? Find out next time.

# Public Exposure

WHAT HAPPENS WHEN SOME KNOB STARTS COLLECTING DEMOS FROM 1992, STARTS A PD LIBRARY, PASSES IT ON, STARTS ANOTHER ONE, AND THEN JOINS UP WITH GASMANS DEMOTOPIA WEB SITE? THE BIGGEST LOAD OF DEMOS YOU'LL EVER SEE IN YOUR LIFE. HERE'S THE LATEST ADDITIONS...WE JUST TOO GOOD.

## CHAOS CONSTRUCTION / 1999 / 48u / 60kb

Come to Russia one and all, girls are let in free for this forthcoming Speccy coders party. No kidding. I would suggest you actually use a lasso and drag the poor cows in, that's the only way to get girls to a Speccy party my friends. Did you see how bored Thomas's bird looked in Wetherby? Immediately to your right is a very nice graphic from Chaos, is it me or is that Dennis Hopper out of his nut at Stonehenge? Brilliant music in this one, if you like toe tappers that is.

## TUBULAR BELLS / 1999 / 128 / 22kb

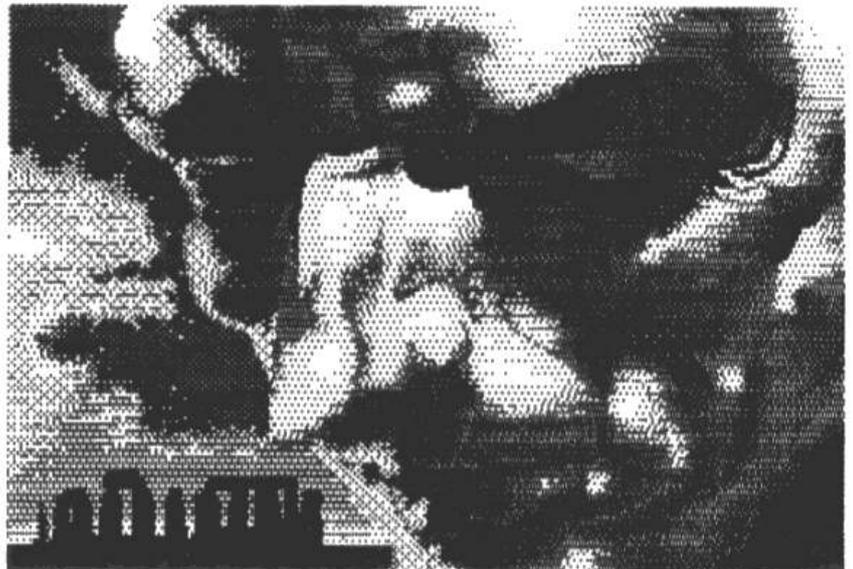
What I really enjoy is something stunning turning up out of the blue, and here it is. Originally written in 1988 by Crashed reader Ignacio Prini from Cadiz, it's currently receiving some modern day tweaks to be finally unleashed on the world. Just look at that artwork - so you see push button heads, before scanners were invented people had to be talented instead. I personally don't like Mike Oldfield but the whole album has been translated to 128k Play statements. A work of genius and no mistake.

## CANNONBALL / HOOPY / 1999 / 128 / 57kb

The mysterious Brit Adam joins up with Polish person Hooy Program. He could be as well known as Extacy 3 but the prick doesn't put his postal address in his demos, just some e-mail shite, aren't we good enough to talk to if we don't have a PC and Spectrum emulator then? I was going to tell him that Crashed really likes his demos and almost agrees with the huge screenshot of Hairbo Jennifer Aniston being quite attractive to look at. But I won't, yer big bastard!

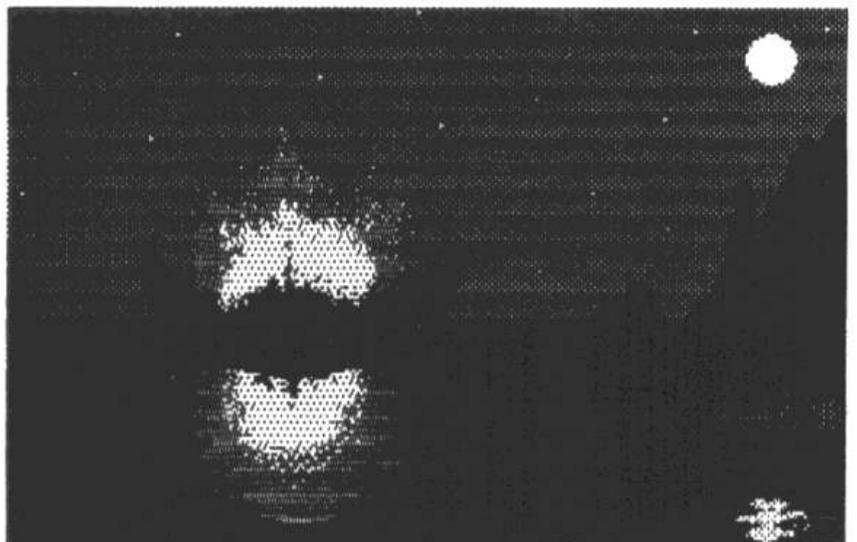
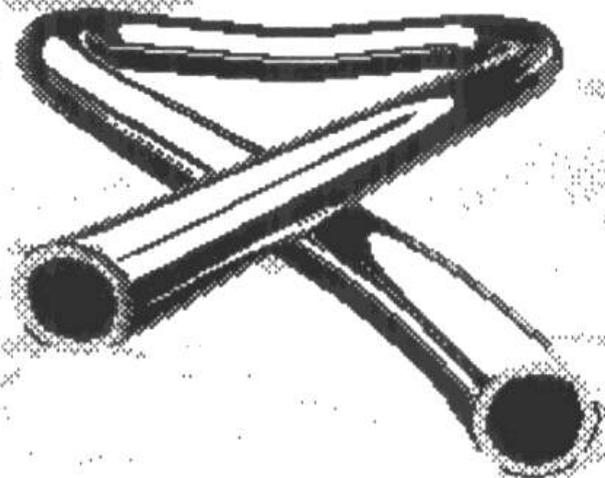
Hooked up to the Intertwerp? Got a spineless Spectrum emulator? I bet you're crap in bed and hung like a pickle as well. Now you can down-load these demos plus hundreds more at the swish of an inflated phone bill.

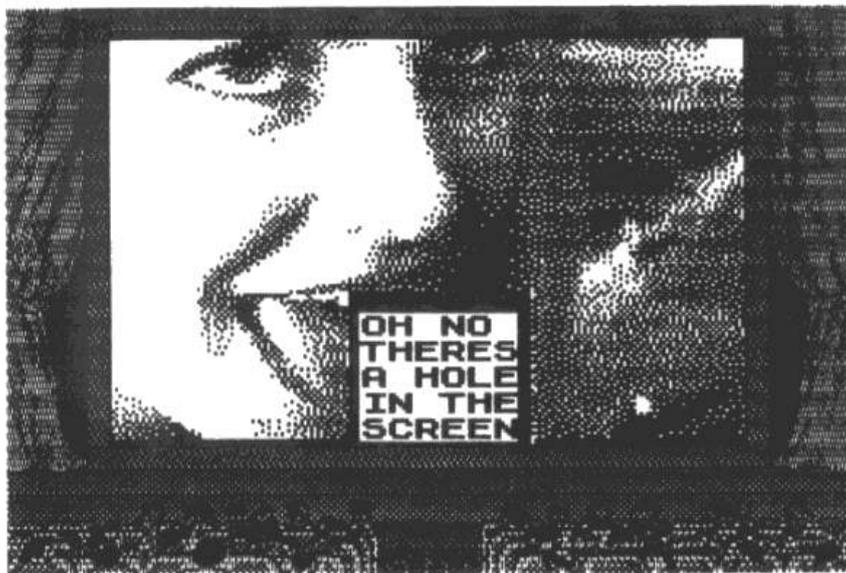
<http://web.ukonline.co.uk/demotopia>



THE  
LIVE

TUBULAR BELLS  
Mike Oldfield





ANGEL Neuron / Unknown / 128 / 36kb

There are some shocking things in the world. Two people enjoying themselves with a willy behind locked doors (plus six film crew, the director and the fluffer) doing stuff to each other that should be banned by the church. Absolute filth, and I'm only too happy that my penis was shot off in the war if this is what people do with them. Is that ok Len?

BLACK FURY / 1998 / 48u / 126kb

The ULA interference does detract from the action somewhat, but it hangs on in there to the bitter end instead of crashing like the others. If XTC had been a synthesiser band in 1977, they would have sounded very much like this. The demo is a kind of sit back and watch cartoon show, the star of which appears to be a large Spy vs Spy shaped black alien who kicks peoples heads off their shoulders then his spaceship winches them up (the heads that is). I think it's about time I got a proper job again.

SIMPLEMENTO MARIA / 128 / 44kb

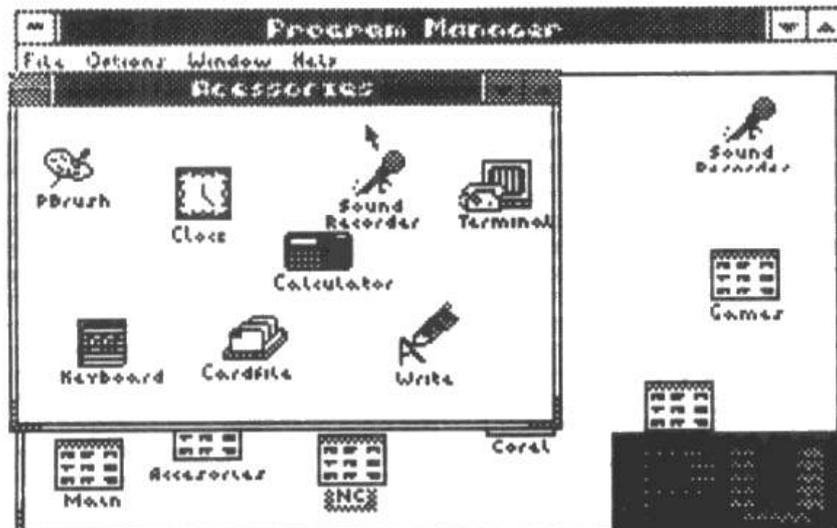
I've no idea what the hell is going on here, I'd love people to write in with clues. Three movie stills from a spaghetti western? Oh who cares, the music in the second part is so lovely and relaxing I think I'm going to fall in love with the very next woman I see. Ah, Mrs.Gratolee from the chemists, how smashing you look today. Bottle of dandruff shampoo please. That'll turn her on and no mistake. Just look at that jug!

EMULATE / Phantasy / 1998 / 48u / 42kb

Don't emulate, innovate! Just as well that this has nothing to do with depressed isolated surfers. I just knew I could get a dig in somewhere (I won't do it any more). Imagine the ghost of a PC inside your Spectrum doing things, no not crashing to the floor under the latest amusing virus, playing music and the like. Weird.

BOOM / Rush / 1998 / 48u / 116kb

I can feel another rush coming on. You're supposed to sing that bit. A touch of class here, the music and the graphics are fused together seamlessly in a production worthy of channel 4, but if you think you might be a borderline epileptic, don't load this up whatever you do. I'm still feeling a bit sick two weeks later and I'm not prone to dancing like Ian Curtis.



HOW MANY MORE TIMES CAN I SAY IT, DEMO COLLECTING IS GREAT FUN, SO ORDER £50 WORTH NOW AND LET THE FOX SEE THE RABBIT. FOR ADDED ENJOYMENT, ALL DEMOS SHOULD BE ENJOYED THROUGH A HI-FI SYSTEM AND IN THE DARK. BEING NUDE DOESN'T HELP BUT DON'T EVER LET ANYONE TELL YOU WHAT YOU CAN OR CAN'T DO IN THE PRIVACY OF YOUR OWN LIVING HELL AS A SPECTRUM FAN.



# TASWORD MAN

THIS IS FOR ANY ONE WHO IS NOT TOO SURE HOW TO CUSTOMISE TASWORD 128+2 FOR USE WITH THE 24 PIN COLOUR DOT MATRIX PRINTERS, THE CITIZEN 24E AND THE A.B.C (PLUS THE 9 PIN 120D MODEL).

1..When it has loaded press symbol shift and letter A at the same time, this will take you to the main menu.

Press letter C for customise then Enter, the menu will change to...

DEFINE PAGE LAYOUT (Y/N PRESS NO)  
DEFINE NORMAL PRINT CHARACTERS (Y/N PRESS NO)  
DEFINE PRINTER CONTROL CHARACTERS (Y/N PRESS YES)

3..The menu will change to Printer Control Characters, press space for other printer control characters. Now type the following letters and numbers.

## Arnold Yates

From the menu again press C to customise.  
PRESS ENTER UNTIL YOU COME TO CHANGE PROGRAM (PRESS YES)  
PRESS ENTER UNTIL YOU COME TO UNLOCK PROGRAM (PRESS YES)  
PRESS ENTER TO ALL OTHER ITEMS AND YOU WILL END UP BACK AT THE MAIN MENU.

Press R to get into the textfile, select Extend mode then 3, this will bring up the second page of the help screen. Change it like you would edit any textfile to note the following:

```
A (ENTER) 27 (ENTER) 114 (ENTER) 0 (ENTER,ENTER)
B (ENTER) 27 (ENTER) 114 (ENTER) 1 (ENTER,ENTER)
C (ENTER) 27 (ENTER) 114 (ENTER) 2 (ENTER,ENTER)
D (ENTER) 27 (ENTER) 114 (ENTER) 3 (ENTER,ENTER)
E (ENTER) 27 (ENTER) 114 (ENTER) 4 (ENTER,ENTER)
F (ENTER) 27 (ENTER) 114 (ENTER) 5 (ENTER,ENTER)
G (ENTER) 27 (ENTER) 114 (ENTER) 6 (ENTER,ENTER)
H (ENTER) 27 (ENTER) 126 (ENTER) 50 (ENTER) 1 (ENTER,ENTER)
I (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 0 (ENTER,ENTER)
J (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 1 (ENTER,ENTER)
K (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 2 (ENTER,ENTER)
L (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 3 (ENTER,ENTER)
M (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 4 (ENTER,ENTER)
N (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 5 (ENTER,ENTER)
O (ENTER) 27 (ENTER) 126 (ENTER) 49 (ENTER) 6 (ENTER,ENTER)
P (ENTER) 27 (ENTER) 126 (ENTER) 50 (ENTER) 0 (ENTER,ENTER)
```

```
A-BLACK
B-MAGENTA
C-CYAN
D-VIOLET
E-YELLOW
F-ORANGE
G-GREEN
H-INVERSE
I-NORMAL SIZE
J-DOUBLE HEIGHT
K-QUAD HEIGHT
L-DOUBLE WIDTH
M-QUAD WIDTH
N-DOUBLE HEIGHT/WIDTH
O-QUAD HEIGHT/WIDTH
P-CANCEL REVERSE
```

4..Press Enter and this will take you back to the menu.

5..You can now press letter T to save the customised Tasword to your disk or tape so far if you wish. Now it's time to alter the help page that describes what printer codes to use to print in colour and in differing print sizes (the help pages usually found at the top of the Tasword editor screen).

When you have finished customising the help page press Extend mode then key 4 to store the changes inside the actual machine code of Tasword itself, you can then re-save the entire program as before complete with the revised second help screen from the main menu. It's a good idea to have an original version of Tasword backed up somewhere safe first.

```
          PRINTER CONTROL
1 Underline      6 Subscript      C D Height on   H 10 Cpi
2 Bold text     7 Italics         D D Height off  I 12 Cpi
3 Double Strike  8 Double Width    E 9/72 Lines    J 15 Cpi
4 L Quality     A Proportional on F 10/72 Lines   K DD 10i
5 Superscript   B Proportional off G 12/72 Lines   L DD 12i
3 =EXTEND TRUE VIO =UP HELP  INU VIO =DOWN HELP  31 =HELP OFF
```

Here's one your funky Editor did for his Epson LQ100/Tasword set up. Consult your own badly written printer manual and watch as your printer runs off page after page of question marks and graphic blocks. Proportional printing from Tasword? Epson rules man! (...Ed)

TO ACTIVATE DIFFERENT COLOURS AND PRINT SIZES IN YOUR LETTERS AND DOCUMENTS, PRESS THE GRAPH KEY THEN ANY LETTER FROM A TO P FOR THE DESIRED EFFECT. A GRAPHIC CHARACTER WILL APPEAR IN YOUR TEXT FILE BUT NOT ON THE PRINTED PAGE.

NEXT ISSUE: WORDMASTER, TYPELINER AND HEADLINER FULLY EXPLAINED - MAKE YOUR OWN POINTLESS FANZINES AND SELL THEM JUST LIKE CRASHED!

# THE CRASHED DEMO LIBRARY

Welcome to the first edition of the Crashed Public Domain Demo catalogue. Check out the new releases every two months in the latest issues of Crashed fanzine. There's already 932 to choose from!

## THE HISTORY

The hobby of demo-making started on the European continent. During the Spectrum's commercial life, original software was hard to find on the shelves of countries behind the Iron Curtain, and was very expensive even if it was in the shops. Skilled self taught programmers would hack any game they could find (removing various protection routines) to standard Basic and Code files, so making copying that much easier for all their friends and contacts. Yes, it was software piracy, but in the face of the economic and distribution problems, perfectly understandable under the circumstances. The Spectrum was also popular in Spain and Germany - countries that like the UK, could support the luxury of home computers.

To credit themselves with the hacks, the programmers would bolt on a front-end program to prove that they had cracked the game first. Other hackers, sometimes as an afterthought, would concentrate solely on removing in-game music and creating compilations of the best tunes. Titles from the late 80's by Hacker Chris are a good example of the latter style.

These front-end tags inevitably became longer and longer, hackers were now showing off what they could make a Spectrum do from scratch that commercial game programmers rarely scratched the surface of (they had gameplay to worry about after all). Hacking British games became merely a side line, it was getting too easy, but pushing at the limits of what a computer could do could elevate someone to real infamy on the scene. As with the Hip hop culture, different crews would 'battle' to produce the most impressive effects and music scores, it was clear to see who ran with the most respect and who was derided as 'lamers' from the text scrollers. The groups and individuals grew up in public, each demo being more impressive than the last.

Demo collecting is great fun, each program is a window on that particular countries culture and view-points as well as being a source of original music and sometimes stunning graphics. Such are the mechanics of the scene that demos written in a Polish bedroom will shortly be distributed all over the world, from Brazil to Australia without the author even having to lift a finger.

## PRICES

As programs they are free, but as catalogues cost money to print and the time and effort it takes to obtain, archive and copy them all, a nominal charge is made. Any demo under 100k long is 5p and anything over is 10p. Some of the longer titles are disc only so check the catalogue for (+D).

## PROBLEMS?

Demos can be quite fickle on what they run on. It goes without saying that quite a few don't like the +3 or +2A and the vast majority (i.e. all of them) prefer Sinclairs original 128k or grey +2. All titles in this catalogue have been tested on the latter models and all work provided they are loaded in the correct mode. In the second column ...

128 - Load as normal from 128 editor or menu screen.

48u - In 128 Basic type USR0 then (ENTER). The Spectrum will reset into a 48k mode but the soundchip will still be active. A lot of demos will only run this way. Don't let a 120k demo load up from tape then find it crashes on you, always read the catalogue load up mode and they'll be no tears. I didn't test each one because of my health!

48 - These will only run in normal 48k mode and will crash in 128 Basic mode.

Has the demo loaded but nothing's happening? Try pressing a few keys like the numbers, Enter, Space or the Video keys. Prompts are not always listed so get used to pressing things now and again - strange things might happen. Multi-loaders usually need a space bar prompt. If you've done everything right and it still doesn't work, don't just get the hump, tell me about it so I can get it sorted out.

Faulty tapes and dodgy disks are something we all have to live with, badly recorded sources i.e. me, have been given a great deal of attention, so rest assured I've tried my best this end. Sending old and over used tapes and disks as blanks will do neither of us any favours, it'll clog my equipment up with oxides and probably fail to work your end. As countless decorators will tell you, you don't get a good finish if you don't spend time on the preparation.

If you want any demos, just choose a few titles, send a blank tape or +D disc, bung in a stamp if your order is under £2 and I'll do the rest. Orders over £2 are post free. All money received will be put towards the production of Crashed fanzine.

| DEMO NAME / PROGRAMMER       | YR | MOD | LEN  | DEMO NAME / PROGRAMMER        | YR | MOD | LEN  | DEMO NAME / PROGRAMMER        | YR | MOD | LEN  |
|------------------------------|----|-----|------|-------------------------------|----|-----|------|-------------------------------|----|-----|------|
| 128 MUSIC 1 / Castor         | 87 | 128 | 12k  | BEATING / LCD                 | 97 | 128 | 15k  | CHOKI DEMO / Max Headroom     | 87 | 128 | 12k  |
| 128 MUSIC 2 / Castor         | 87 | 128 | 12k  | BEATLES MIX / CoolGuys        | 89 | 128 | 48k  | CHOCOLATE / United Minds      | 95 | 48u | 40k  |
| 1990 / The DVB               | 90 | 128 | 35k  | BEATLES, THE / RST7,Rsoft     | -- | 128 | 20k  | CHRISTMAS 98 / Hooy Program   | 98 | 128 | 18k  |
| 2 UNLIMITED / Factor 6       | 94 | 128 | 9k   | BERUSKA / Kingfisher          | 90 | 128 | 19k  | CIR 1 DEMO / CIR              | 91 | 128 | 38k  |
| 3D LAME                      | 98 | 128 | 4k   | BEST DAY / Flash Inc          | 95 | 128 | 10k  | CIR 2 DEMO / CIR              | 91 | 128 | 58k  |
| 3D SHOW / Jacek Michalak     | -- | 128 | 25k  | BEST DEMO 1 / Sabe            | -- | 128 | 16k  | CIR 3 DEMO / CIR              | 91 | 128 | 33k  |
| 4 CHANNEL MUSIC TOP 10       | -- | 48  | 12k  | BEST OF PHIL / Mat,Ziutek     | 90 | 128 | 26k  | CIR 4 DEMO / CIR              | 91 | 128 | 28k  |
| 48 FUNK BOX / Richard Swann  | 93 | 128 | 24k  | BEST PET SHOP BOYS / Bigman   | 91 | 128 | 27k  | CIRCLES IN THE SAND / Dack    | 89 | 128 | 46k  |
| 4K INTRO / Phantom           | 98 | 128 | 4k   | BEST SOUNDS 1 / Fabrix        | 89 | 48  | 24k  | CIRCLES / Jacek,Catman        | 91 | 128 | 10k  |
| ABSTRACTION / Enigma         | 95 | 48u | 170k | BEST SOUNDS 2 / Fabrix        | 89 | 48  | 37k  | CIRCLUSIONS / Speccy Boyz     | 98 | 48u | 15k  |
| ABYSS DEMO / Rafii soft      | -- | 128 | 33k  | BICIE BY QJETA / Qjeta        | -- | 128 | 12k  | CITY, THE / Exodus            | -- | 128 | 47k  |
| ACCOUSTIC DREAMS / Gasman    | 96 | 128 | 29k  | BIG BANG / The Lords          | 89 | 128 | 12k  | CLASSICAL / Neon Graphix      | 92 | 128 | 2k   |
| ACE PLOTTER / Graf,Dr DFO    | -- | 128 | 7k   | BIG FISH 5 / DMJ              | 92 | 128 | 42k  | CLASSICAL GUITAR / J.Hutching | 92 | 128 | 12k  |
| ACID ANDY / United Minds     | 94 | 128 | 15k  | BIG SHIT 3 / Hacker Chris     | 87 | 128 | 21k  | CLEF 128 / Hacker Chris       | 89 | 128 | 35k  |
| ACTION / Fav                 | 96 | 128 | 31k  | BIG SHIT 6 / Hacker Chris     | 87 | 128 | 25k  | CLIFF DEMO / Cliffy T         | 95 | 128 | 26k  |
| ADAGE / Ayland               | -- | 128 | 172k | BIG SHIT 8 / Hacker Chris     | 87 | 128 | 17k  | CLOWN / Outlet                | 95 | 128 | 31k  |
| ADRIANO / Adriano            | 93 | 128 | 15k  | BIM BAM / Tanod               | -- | 128 | 18k  | COCA COLA 2 / Sir Thomas      | -- | 128 | 36k  |
| AGONIA AY / K3L team         | 95 | 128 | 38k  | BINARY LOVE / Digital Realty  | 97 | 48u | 221k | COCKTAIL / The Jokers         | 91 | 128 | 28k  |
| AGONY MEGA / Demon,Catman    | 93 | 128 | 78k  | BIZARRE CONSTRUCTION / Xtrem  | 97 | 128 | 57k  | CODEMASTERS DEMO / Dronsoft   | 93 | 48  | 23k  |
| AGONY PREVIEW / Demon,Catman | 93 | 128 | 16k  | BLACK AND WHITE / Silent      | 91 | 128 | 27k  | COLLAGE / Mr.Incognito        | 94 | 48u | 12k  |
| AIDS DEMO / Craig Eades      | 92 | 128 | 41k  | BLACK FURY / Eternity Ind.    | 98 | 48u | 126k | COLLECTED WORKS 1 / Lords     | 89 | 128 | 76k  |
| AIR ON G-STRING / G.Rowland  | 93 | 128 | 15k  | BLACK PANTHER / Demon,Cossack | 92 | 128 | 36k  | COLLECTED WORKS 2 / Lords     | 89 | 128 | 34k  |
| AIRSPACE / Anton Rushin      | 98 | 128 | 28k  | BLAVA DEMO / Rumatisoft       | 92 | 128 | 39k  | COLLECTION 1 / Scalex         | -- | 128 | 20k  |
| ALELIER / Transdacsoft       | -- | 128 | 20k  | BLOOD JACK / Snowman,Jack     | 91 | 48u | 41k  | COMPACT DISC PLAYER           | 90 | 128 | 30k  |
| ALIEN DEMO / KVL             | -- | 48u | 49k  | BOBS MUSIC COLLECTION / T220  | 94 | 128 | 66k  | CONDENZATOR BRUTAL / Omega    | 93 | 128 | 97k  |
| ALIENS COMING AGAIN / Hollis | 93 | 128 | 73k  | BOGIES MOVED / Extacy 3       | 95 | 48u | 95k  | COOL CLIFF / Cliffy T         | 95 | 48  | 21k  |
| ALLO ALLO / Perspex          | -- | 128 | 11k  | BOOM BOX / Digital Design     | 87 | 128 | 18k  | COURTESY 3 / MaudDib,Drozol   | 93 | 128 | 29k  |
| ALWAYS ON MY MIND / CoolGuys | 89 | 128 | 48k  | BOOM TRACKMO / Rush           | 98 | 48u | 116k | COWS DEMO / Claw              | 97 | 128 | 14k  |
| AMADEUS / Transdacsoft       | -- | 128 | 37k  | BOOVIE DEMO / KVL             | 94 | 128 | 10k  | CRACKS / EBI,Fred             | -- | 48u | 9k   |
| AMAZING ARNOLD / Outlet      | 88 | 128 | 12k  | BRAG DEMO / Dream Makers      | -- | 48u | 49k  | CRAPMO / Hooy Program         | 98 | 128 | 8k   |
| AMD AY MUSIC DEMO / Tom      | 92 | 128 | 39k  | BRANCH OF MIND / Axco         | 93 | 48u | 136k | CRAPPEST DEMO                 | 89 | 128 | 10k  |
| AMD2 AY MUSIC DEMO / Tom     | 92 | 128 | 19k  | BRAIN CRASH / Progress        | 96 | 128 | 45k  | CRAZY 8 / Dracotino           | -- | 128 | 31k  |
| AMIGA / Szafran              | -- | 128 | 23k  | BRAIN SURGERY / Dreamakers    | 97 | 48u | 34k  | CRAZY DEMO / Mad Guys         | 91 | 128 | 45k  |
| AMIGA 2 / S-tron             | 92 | 128 | 31k  | BRIGHT DEMO / Bigman,Catman   | -- | 128 | 26k  | CRAZY FRACTAL / Spectec       | 93 | 128 | 31k  |
| AMIGA 5 / S-tron             | 92 | 128 | 42k  | BRITISH BATTLETRACKER / T220  | 96 | 128 | 114k | CRAZY SAMPLE 2 / The Lords    | 89 | 128 | 25k  |
| AMIGA 6 / S-tron             | 92 | 128 | 29k  | BROOTALISM / Omega S.G.       | 98 | 128 | 27k  | CRAZY SHIT / Flash            | 97 | 128 | 30k  |
| AMIGA BALL                   | -- | 128 | 19k  | BRUSH STROKES / Neon Graphix  | 92 | 128 | 2k   | CRIMES OF BILL GILBERT / D27  | 91 | 128 | 49k  |
| ANGEL 1 / Neuron             | -- | 128 | 36k  | BSC SPECCY DEMO / Betasoft    | -- | 128 | 6k   | CRUSH / Jacek Michalak        | 92 | 128 | 8k   |
| ANGEL 2 / Neuron             | -- | 128 | 21k  | BUBBLE DEMO / Jacek Michalak  | 90 | 128 | 21k  | CRYSTAL KILODEMO / Lack       | 93 | 128 | 59k  |
| ANIMATED SEX CARTOON (+D)    | -- | 128 | 96k  | BUDGET MINI / Snake,Angel     | 91 | 128 | 16k  | CSA AY DEMO / CSA             | 91 | 128 | 20k  |
| ANIMOTOR / Outlet            | -- | 128 | 20k  | BUDGET MINI 2 / Snake,Angel   | 91 | 128 | 25k  | CUBE PREVIEW / Mikropol       | 94 | 128 | 18k  |
| ANOTHER NIGHT / Rebel        | 96 | 128 | 27k  | BUGS DIGI SLIDESHOW / Howard  | 95 | 128 | 18k  | CUBE, THE / TGM Crew          | 97 | 128 | 80k  |
| ANTARES 2 / Profsoft,Qjeta   | 93 | 128 | 28k  | BURDENSOME DREAM / K3L        | 97 | 128 | 57k  | CYBER DREAM / Power           | 97 | 128 | 34k  |
| APANAGE / Mr.Incognito       | -- | 48u | 33k  | BUSYGIFT / Phantasy           | -- | 128 | 17k  | D & M DEMO                    | -- | 48u | 6k   |
| APPLE MOVIE / The Lords      | 89 | 128 | 61k  | BYE BYE / Mr.Incognito        | 96 | 48u | 34k  | DACK DEMO / Cool Guys         | 88 | 128 | 25k  |
| ARCHERON / Exodus            | 95 | 48u | 38k  | CANDY / Digital Design        | -- | 128 | 7k   | DADA DEMO / Busy              | -- | 128 | 15k  |
| ARE YOU SEND A / Kamakazi    | 94 | 128 | 9k   | CANDYGIRL / Digital Design    | -- | 128 | 21k  | DAG DEMO 3 / Tad              | 91 | 128 | 22k  |
| ART 1 / Catman               | -- | 48u | 34k  | CANNONBALL / Adam             | 99 | 128 | 57k  | DANCER / Outlet               | 95 | 128 | 41k  |
| ART EXPERIENCE PRE /WestBoys | 95 | 128 | 60k  | CARMINADLE / DMJ              | 92 | 128 | 32k  | DANCING SS / Axelsoft         | 89 | 128 | 34k  |
| ART EXPERIENCE 128 / TGM     | 96 | 128 | 66k  | CARMINADLE 2 / DMJ            | 92 | 128 | 46k  | DARK MUSIC / T.D.M.           | 94 | 128 | 89k  |
| ASC DEMO / Tigers Claw       | 96 | 128 | 23k  | CARMINADLE 3 / DMJ            | 92 | 48u | 38k  | DAS BROOT / PNssoft,CoCo      | 94 | 128 | 33k  |
| ASSORTY MEGA / Dream Makers  | 94 | 48u | 81k  | CARNIVAL / John Chapman       | -- | 128 | 6k   | DATAPUTER QUICK / MQM Team    | 93 | 48u | 40k  |
| ATARI SHIT 1 / Cybernoids    | 89 | 128 | 22k  | CAROL PLAY / Chris Ingram     | -- | 128 | 36k  | DAVID DEMO 2 / R.E.C.         | 91 | 48u | 43k  |
| ATARI SHIT 2 / Cybernoids    | 89 | 128 | 24k  | CASCADE / John Chapman        | -- | 128 | 8k   | DEBUT DEMO / Cupre            | 93 | 128 | 55k  |
| ATARI XL SIM / Axelsoft      | -- | 128 | 18k  | CASTOR 2 / Castor             | 87 | 48  | 32k  | DE JAARE VU / Convention      | 95 | 128 | 48k  |
| AUF W.MONTY / Jave           | -- | 128 | 13k  | CASTOR 3 / Castor             | 87 | 48  | 15k  | DEF COM 4 / Neon Graphix      | 92 | 128 | 23k  |
| AUTO BIOGRAPHICAL / Knights  | 95 | 128 | 19k  | CASTOR 4 / Castor             | 87 | 48  | 26k  | DEFENDERS / Sabe              | 90 | 48u | 18k  |
| AXEL F BY QJETA / Qjeta      | -- | 128 | 14k  | CASTOR 5 / Castor             | 87 | 48  | 37k  | DEFIANT 128 / Tigers Claw     | 97 | 48u | 102k |
| AY3 DEMO / Thrashsoft        | 92 | 128 | 34k  | CASTOR 6 / Castor             | 87 | 48  | 21k  | DELAYED MEGADEMO / KVL        | 94 | 48u | 85k  |
| AY3 8910 PART 2 / J.Dalton   | 92 | 128 | 34k  | CASTOR 8 / Castor             | 87 | 48  | 10k  | DELIRIO MIND / Illuson        | 96 | 128 | 45k  |
| BACH PLAY / Chris Ingram     | 90 | 128 | 36k  | CASTOR 9 / Castor             | 87 | 128 | 27k  | DEMENTIA / Dementia Corp.     | 98 | 128 | 4k   |
| BAD HABITS / Super Cooper    | 95 | 128 | 13k  | CBM SOUNDTRACK 1 / CBM        | 92 | 48u | 19k  | DEMO 7 / Spectec              | 93 | 128 | 25k  |
| BALL, THE / V.Semancik       | -- | 128 | 5k   | CD DEMO / Players             | 89 | 128 | 40k  | DEMO BEGIN WITH R / U.Minds   | 96 | 48u | 162k |
| BALL DREAMS / Flash Inc      | 94 | 128 | 23k  | CELTIC MUSIC                  | 96 | 128 | 19k  | DEMO BY ALEX / Alex Raider    | -- | 128 | 24k  |
| BALL DREAMS 2 / Flash Inc    | 96 | 48u | 68k  | CENTRE GRAPHICS / J.Michalak  | -- | 128 | 23k  | DEMO C'S / Datasoft           | 93 | 128 | 44k  |
| BALLS DEMO 1 / Miker         | 92 | 128 | 37k  | CEREBRAL / United Minds       | 94 | 128 | 89k  | DEMO DISTRIBUTION / Flash     | 94 | 128 | 7k   |
| BALLS DEMO 2 / Miker         | 93 | 128 | 66k  | CEREMONY / Cool Guys          | 91 | 48  | 32k  | DEMO FOR E3 / United Minds    | 95 | 48u | 54k  |
| BART DEMO                    | -- | 128 | 9k   | CHAOS CONSTRUCTION / ESA      | 99 | 48u | 60k  | DEMO FOR FPD / United Minds   | 95 | 48u | 34k  |
| BATERIA / Omega              | 92 | 128 | 73k  | CHAOS FRACTAL / Illusion      | 95 | 48u | 11k  | DEMO FOR GENERAL / Saposoft   | 91 | 128 | 27k  |
| BATTLE COMMAND TANK          | -- | 128 | 38k  | CHASE HQ TEST / Terminator    | 91 | 128 | 38k  | DEMO FOR JAQUELINE /Saposoft  | 92 | 128 | 15k  |
|                              |    |     |      | CHEM N' GUM / The Lids        | 95 | 128 | 31k  | DEMO NOT BEGIN R / United M   | 97 | 48u | 160k |
|                              |    |     |      | CHIMERA / Funsoft,Silver      | 94 | 128 | 23k  | DEMO ON THE LOO / The Lords   | 93 | 48u | 60k  |
|                              |    |     |      |                               |    |     |      | DEMOMAKER / Poxoft            | 92 | 128 | 9k   |

|                               |    |     |      |                               |    |     |      |                               |    |     |      |
|-------------------------------|----|-----|------|-------------------------------|----|-----|------|-------------------------------|----|-----|------|
| DEMOGOGIA / Omega             | 92 | 128 | 15k  | FTKIS PIKUS / Flash           | -- | 128 | 11k  | HERCULES / Busysoft           | 91 | 48  | 15k  |
| DEMOLITION / Tigers Claw      | 93 | 128 | 12k  | FINAL STRIKE / Mad Guys       | 94 | 128 | 6k   | HEROES 92 / George K.         | 92 | 128 | 29k  |
| DEMONE / Spectec              | 91 | 48  | 59k  | FINAL STRIKE 2 / Xterminator  | 96 | 128 | 18k  | HEXOGEN / The Jokers          | -- | 128 | 41k  |
| DEPECHE MODE / Dream Makers   | 94 | 128 | 18k  | FINAL STRIKE 3 / Talisman     | 97 | 128 | 17k  | HIGHER STATE / J3C            | 98 | 48u | 80k  |
| DEPECHE MODE SINGLES / BigBug | 88 | 48  | 40k  | FIRE AND ICE / Guardian       | 94 | 128 | 47k  | HOLLISBUSTERS / The UVMS      | 95 | 128 | 28k  |
| DESTINY SOUNDS 1 / KVM        | -- | 128 | 20k  | FIRST ASSOCIATION PREVIEW     | 97 | 128 | 41k  | HOCUS POCUS / Flash           | -- | 128 | 24k  |
| DESTRUCTOR MORTAL / Mata      | 94 | 48u | 69k  | FIRST ASSOCIATION (+D)        | 98 | 48u | 1.6m | HORROR DEMO / Szninkiel       | -- | 128 | 34k  |
| DEVILS CURSE / Nick Snake     | -- | 128 | 13k  | FIRST DEMO FOR AY / Sauron    | 94 | 128 | 43k  | HOT GIRLS / The Guardian      | 95 | 128 | 71k  |
| DIAGRAM 128 1 / Frank Dux     | 90 | 128 | 19k  | FIRST SLOVAK REAL DEMO        | 95 | 128 | 114k | HUMOUR IN BW / Theo Devil     | 93 | 128 | 27k  |
| DIES IRAE / Exodus            | 96 | 48u | 91k  | FIRST WONDER DEMO             | -- | 128 | 63k  | HUMOUR IN BW 2 / Theo Devil   | 93 | 128 | 27k  |
| DIG / Jacek Michalak          | 92 | 128 | 24k  | FLASH DEMO / Phillip Shark    | 93 | 128 | 37k  | HURRICANES SLIDES / P.Howard  | 95 | 128 | 22k  |
| DIGISYNTH 2 / Profsoft,KVM    | 93 | 128 | 38k  | FLASHTRACKER / Flash Inc      | -- | 128 | 21k  | HYPERSONIC / Jokers(Poland)   | -- | 48u | 43k  |
| DIGISYNTH 3 / K3L             | 97 | 128 | 118k | FLASKA / Srisoft & Factor 6   | 94 | 128 | 11k  | HYPERSONIC 2 / Pentagram      | 92 | 128 | 127k |
| DIGITAL BOX / TFF Team        | -- | 128 | 69k  | FLY, THE / Agent X            | -- | 128 | 19k  | HYPERSONIC 2 48K / Pentagram  | 92 | 48  | 34k  |
| DIGITAL MUSIC COMPOSER        | 93 | 48u | 32k  | FOR K3L TEAM / West Boys      | 95 | 128 | 20k  | HYPERSONIC 2 PRE / Pentagram  | 91 | 48u | 83k  |
| DIRTY MOVIE SHOW 1            | -- | 48u | 35k  | FOR UNITED MINDS / Extacy 3   | 95 | 48u | 69k  | HYPNOTIC WORLD / Triton       | 95 | 128 | 85k  |
| DIRTY MOVIE SHOW 2            | -- | 48u | 34k  | FOR YOUR VALENTINE / Oliver   | 95 | 128 | 21k  | I OWE YOU NOTHING / CoolGuys  | 89 | 128 | 46k  |
| DIRTY MOVIE SHOW 3            | -- | 48u | 34k  | FOUR SEASONS / Triad          | 94 | 128 | 139k | IBM PC / Bromba               | 89 | 48  | 40k  |
| DIZZY / Serhzsoft             | 98 | 128 | 4k   | FRANK FRAZETTA / Rafii,Miva   | 89 | 128 | 19k  | ICABOD DEMO 1 / Icabod        | 93 | 128 | 32k  |
| DIZZY DEMO / Profsoft         | 92 | 128 | 44k  | FRANK FRAZETTA 2 / Rafii      | 89 | 128 | 25k  | ICABOD DEMO 2 / Icabod        | 93 | 128 | 27k  |
| DMC DEMO 7 / DMC              | 90 | 48  | 29k  | FRANK FRAZETTA 3 / J.Dalthon  | 90 | 128 | 39k  | ICE CREAM / World Eyes        | 96 | 128 | 26k  |
| DMC DEMO 8 / DMC              | 90 | 48  | 33k  | FRIGHT DEMO / Stone           | -- | 48u | 34k  | ICY DEMO / Mortal Hackers     | 94 | 128 | 11k  |
| DO LITTLE / Adam              | 98 | 128 | 36k  | FUCK 128 / Hacker Conrad      | 89 | 128 | 36k  | IGGY DEMO / IECsoft           | 93 | 128 | 40k  |
| DOBROCKI 128 / Kicia          | 89 | 128 | 20k  | FUCKMANIA / Johnny Renegade   | 95 | 128 | 90k  | ILL BE BACK / Craig Eades     | 91 | 128 | 38k  |
| DOODY GEI PARTY / Extacy 3    | 95 | 48u | 125k | FULL PSYCHO 3 / Prodakszyn    | 94 | 128 | 20k  | ILLUSION / X Trade            | 96 | 128 | 40k  |
| DOOM 2                        | -- | 128 | 2k   | FULLER BRUSHMAN / Womo        | -- | 128 | 220k | IM NO GOD / Johnny Wizard     | 90 | 128 | 15k  |
| DOOM DEMO / Cobrasoft         | 96 | 128 | 11k  | FUN PART DEMO / The UVS       | 93 | 128 | 34k  | IN CONCERT / The DVB          | 89 | 128 | 24k  |
| DOOM DEMO / Digital Reality   | 96 | 128 | 49k  | FUN PART DEMO REMIX / DC Pak  | 94 | 48u | 36k  | IN THE ARMY NOW / The UVMS    | 94 | 128 | 11k  |
| DONT PULL TOO HARD / Sodom    | -- | 128 | 25k  | FUN TOP 98 / Antarres         | 98 | 128 | 16k  | INDUSTRIAL PARADAYS / Hooy    | 98 | 128 | 154k |
| DONT STOP MUSIC / Castor      | 87 | 128 | 7k   | FUXOFT SOUNDTRACK 2 / Fuxoft  | 89 | 48  | 34k  | INFAMY / Sade                 | 90 | 48u | 31k  |
| DOUBLE DENSITY / SFH          | 90 | 128 | 4k   | FX4 - SOUNDTRACK / Fuxoft     | 91 | 48u | 40k  | INFARCT / Black Eagle         | -- | 48u | 92k  |
| DOUBLE MEGA XMAS 2 / H.Chris  | 90 | 128 | 78k  | FY FY DEMO / JJ Computing     | -- | 128 | 15k  | INFINITY / Anton              | 98 | 128 | 4k   |
| DOW JOINED / Total Eclipse    | 92 | 128 | 16k  | G-DEMO 1 / Dusan Balara       | 92 | 128 | 18k  | INNER SPACE 5 / Convention    | 95 | 128 | 54k  |
| DOWNTOWN / Daniel Cannon      | 88 | 128 | 9k   | GALAXY 3 / Flashsoft          | -- | 128 | 33k  | INNER UNIVERSE / Extacy 3     | 95 | 48u | 200k |
| DOXYCON 2 / ESA               | 98 | 128 | 7k   | GALLERY / Catman,DC Pak       | 94 | 48u | 36k  | INSANE / J3C                  | 96 | 48u | 99k  |
| DOXYCON 98 / ESA              | 98 | 128 | 17k  | GAME ART / Wiseman,Catman     | 91 | 128 | 42k  | INSANITY / Extacy 3           | 94 | 48u | 37k  |
| DOXYCON 99 / ESA              | 99 | 128 | 33k  | GEMINI DOUBLE PRE / Exodus    | 94 | 48u | 55k  | INSULT MEGADEMO / Codebuster  | 94 | 128 | 132k |
| DRAGONS PARTY / Jacek,Catman  | 90 | 128 | 29k  | GENETIC ERROR / K3L Team      | 98 | 128 | 7k   | INTENDED TARGET / Interceptor | 91 | 128 | 36k  |
| DREAM DEMO 2 / Flash          | 93 | 128 | 12k  | GEOGRAPHY / MaudDib,Drozol    | 92 | 128 | 36k  | INTERCHROME / Gasman          | 97 | 48u | 74k  |
| DREAM DEMO 3 / Flash          | 93 | 128 | 16k  | GERMAN FOLK SONG / L.Jones    | 91 | 128 | 5k   | INTERGRATOR TURBO / Omega     | 94 | 128 | 106k |
| DRINK 'EM ALL / RS77          | 94 | 128 | 8k   | GHAZAS SUPER SOLDIER / Theo   | -- | 128 | 28k  | INTERLACE / Busysoft          | 92 | 128 | 30k  |
| DRSP                          | -- | 128 | 26k  | GHAZAS SUPER SOLDIER 2 / Theo | -- | 128 | 27k  | INTRO 2 / Zaphod Beeblebrox   | 90 | 128 | 40k  |
| DRUM WARRIORS / Fireman       | 89 | 128 | 32k  | GIFT DEMO / Flash Inc         | -- | 128 | 104k | IRON I / The Unbelievables    | 94 | 48u | 37k  |
| DUCKMANIA / George K.         | 93 | 128 | 15k  | GIFT FOR FIKUS PIKUS / Flash  | 97 | 48u | 117k | IRON I PREVIEW / Unbelievable | 94 | 128 | 36k  |
| DUNGEON DEMO / Profsoft       | 93 | 128 | 26k  | GIRLS / Jacek Michalak        | 92 | 128 | 27k  | IRON MAIDEN / SSC Group       | -- | 128 | 49k  |
| E-TYPE MEGAMIX / Silicon 8    | -- | 48u | 13k  | GIRLS (TAK) / TAK             | 95 | 128 | 28k  | ISABELLE                      | -- | 128 | 26k  |
| EARTH, THE / CBM              | 92 | 128 | 34k  | GO TO HELL / Jacek Michalak   | 89 | 128 | 13k  | ISI DEMO / Cybercube          | 90 | 128 | 15k  |
| ECHOLOGIA / Omar Pictures     | 95 | 128 | 120k | GO TO HELL 2 / Jacek Michalak | 90 | 128 | 25k  | ISREAL TEAM / Isreal Team     | 89 | 128 | 113k |
| ECSTACY MEGA / Dream Makers   | 96 | 48u | 351k | GOA / Vav                     | 98 | 48u | 4k   | ISREAL TEAM 2 / Isreal Team   | 89 | 128 | 28k  |
| EEC 1993 / Theo Devil         | 93 | 128 | 32k  | GOAT FARMERS 1 / NeonGraphix  | 93 | 128 | 39k  | JARRE LIVE / Trensoft         | -- | 128 | 21k  |
| EEL DEMO / BZYK               | 90 | 128 | 36k  | GOAT FARMERS 2 / NeonGraphix  | 93 | 128 | 39k  | JAPANESE FOLK SONG / F.Miles  | 92 | 128 | 7k   |
| EGAL DEMO / Mad Guys          | 93 | 128 | 33k  | GOAT FARMERS 3 / NeonGraphix  | 93 | 128 | 39k  | JERUSALEM / Extacy 3          | 96 | 128 | 17k  |
| EL LOCO / The Lords           | 90 | 128 | 13k  | GOAT FARMERS 4 / NeonGraphix  | 93 | 128 | 39k  | JESUS ON E'S / LSD,Rebel      | 96 | 128 | 28k  |
| ELECTRIC REINDEER M / Gasman  | 96 | 128 | 81k  | GORKI DEMO / Gorki            | 94 | 128 | 31k  | JOKES DEMO / Saisoft          | -- | 128 | 37k  |
| EMIT SEXUAL PLEASURE / Exty3  | 95 | 128 | 22k  | GORKI DEMO 2 / Gorki          | 96 | 128 | 75k  | JUDGEMENT DAY 2               | 91 | 128 | 18k  |
| EMULATE 128 / Phantasy        | 98 | 48u | 42k  | GOT TO GET / The President    | 90 | 128 | 122k | JUKEBOX 128 / Gavin Hamill    | -- | 128 | 14k  |
| ENLIGHT 96 / Fil Grafix       | 96 | 128 | 45k  | GRAFIX BANK 1 / Mad Guys      | 92 | 48u | 41k  | JUKEBOX TRANCEPORT/Alphasoft  | 88 | 48  | 15k  |
| ENLIGHT 96 GRAPHIX / H.Chris  | 96 | 128 | 118k | GRAFIX BANK 2 / Mad Guys      | 92 | 128 | 30k  | JUNKFOOD / Fudgepacker        | 95 | 128 | 18k  |
| ERDELYI BELA COLL / Exodus    | 95 | 48  | 89k  | GREAT BUNS 3 / Adrian         | 90 | 128 | 39k  | JUST FOR FUN / Jacek,Catman   | 94 | 128 | 23k  |
| EVIL DEMO / United Minds      | 95 | 48u | 58k  | GREAT HEDGEHG MASSACRE / Alf  | -- | 48  | 13k  | JUST FOR FUN 2 / J.Michalak   | 94 | 128 | 17k  |
| EXALF / The Gasman            | 96 | 128 | 29k  | GREAT MUSIC COLL / Pentagram  | 92 | 128 | 115k | KAPTUREK / Mark               | 91 | 128 | 33k  |
| EXAMPLE FOR ESI / CBM,Mata    | 92 | 128 | 25k  | GREENSLEEVES / Garry Rowland  | 92 | 128 | 9k   | KASSOFT 5 / Kassoft           | 89 | 128 | 30k  |
| EXCESS / Zero                 | 97 | 128 | 73k  | GYPSY DANCE / Lewis Jones     | 90 | 128 | 4k   | KASSOFT 6 / Kassoft           | 89 | 128 | 25k  |
| EXODUS 95 / Exodus            | 95 | 128 | 29k  | GYRON DEMO / Jacek Michalak   | 89 | 128 | 27k  | KASSOFT 8 THE SUN / Kassoft   | 89 | 128 | 18k  |
| EXODUS MEGADEMO / Exodus      | 95 | 48u | 132k | HANDZGLA / Saposoft           | 92 | 128 | 34k  | KASSOFT 9 MONEY / Kassoft     | 89 | 128 | 26k  |
| EYE OF BEHOLDER / Cassiopeia  | 93 | 128 | 25k  | HAPPY BIRTHDAY / EBI,Bobby    | 91 | 128 | 11k  | KATHARSIS / Home Computers    | 98 | 48u | 80k  |
| EYEACHE / Codebusters         | 96 | 48u | 36k  | HAPPY BIRTHDAY MK SOFT        | -- | 128 | 8k   | KAZ 1st DEMO / Kaz            | 90 | 128 | 30k  |
| FANTASY 128 / Rafiiisoft      | 90 | 128 | 40k  | HAPPY 15th BIRTHDAY / FLP     | 96 | 128 | 13k  | KAZ 2nd DEMO / Kaz            | 90 | 128 | 35k  |
| FARAON / Graf                 | -- | 48u | 14k  | HARDCORE / Fudgepacker        | 94 | 128 | 24k  | KAZ 3rd DEMO / Kaz            | 90 | 128 | 31k  |
| FBI DEMO / FBI,Omega          | 96 | 128 | 12k  | HARDWAY, THE / Bill,Kicia     | 91 | 48u | 35k  | KAZ 4th DEMO / Kaz            | 90 | 48  | 37k  |
| FEARZONE / Naughty Crew       | 98 | 48u | 82k  | HEART / Alphasoft             | -- | 128 | 44k  | KAZ 5th DEMO / Kaz            | 90 | 128 | 39k  |
| FEMMES                        | -- | 128 | 46k  | HEAVEN 2 / Dansoft            | 90 | 128 | 17k  | KAZ 6th DEMO / Kaz            | 90 | 48u | 42k  |
| FEVER / Jacek Michalak        | 92 | 128 | 13k  | HEAVY METAL / Jacek Michalak  | -- | 128 | 42k  | KEEP SMILING / Kicia.Bill     | 91 | 48u | 31k  |

|                              |    |     |      |                              |    |     |      |                              |    |     |      |
|------------------------------|----|-----|------|------------------------------|----|-----|------|------------------------------|----|-----|------|
| KILLER MEGA DEMO / Phantom   | -- | 12R | 27k  | MEGASOUND3 / Bill Gilbert    | 89 | 128 | 26k  | NIBBLE DREAMS / Tankard      | -- | 128 | 28k  |
| XIX 128 / Hacker Chris       | 89 | 128 | 42k  | MEGATRON / Dominic Morris    | 93 | 128 | 10k  | NICE DOG / John Dalthon      | 90 | 128 | 44k  |
| KOLEDY / Kicia               | 89 | 128 | 8k   | MEGAVISION / Nick Snake      | 92 | 128 | 28k  | NIGHTFIRE / Phillip Mitchell | -- | 128 | 13k  |
| KRAFT MEGADEMO 128 / Extacy3 | 93 | 128 | 79k  | MIAMI VICE / Roger Rabbit    | 90 | 48u | 15k  | NIGHTMARE / Craig Eades      | 92 | 48  | 32k  |
| KRISS MUSIC / Illusion       | -- | 128 | 26k  | MIAMI VICE CROCKETT /CoolGuy | 90 | 128 | 38k  | NIGHTMARE 2 / Craig Eades    | 92 | 48u | 24k  |
| KWIK SNAX / Animate          | 92 | 128 | 24k  | MIC 18 / Progress            | 96 | 128 | 6k   | NIGHTMARE 3 / Craig Eades    | 92 | 48  | 42k  |
| LADY DEMO / Hlavsoft         | -- | 128 | 43k  | MICRO SCREEN 12 / Night Soft | 91 | 128 | 31k  | NIGHTMARE 4 / Craig Eades    | 92 | 128 | 40k  |
| LAMBADA / PP Minio           | 90 | 128 | 43k  | MICRO SCREEN 13 / Night Soft | 91 | 128 | 47k  | NIGHTMARE 5 / Craig Eades    | 92 | 48  | 36k  |
| LAID BACK DEMO / Knights     | 95 | 128 | 90k  | MICRO SOUND 1 / Inxs         | 89 | 128 | 29k  | NIGHTMARE 7 / Craig Eades    | 92 | 128 | 24k  |
| LAST 48 / ESA                | 98 | 48u | 119k | MICRO SOUND 2 / Inxs         | 89 | 128 | 28k  | NIGHTMARE 9 / Craig Eades    | 92 | 128 | 42k  |
| LAST, THE / Icabod           | 94 | 128 | 20k  | MICRO SOUND 3 / Inxs         | 89 | 128 | 29k  | NINE 1 / Special Team        | 95 | 128 | 11k  |
| LAUREL AND HARDY / Igor      | 97 | 128 | 6k   | MICRO SOUND 4 / Inxs         | 89 | 128 | 22k  | NINE 2 / Special Team        | 95 | 128 | 17k  |
| LAZARUS / DC Pak             | 99 | 128 | 64k  | MILKY WAY / Flash Inc        | 94 | 128 | 57k  | NINJA DEMO / Vietnam Boy     | -- | 48u | 27k  |
| LCD DEMO / Norosoft,Busysoft | 92 | 128 | 41k  | MINES SOUNDMASTER / JHCS     | -- | 128 | 31k  | NITELIFE / United Minds      | 94 | 128 | 42k  |
| LEARN TO DRIVE / Extacy 3    | 93 | 48u | 28k  | MINDLESS / Extacy 3          | 93 | 48u | 13k  | NMI 1 / Dynamite Dynastie    | 90 | 128 | 23k  |
| LEATHAL INJECTION / Psi Co   | 95 | 128 | 44k  | MINDWARP / Extacy 3          | 94 | 128 | 29k  | NMI 2 / Dynamite Dynastie    | 91 | 128 | 32k  |
| LEGENDARY SPECTRUM DEMO      | 92 | 48  | 253k | MINI XMAS 2 / Hacker Chris   | 90 | 128 | 27k  | NMI 3 / Dynamite Dynastie    | 91 | 48  | 131k |
| LEGENTARY DEMO / Johnny Red  | -- | 128 | 82k  | MINSTREL DEMO / Lewis Jones  | 91 | 128 | 3k   | NO BRAIN NO PAIN /Ballistuff | 92 | 128 | 9k   |
| LEGION / United Minds        | 94 | 128 | 26k  | MIRACLE DEMO                 | -- | 48u | 21k  | NO INSIGHT VIEW / The Lords  | -- | 128 | 23k  |
| LET THERE DRUMS /Fudgepacker | 96 | 128 | 36k  | MIRACLE / Naughty Crew       | 97 | 128 | 76k  | NO INSPIRATION / PNsoft      | 93 | 128 | 40k  |
| LETTER FOR EYE / K3L Team    | 95 | 128 | 32k  | MIRAGE 1 / Hacker Chris      | 89 | 128 | 47k  | NO NAZIS / Talisman,Vision   | 93 | 128 | 10k  |
| LEW DEMO / Janco/Mike        | -- | 48u | 32k  | MIRAGE 2 / Hacker Chris      | 89 | 128 | 30k  | NO NAME 2 / Dusan Balara     | 91 | 128 | 30k  |
| LIFE SUX / Galaxy Inc.       | 96 | 128 | 29k  | MIRAGE 3 / Hacker Chris      | 89 | 128 | 40k  | NO NONSENSE / United Minds   | 94 | 128 | 45k  |
| LIFELESS COMMUNISM /Mikropol | 90 | 128 | 26k  | MIRAGE 4 / Hacker Chris      | 89 | 128 | 41k  | NO SHIT DEMO 1 / The Knights | 93 | 128 | 22k  |
| LIGHT AND SOUND / Theo Devil | -- | 48u | 80k  | MIRAGE 5 / Hacker Chris      | 89 | 128 | 43k  | NO SHIT DEMO 2 / The Knights | 93 | 128 | 24k  |
| LINE, THE / Hacker Demon     | 92 | 128 | 24k  | MISHA MEGADEMO / Resoft      | 93 | 48u | 79k  | NO SHIT DEMO 3 / The Knights | 93 | 128 | 28k  |
| LINEZ / Extacy 3             | 93 | 128 | 23k  | MIX DEMO 128 / Rafiisoft     | 90 | 128 | 26k  | NO SHIT DEMO 4 / The Knights | 93 | 128 | 28k  |
| LION KING / Narcosystem      | 94 | 128 | 29k  | MIX 2, THE / Agent X         | 89 | 128 | 24k  | NO SHIT DEMO 5 / The Knights | 93 | 128 | 28k  |
| LITTLE DEMO / Dynamite Duo   | 90 | 128 | 30k  | MODERN GUITAR SOLOS / Hutch  | 91 | 128 | 14k  | NOP DEMO / Nop               | -- | 128 | 23k  |
| LITTLE JOKE / The Lords      | 89 | 128 | 15k  | MONSTERS / Tommy Cossack     | 92 | 128 | 19k  | NOT DEAD / Datasoft          | 94 | 128 | 18k  |
| LIVE 1 / Terminator          | -- | 128 | 26k  | MOOZIK 1 / Anthraxx Dev      | 90 | 128 | 64k  | NOT FOR CHILDREN / T.Claw    | 96 | 48u | 37k  |
| LIVING SHIT / Kassoft        | -- | 128 | 15k  | MOOZIK 2 / Anthraxx Dev      | 90 | 128 | 77k  | NUMENON / Numenon            | 97 | 128 | 44k  |
| LIVING ON VIDEO / Exodus     | 94 | 48u | 26k  | MORBID VISIONS / Asphyxia    | -- | 48u | 30k  | OCTUNES / Damian Griffiths   | 91 | 128 | 12k  |
| LOGIC 2 / The Worms          | 89 | 128 | 21k  | MORE THAN NOP / J.Michalak   | -- | 128 | 56k  | ODYSSEUS PARTY DEMO          | -- | 128 | 21k  |
| LOGIC 5 / Wojtus,CatMan      | 91 | 128 | 38k  | MOZARTINA / Les Tyler        | -- | 128 | 8k   | OEI / Eros                   | -- | 128 | 7k   |
| LOLLIPOP / Knuckle Girls     | 94 | 128 | 25k  | MQM DEMO / MQM Team          | 92 | 128 | 40k  | OI! / Da Gangster            | 95 | 128 | 33k  |
| LOLLIPOP 2 / Pandagirl       | 95 | 128 | 32k  | MQM 2 / MQM Team             | 92 | 128 | 43k  | OLD HOUSE / Donald,Orgon     | 91 | 128 | 17k  |
| LORDS DEMO / WiseMan,CatMan  | 90 | 128 | 41k  | MQM 3 / MQM Team             | 92 | 128 | 42k  | ONE TOO MANY / Extacy 3      | 93 | 48  | 73k  |
| LOTUS TURBO 2 / Drozol       | 94 | 48u | 41k  | MQM 4 / MQM Team             | 93 | 128 | 71k  | ONE TOO MANY 2 / Extacy 3    | 94 | 48  | 37k  |
| LOVING YOU / Zoetewiej       | 90 | 128 | 4k   | MQM 5 (+D) / MQM Team        | 94 | 48u | 615k | ONE TOO MANY 3 / Extacy 3    | 96 | 48u | 46k  |
| LUKE DEMO / Spirit           | 94 | 48u | 25k  | MQM 6 (+D) / Matasoft        | 95 | 128 | 327k | ONLY SCREEN\$ 12 / J.Hollis  | 92 | 48u | 71k  |
| LUNATIC DEMO / Flay & Willy  | -- | 128 | 5k   | MR VAIN / Cat Man,Jacek      | 93 | 128 | 21k  | OPEN YOUR EYES / JSC         | 94 | 128 | 78k  |
| LUTSCH (HORSE)               | -- | 128 | 26k  | MUSIC BANK 0 / Exodus        | 93 | 48u | 20k  | OPIUM DEMO / Steel Falcons   | 98 | 128 | 4k   |
| LYRA, THE / ESI              | 91 | 128 | 22k  | MUSIC BANK 1 / The Jokers    | 91 | 128 | 29k  | ORANGE DEMO / DVB            | -- | 128 | 21k  |
| LYRA 2, THE / ESI            | 92 | 48u | 208k | MUSIC BANK 2 / Mat,MaudDib   | 91 | 128 | 31k  | OUT DEMO / Jusoft            | 93 | 128 | 19k  |
| MACROBIA / K3L Team          | 95 | 128 | 56k  | MUSIC BANK 3 / Pentagram     | 91 | 48u | 55k  | OUT OF ZSL / Tad,Luxsoft     | 92 | 48u | 82k  |
| MAD CAT DEMO / Tigers Claw   | 93 | 128 | 9k   | MUSIC BANK 4 / Agent X       | 92 | 128 | 29k  | OVERLAP DEMO / Omar Pictures | 95 | 128 | 118k |
| MADE IN KAZAN / Excess       | 96 | 128 | 46k  | MUSIC BANK 5 / MaudDib       | 92 | 48u | 34k  | OVERSCAN / Busysoft          | 91 | 128 | 10k  |
| MADHOUSE / Mad Guys          | -- | 48  | 59k  | MUSIC BANK 6 / Drozol        | 92 | 128 | 38k  | OXYGEN 4 / Scott F Huhn      | 90 | 128 | 4k   |
| MADNESS REMIX / Mad Guys     | 91 | 128 | 31k  | MUSIC BANK 7 / MaudDib       | 92 | 128 | 19k  | PAGANINNI CAPRICES +D /Miles | -- | 128 | 92k  |
| MADONNA MIX / M+Z Musicsoft  | -- | 128 | 44k  | MUSIC BANK 8 /MaudDib,Drozol | 92 | 128 | 30k  | PALACE 1 / Hacker Chris      | 90 | 128 | 18k  |
| MADONNA MUSIC / Zoetewiej    | 87 | 128 | 11k  | MUSIC BOX / Keith Pirie      | 90 | 128 | 14k  | PALACE 2 / Hacker Chris      | 90 | 128 | 23k  |
| MAGIC BALLS / Spectec        | 93 | 128 | 38k  | MUSIC SNAPSHOT / G.Rowland   | -- | 128 | 32k  | PANCAKE / Catman,Wiseman     | 91 | 128 | 33k  |
| MAGIC BALLS 2 / Spectec      | 93 | 128 | 31k  | MUSIC SNAPSHOT 2 / G.Rowland | -- | 128 | 33k  | PANDORAS BOX PRE / Knights   | 95 | 128 | 22k  |
| MAGIC BALLS 3 / Spectec      | 93 | 128 | 32k  | MUSICAL EXPLOSION / Nightman | 90 | 128 | 131k | PANDORAS BOX / The Knights   | 96 | 128 | 22k  |
| MAGIC SHOW / Speccy Boyz     | 97 | 48u | 131k | MUSICAL EXTRAVAGANZA / N'man | 90 | 128 | 131k | PARIS FUN / Angro            | -- | 128 | 30k  |
| MAGICAN / Dominic Morris     | 92 | 128 | 17k  | MY DRIVING LICENCE /Talisman | 93 | 128 | 14k  | PAULCHEN / Panther Paule     | -- | 128 | 26k  |
| MAGNET DEMO / Bromba         | -- | 128 | 9k   | MY NEXT DEMO / Sabe          | 90 | 128 | 13k  | PC DEMO, THE / Spectec       | 94 | 128 | 27k  |
| MANHATTAN / Szafran          | 90 | 128 | 22k  | MY NEXT DEMO 2 / Sabe        | 90 | 128 | 20k  | PEEPSHOW / JHDsoft           | 86 | 128 | 20k  |
| MANIA DEMO / Icabod          | 94 | 128 | 17k  | MY STORY / Faon              | -- | 128 | 39k  | PENG 2 / Xterminator         | 97 | 48u | 27k  |
| MAP DEMO / Hacker Chris      | 89 | 128 | 35k  | MYSTERIOUS ART / Poxoft      | 91 | 128 | 5k   | PEPERAMI / Rasputin          | 92 | 128 | 12k  |
| MARIA                        | -- | 128 | 22k  | NAMELESS DEMO / The Knights  | 95 | 128 | 85k  | PET PORNO / H1123            | -- | 48u | 15k  |
| MARWINS GALLERY / K3L Team   | 97 | 128 | 44k  | NANODEMO / Jacek Michalak    | 91 | 128 | 46k  | PETER NOVAK / Flash Inc      | -- | 48  | 77k  |
| MASTERWANK / Crapman         | 88 | 128 | 9k   | NATO / Flay                  | -- | 128 | 7k   | PIANOLA BACH BEAT / Von SGG  | -- | 48u | 20k  |
| MAX DEMO / Tornado           | 91 | 48u | 47k  | NATO 2 / Flay                | -- | 128 | 14k  | PICCI-SHOW / EBI             | 93 | 128 | 47k  |
| MC PIX / Stupidius           | 97 | 48u | 44k  | NEOGEN / Special Team        | -- | 128 | 308k | PIKO DEMO / Matasoft         | 91 | 128 | 10k  |
| MDA DEMO / Busysoft          | 91 | 128 | 131k | NEVER MIND / The UVS         | 95 | 128 | 85k  | PIVBAR MIDDLEDEMO / Unicum   | -- | 128 | 72k  |
| MEETING / EBI                | 93 | 128 | 48k  | NEW ORDER DEMO / Rasputin    | 92 | 128 | 17k  | PLAY IT ONCE MORE / SCsoft   | 89 | 128 | 19k  |
| MEGA 3 TUNES / R.Braithwte   | 88 | 128 | 12k  | NEW YEARS SPECIAL / H.Chris  | 89 | 128 | 32k  | PLEASURE DEMO / Demolition   | -- | 128 | 24k  |
| MEGA ROTATION / Players      | 89 | 128 | 19k  | NEW YEAR 95 / Musicsoft      | 95 | 128 | 7k   | PIPPILLEA / Extacy3          | 95 | 48u | 94k  |
| MEGADEMO FROM ORION          | 91 | 48u | 144k | NEW YORK MUSIC REV / Jokers  | 90 | 128 | 38k  | PLANETS                      | -- | 128 | 38k  |
| MEGALOMANIA / Mad Guys       | 95 | 128 | 118k | NEXT DUX / Frank Dux         | -- | 128 | 11k  | PLANKTON DEMO / The Knights  | 95 | 128 | 29k  |
| MEGASOUND 1 / Bill Gilbert   | 89 | 128 | 27k  | NEVERLAND DEMO               | 98 | 128 | 4k   | PODPERSONS FROM MARS / Lords | 90 | 128 | 20k  |

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| POINT 777 / TDM               | 98 | 128 | 10k  | SCREAM DEMO / Jacek Michalak  | 92 | 128 | 5k   | SPECTRUM 128 MUSIC / A.Brown | 88 | 128 | 16k  |     |
| POLICE DEMO / Sabe            | -- | 128 | 13k  | SCRUNK ART / The Lords        | 89 | 128 | 21k  | SPEED DEMO / Technium 220    | 94 | 128 | 13k  |     |
| PONDLIFE PRE PREVIEW / Gasman | 97 | 128 | 16k  | SECOND REALITY / M.Westcott   | 94 | 128 | 30k  | SPEED DEMO 2 / Technium 220  | 95 | 128 | 30k  |     |
| PONDLIFE PREVIEW / Gasman     | 97 | 48u | 35k  | SECOND WORLD / Tigers Claw    | 94 | 128 | 66k  | SPEEDY TOMATOE / United Mind | 94 | 128 | 11k  |     |
| POOCAKE / Extacy 3            | 95 | 128 | 30k  | SECRETS OF LOVE / Talisman    | 93 | 128 | 9k   | SPIRIT IN BLACK / L.Quinn    | 93 | 128 | 38k  |     |
| POPCORN 3 / Wiseman,Catman    | 90 | 48u | 39k  | SEVEN CLASSICS / M.Kinloch    | 94 | 128 | 24k  | SPRAY ART                    | 92 | 128 | 5k   |     |
| POPSNOG / Knuckle Girls       | 94 | 48u | 18k  | SEVEN UP / Terminator         | 91 | 48  | 33k  | SPRING / John Chapman        | -- | 128 | 6k   |     |
| PORNO / Jacek Michalak        | 92 | 128 | 31k  | SEVENTH DEMO                  | -- | 128 | 5k   | SQ TRACKER DEMO / Depeche C  | 94 | 128 | 20k  |     |
| POXOFT DEMO / Poxoft          | 92 | 128 | 13k  | SEX                           | -- | 128 | 8k   | SS DEMO 1 / SS Team          | 96 | 128 | 18k  |     |
| POWER OF ILLUSION / Illusion  | 95 | 128 | 25k  | SFH DEMO 1 / Scott Huhn       | 91 | 128 | 16k  | SS DEMO 2 / SS Team          | 96 | 128 | 17k  |     |
| POZDRAV 98 / Speccy Boyz      | 98 | 128 | 7k   | SGT PEPPER / Sgt Pepper       | 88 | 128 | 9k   | STAR TREK TNG 1 / T.Claw     | 94 | 128 | 42k  |     |
| PRESTIGE / Prestige           | 95 | 128 | 11k  | SGT PEPPER 2 / Sgt Pepper     | 88 | 128 | 7k   | STAR TREK TNG 2 / T.Claw     | 94 | 128 | 36k  |     |
| PRISONER / The Prisoners      | 89 | 48u | 59k  | SGT PEPPER 3 / Sgt Pepper     | 88 | 128 | 5k   | STARE DEMO / Tankard         | 97 | 48u | 17k  |     |
| PRO SOUNDS 128 / Priecinsky   | 91 | 128 | 31k  | SGT PEPPER 4 / Sgt Pepper     | 88 | 128 | 24k  | STIKMAN WORLD / Naughty Crew | 97 | 128 | 66k  |     |
| PROPAGANDA PREVIEW / Phantasy | -- | 128 | 8k   | SGT PEPPER 5 / Sgt Pepper     | 88 | 128 | 8k   | STOLEN DATA / Extacy 3       | 94 | 48u | 73k  |     |
| PSYCHEDELIA / Simon Freeman   | -- | 128 | 38k  | SGT PEPPER 6 / Sgt Pepper     | 89 | 128 | 14k  | STONE PRESENTS / Drozol      | -- | 48u | 30k  |     |
| PSYCHO DEMO / Skusoft         | 91 | 128 | 18k  | SGT PEPPER 7 / Sgt Pepper     | 89 | 128 | 16k  | STONED ON BANANAS / Psi Co   | 95 | 128 | 25k  |     |
| PSYCHO HELIX / Spectec        | 93 | 128 | 35k  | SGT PEPPER 10 / Sgt Pepper    | 89 | 128 | 10k  | STOP RESET / Busysoft        | 89 | 128 | 26k  |     |
| PUMPED FULL DRUGS / CoolGuys  | -- | 128 | 37k  | SGT PEPPER 11 / Sgt Pepper    | 90 | 128 | 10k  | STRANGER 3 / Jim Goer        | 91 | 128 | 35k  |     |
| PURE BLACK / AyLand           | -- | 128 | 173k | SHIT 4 BRAINS / Progress      | 97 | 128 | 156k | STRAWBERRY FIELDS / U.Minds  | 95 | 128 | 17k  |     |
| QUARK DEMO / Dominic Morris   | 92 | 128 | 24k  | SHOCK 3 / TDM                 | 94 | 128 | 25k  | STRIP POKER / Talisman       | 92 | 128 | 34k  |     |
| QUELLE DEMO / Kurt Schneckner | -- | 128 | 10k  | SHOCK MEGADEMO / ESI          | 92 | 48  | 100k | STRONG DEMO / Intruders      | 91 | 128 | 26k  |     |
| QUINQUAGESIMA / The Lords     | 89 | 128 | 23k  | SHORT CIRCUIT / Castor        | 87 | 128 | 38k  | SUBSONIC / Extacy 3          | 93 | 48  | 16k  |     |
| RADIO TFF / Sanyi,Franks      | 90 | 48u | 128k | SID DEMO 2 / The Sid          | -- | 128 | 34k  | SUBSONIC 2 / Extacy 3        | 93 | 128 | 31k  |     |
| RAGTIMES / KVL                | 94 | 128 | 63k  | SIGNAL / Mikropol             | 89 | 128 | 40k  | SUBSTANCE / CoolGuys         | 91 | 128 | 120k |     |
| RAIN MINI / Saisoft           | 94 | 128 | 5k   | SIGNAL PART 3 / Mikropol      | 91 | 48  | 32k  | SUC POLTERKAMMER / Cats Eye  | 96 | 128 | 14k  |     |
| RAINBOW / Ivan Roshin         | 98 | 128 | 4k   | SILENCE OF THE AY / Illusion  | 95 | 128 | 189k | SUCKER DEMO / United Minds   | 95 | 128 | 27k  |     |
| RAVE TIME XTASY / Ironman     | 96 | 128 | 76k  | SILLY DEMO 1 / The Lords      | 89 | 128 | 12k  | SUMMER SOUNDS 1 / Tarzan Boy | 88 | 128 | 38k  |     |
| RAVERS PARTY / Illusion       | 96 | 128 | 145k | SIMPLEMENTO MARIA             | -- | 128 | 44k  | SUMMER SOUNDS 2 / Tarzan Boy | 88 | 128 | 28k  |     |
| RAYTRACE                      | -- | 128 | 16k  | SIMPLETON 128 / Timsoft       | 89 | 128 | 19k  | SUPER SOUND 128 2 / H.Jack   | 89 | 48u | 31k  |     |
| RE:EVOLUTION / Manui          | 94 | 128 | 17k  | SIMPSONS / Motjus,Thorgal     | 91 | 128 | 34k  | SYNTHESISER / Spectrus       | -  | 90  | 128  | 31k |
| REAL ACTION / Rush            | 97 | 128 | 25k  | SING ALONG A SPECCY / Oliver  | 95 | 128 | 29k  | SZAFRAN 2 DEMO / Szafran     | -- | 128 | 32k  |     |
| REAL DEAL / CoolGuys          | -- | 128 | 118k | SIR CLIVES NIGHTMARE / Klowns | -- | 128 | 104k | TALISMAN / Total Eclipse     | 91 | 128 | 19k  |     |
| REAL XMAS 92 / Einstein       | 92 | 128 | 13k  | SKELETON DANCE / CIR,Womo     | 96 | 128 | 48k  | TARGET EARTH / United Minds  | 94 | 128 | 46k  |     |
| REALLY SAD / United Minds     | 96 | 48u | 47k  | SKY 128 3 / Hacker Chris      | 89 | 128 | 29k  | TARREGA +D / Francis Miles   | -- | 128 | 78k  |     |
| RECALL                        | -- | 48u | 14k  | SKY 128 4 / Hacker Chris      | 89 | 128 | 33k  | TB MINI DEMO / Craig Eades   | 92 | 48  | 18k  |     |
| REMEMBER THIS / Alex          | -- | 128 | 24k  | SLAPFIGHT / Theo Devil        | -- | 128 | 23k  | TB MINI DEMO 2 / Craig Eades | 92 | 128 | 25k  |     |
| REN AND STIMPY / Extacy 3     | 94 | 128 | 40k  | SLIDESHOW / Pentagonam        | 92 | 48u | 62k  | TB MINI DEMO 3 / Craig Eades | 92 | 48  | 24k  |     |
| RENDEVOUS / The Lords         | 89 | 128 | 20k  | SMALL 1 / United Minds        | 94 | 128 | 12k  | TB MINI DEMO 4 / Craig Eades | 92 | 48  | 34k  |     |
| RENEGADE LEVELS / Theo Devil  | -- | 128 | 15k  | SMASH MEGADEMO / ESA          | 96 | 128 | 716k | TB MINI DEMO 5 / Craig Eades | 92 | 128 | 29k  |     |
| REPLAY / Jacek Michalak       | 92 | 48u | 25k  | SMURF SHIT 1 / Hacker Chris   | 88 | 128 | 40k  | TB MINI DEMO 6 / Craig Eades | 92 | 48  | 20k  |     |
| RESULTS 92 / Johnny Red       | 93 | 128 | 60k  | SMURF SHIT 2 / Hacker Chris   | 88 | 128 | 35k  | TB MINI DEMO 7 / Craig Eades | 92 | 48  | 28k  |     |
| RHAA LOVELY / The Lords       | 89 | 128 | 57k  | SNOBSONG / Daniel Cannon      | 88 | 128 | 1k   | TB MINI DEMO 8 / Craig Eades | 92 | 48  | 23k  |     |
| RHAA LOVELY / Phil Hard       | -- | 48  | 36k  | SNOWMAN SLIDESHOW / P.Howard  | 95 | 128 | 19k  | TDL THE DARK LORD / DarkLord | 88 | 128 | 19k  |     |
| RHYTHMICK / Poxoft            | 92 | 128 | 32k  | SO STRONG / P.Zoetewij        | 90 | 128 | 8k   | TECHNICS / Unit 5            | 95 | 128 | 17k  |     |
| RIGHT VIEW COLUMBIAN / Mr.Ped | -- | 128 | 31k  | SOLIDARNOSC DNI / Zoonsoft    | 91 | 128 | 46k  | TECHNO CHAOS / CBM           | 93 | 48u | 100k |     |
| RIP OFF / Talisman            | 91 | 128 | 42k  | SOLO 1 CARTOON DEMO / Legend  | 96 | 128 | 27k  | TELEVISION DEMO / Spectec    | 93 | 128 | 30k  |     |
| ROARING TWENTIES / Microtec   | 90 | 128 | 63k  | SOLSTICE / The Knights        | 95 | 128 | 45k  | TENNER DEMO / The DVB        | 89 | 128 | 25k  |     |
| ROBOCOP SHOW / Matasoft       | 92 | 128 | 40k  | SONG IN LINES 4 / Busy,Fuxoft | 91 | 128 | 48k  | TERMINADOR / Mad Guys        | 92 | 48  | 52k  |     |
| ROCK GUITAR 128 / J.Hutching  | 92 | 128 | 15k  | SONG IN LINES 5 / Busy,Fuxoft | 91 | 48u | 63k  | TFF 04 / TFF Team            | 90 | 48u | 22k  |     |
| ROTATION / Jacek Michalak     | 91 | 128 | 21k  | SONIC / Icabod                | 94 | 128 | 16k  | TFF 05 / Sandor Gyanya       | 90 | 128 | 44k  |     |
| RR DEMO 3 / Richard Raddatz   | -- | 128 | 26k  | SONIC 8 / MC Coder            | -- | 128 | 8k   | THE BALL / V.Semahcik        | -- | 128 | 5k   |     |
| RTL01 / Theo Devil            | 93 | 48u | 116k | SOPORIFIC / Mad Guys          | 92 | 128 | 17k  | THE DREAM 48K / Naughty Crew | 97 | 48u | 75k  |     |
| RUDE PICTURES / Craig Eades   | 90 | 128 | 31k  | SORRY / Exodus                | 96 | 128 | 42k  | THERE / Exodus               | 95 | 48u | 39k  |     |
| RUGRATS ANIMATION +D / Rebel  | 96 | 128 | 130k | SOUND BEAT 3 / Agent X        | -- | 48u | 36k  | THEEVES LIKE US / CoolGuys   | 89 | 128 | 30k  |     |
| RUSH 96 INFO / Rush           | 96 | 48u | 8k   | SOUND DEMO 01 / Theo Devil    | 92 | 128 | 31k  | THUNDERCATS / Blazko         | 93 | 48u | 41k  |     |
| RUSSIAN PRESTIGE / Blackshark | 96 | 128 | 36k  | SOUND DEMO 02 / Theo Devil    | 92 | 128 | 17k  | TIM FOLLIN 2 / Mat,Ziutek    | 91 | 128 | 23k  |     |
| SABRINA DEMO / The Lords      | 90 | 128 | 42k  | SOUND DEMO 03 / Theo Devil    | 92 | 128 | 20k  | TINBIN CRAZY / Craig Eades   | 92 | 128 | 24k  |     |
| SACRED QUERY RUIN / Profsoft  | 92 | 128 | 42k  | SOUND DEMO 04 / Theo Devil    | 92 | 128 | 16k  | TNT 1 / The President        | 92 | 128 | 122k |     |
| SAM COUPE TOTAL PT / Extacy3  | 94 | 128 | 18k  | SOUND DEMO 05 / Theo Devil    | 92 | 128 | 15k  | TNT 2 / The President        | 92 | 48u | 115k |     |
| SAMANTHA FOX / JFsoft         | -- | 128 | 24k  | SOUND DEMO 06 / Theo Devil    | 92 | 128 | 20k  | TNT 3 / The President        | 92 | 48u | 121k |     |
| SAMCOM 94 / Luckysoft         | 94 | 128 | 13k  | SOUND DEMO 07 / Theo Devil    | 92 | 128 | 21k  | TNT 4 / The President        | 92 | 48u | 130k |     |
| SAMPLE BOX 1 / Paul Howard    | 95 | 128 | 34k  | SOUND DEMO 08 / Theo Devil    | 92 | 128 | 24k  | TO JE JEDNO / FBI,Omega      | 96 | 128 | 60k  |     |
| SATISFACTION / Codebusters    | 94 | 128 | 197k | SOUND DEMO 09 / Theo Devil    | 92 | 128 | 20k  | TOTAL MIND FUCK / Triad      | 93 | 128 | 40k  |     |
| SAVAGE / Sabe,Wonderboy       | 90 | 128 | 12k  | SOUND DEMO 10 / Theo Devil    | 92 | 128 | 20k  | TOTAL RECALL ANI / C.Eades   | 91 | 128 | 37k  |     |
| SAXONY DEMO / Adriano,Wobbel  | 93 | 128 | 28k  | SOUND SAMPLER 1 / Womo PD     | 88 | 128 | 19k  | TOUCH ME / The Lords         | 89 | 128 | 25k  |     |
| SCALEXIADA / Scalex           | 93 | 128 | 12k  | SOUND SAMPLER 2 / Womo PD     | 88 | 128 | 38k  | TOXI DEMO / Busysoft         | -- | 128 | 1k   |     |
| SCANNER DEMO / Zoonsoft       | 91 | 128 | 44k  | SOUNDRIVE V1.05 / Flash       | 96 | 48  | 72k  | TOXIC ELEPHANT / T.Eclipse   | 91 | 128 | 37k  |     |
| SCHIZOPHRENIA 48 / Exodus     | 95 | 48  | 87k  | SPACE CRUSADERS               | 93 | 128 | 10k  | TRAIN SPOTTIN' / The Knights | 93 | 128 | 87k  |     |
| SCHIZOPHRENIA 128 / Exodus    | 95 | 48u | 111k | SPACE DEMO 5 / Craig Eades    | 92 | 128 | 20k  | TRANSFERRED FROM AMIGA       | 94 | 48u | 22k  |     |
| SCHLUMPH DEMO / Spectec       | 93 | 128 | 15k  | SPACE DEMO 6 / Craig Eades    | 92 | 48  | 21k  | TRILLER / Curriodo           | -- | 48  | 46k  |     |
| SCI FI GAME ART / Exodus      | 95 | 128 | 33k  | SPECTEC DEMO 2 / Spectec      | 92 | 128 | 30k  | TRITON MIX / Spectravision   | 95 | 48u | 98k  |     |
| SCORIASONIC 2 PRE / J.Hollis  | 93 | 48u | 59k  | SPECTROLOGY / Luckysoft       | 94 | 128 | 17k  | TURBO PASCAL V4 / Szafran    | 89 | 128 | 25k  |     |

|                              |    |     |      |
|------------------------------|----|-----|------|
| TV TUNES JUKEBOX / P.Howard  | 95 | 128 | 14k  |
| TWIN PEAKS / Poxoft          | 92 | 128 | 10k  |
| TWIN SOUNDS / R.Priecinsky   | 91 | 128 | 33k  |
| TWIN WORLDS / Exodus         | 94 | 48u | 44k  |
| TYPICAL ARCADE PLAYER /Greer | -- | 128 | 15k  |
| UGLY DEMO / Abacus           | -- | 128 | 8k   |
| UNCLE BEN BORDELLO / Sperm   | 89 | 128 | 24k  |
| UNCLE BEN BORDELLO 2 / Sperm | 89 | 128 | 37k  |
| UNIT 5 / Maniac, Snowman     | 95 | 128 | 8k   |
| UNLIMITED DREAM / Spectrav.  | 95 | 128 | 95k  |
| UNLIMITED SPECCY / DreamMkrs | -- | 48  | 10k  |
| UNLIMITED SPIRITS / Mad Guys | 92 | 128 | 30k  |
| UNLIMITED SPIRITS PREVIEW    | 92 | 48u | 5k   |
| UNREAL DEMO / Hacker Chris   | 90 | 128 | 29k  |
| UNUSED 128 / Omega           | 94 | 128 | 28k  |
| VARIETY / J.Hutching         | 92 | 128 | 15k  |
| VASELINE / Knuckle Girls     | 94 | 48u | 21k  |
| VECTOR / Jacek Michalak      | -- | 48  | 23k  |
| VERISIMILITUDE / Zack        | 95 | 128 | 14k  |
| VGA 01 / Theo Devil          | 93 | 128 | 90k  |
| VGA 02 / Theo Devil          | 93 | 128 | 88k  |
| VGA 03 / Theo Devil          | 93 | 128 | 84k  |
| VGA 04 / Theo Devil          | 93 | 128 | 81k  |
| VIBRATIONS / Dream Makers    | 96 | 128 | 35k  |
| VIDI PARTY SHOW / Pentagram  | 91 | 48u | 95k  |
| VIRUSMAKER / Jacek Michalak  | 92 | 128 | 14k  |
| VIZ DEMO / Fudgepacker       | 94 | 128 | 17k  |
| VMD / Triad Developments     | 94 | 128 | 31k  |
| VOICEBOX DEMO / Spectec      | -- | 48  | 18k  |
| VOODOO MUSIC PACK / Voodoo   | -- | 48  | 20k  |
| WAITER WAITER / CoolGuys     | -- | 48  | 17k  |
| WALKMAN / Madhouse           | -- | 128 | 30k  |
| WALTZES FROM VIENNA / Oliver | -- | 128 | 15k  |
| WANKER / Fudgepacker         | 95 | 128 | 36k  |
| WASTE / SS Team              | 96 | 128 | 21k  |
| WATCHING YOU / P.Rennefeld   | 96 | 48u | 36k  |
| WATCHMEN / Psi Co            | 95 | 128 | 32k  |
| WE'RE GONDOLIERI / G.Rowland | 92 | 128 | 23k  |
| WEIRD SCIENCE /Horvath,Mezei | 92 | 128 | 27k  |
| WERNER                       | 86 | 128 | 12k  |
| WERNER 2                     | 86 | 128 | 19k  |
| WHAT / Snowman               | 91 | 128 | 20k  |
| WICKED SCROLL / J.Michalak   | 91 | 128 | 9k   |
| WILDCAT DEMO / Sean Adams    | 89 | 128 | 20k  |
| WISH YOU WERE HERE / C.Eades | 92 | 128 | 26k  |
| WITHOUT SENSE / Gacuck       | 90 | 48  | 10k  |
| WIX 128 - 3 / Hacker Chris   | 89 | 48  | 22k  |
| WONDERFUL LIFE / Knights     | 96 | 128 | 30k  |
| WOODPECKER FROM SPACE /Alpha | 89 | 128 | 45k  |
| WORST OF KRISS / Illusion    | 95 | 48u | 36k  |
| WRONG TROUSERS / P.Howard    | 95 | 128 | 18k  |
| X-FILES SLIDESHOW / P.Howard | 95 | 128 | 21k  |
| XMAS COMPENDIUM              | -- | 128 | 18k  |
| XMAS GREETING / G.Rowland    | 93 | 128 | 27k  |
| YESTERDAYS DREAM / Knights   | 93 | 48u | 23k  |
| YOLKA 98 / Lavers            | 98 | 48u | 13k  |
| ZCROLL / Icabod              | 94 | 128 | 19k  |
| ZCROLL 2 / Icabod            | 94 | 128 | 29k  |
| ZX WINDOWS / FM Delight (+D) | 91 | 128 | 170k |

# Hackers Hangout

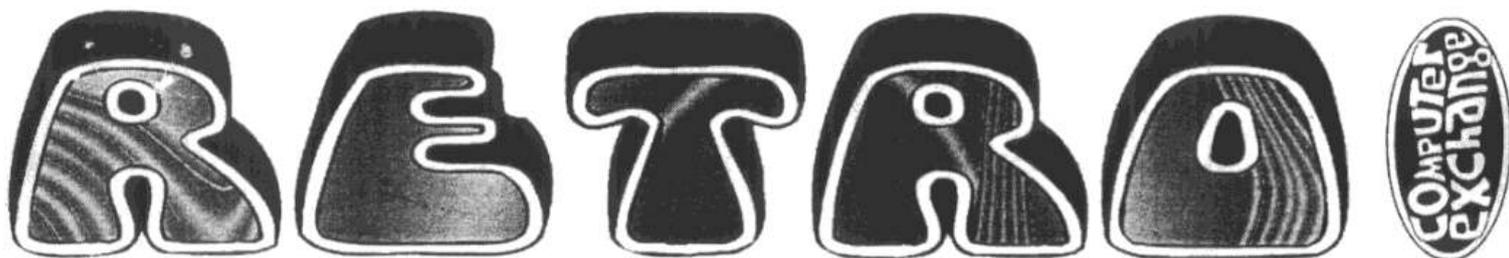
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# TECH NICHE

## PAUL HOWARD, A MAN SO TIGHT HE BOILS HIS CURTAINS TO MAKE SOUP, BANGS ON ABOUT BYTES

Optimising is the process of revising a program to make it faster, smaller or more efficient. On the Spectrum, memory space is always limited, so here are some techniques on optimising Basic programs for size.

You've probably seen Basic listings where all the numbers seem to have been replaced by expressions like VAL "5" and NOT PI. Since VAL "5" is always equal to 5 and NOT PI is always equal to zero, why not simply use 5 and 0 instead? It certainly seems that a single digit would take up less memory space than a lengthy expression, this, however, is not the case. Let me explain...

The user manual's character set table describes CHR\$14 somewhat enigmatically as 'number'. Character 14 is stored after each number in your Basic program to signal the start of a number code. You don't need to know exactly how this works; the upshot is that every number in your program is followed by six invisible characters (CHR\$14 and five other bytes representing the number in question. Think of a number of numeric values in any sizeable Basic program and you'll realise that cutting out these six bytes every time would add up to a considerable saving.

Let's go back to the VAL "5" and NOT PI examples. VAL "5" contains a digit inside quotes, which is not interpreted as a number by the Basic editor. So we have only four bytes (VAL, quote, 5, quote) as opposed to seven (digit 5, 14, five byte representation) for a lone 5. A zero similarly requires seven bytes, while NOT PI takes a mere two bytes.

There are many other such optimisations, most of which make ingenious use of Basic functions. For example, SGN PI equals 1, INT PI equals 3 and PEEK PI equals 255. You can also take advantage of the fact that Basic automatically performs rounding where necessary. An expression such as INK INT PI can therefore be reduced to INK PI. How about INK 6? The obvious

optimisation is INK VAL "6" (six bytes) but a better possibility is INK PI+PI (five bytes), since PI+PI rounds down to 6. Similarly, PI\*PI rounds up to 10.

For numbers with trailing zeros (usually machine code addresses) use VAL with the scientific form. For example, VAL "4E4" (six bytes) is shorthand for 40000 (eleven bytes). The number following the E is the number of trailing zeros. Longer expressions can often be trimmed in a number of ways. Consider this expression, which produces a random number between 1 and 4:

```
INT (RND*4)+1
```

This is twenty bytes long. Optimising the separate parts, we might have:

```
INT (RND*(INT PI+SGN PI))+SGN PI
```

Note that multiplication is evaluated before addition, hence the inner brackets. This takes 15 bytes, however it still isn't optimal. We could have used:

```
VAL "INT (RND*4)+1"
```

This is a mere eleven bytes. See how, in this particular case, +1 in existing quotes is smaller than +SGN PI outside? However, you must always take care when enclosing Keywords in quotes. It can only be done in the 48k editor, and editing such lines in 128k mode will change the Keywords into letter sequences, causing VAL to fail.

VAL itself can be used in place of existing brackets. Take the expression 8+4/3. The high-priority division is carried out first, then 8 is added to the result. If we wanted to add 8 to 4 and then divide by the sum of 3, the expression would have to be rewritten as:

```
(8+4)/3
```

Look for cases such as these when optimising, and try to use this kind of construct:

```
VAL "8+4"/INT PI
```

VAL's quotes group the terms to be added, with the effect that the brackets are no longer required - and thus are two more bytes saved!

In practice of course, VAL "8+4" could be replaced by VAL "12", but when variables are involved it sometimes pays to include them in the same set of quotes as any constants in the same expression. If in doubt, count the bytes!

Incidentally, stay clear of BIN. You may see an expression such as PAPER BIN, where BIN (with no argument) returns the value 0. However, BIN is not an optimised expression - it just happens to look like one. In actual fact, BIN is assigned the default value 0 by the interpreter and as a result has a five-byte representation just like any other number.

Most Basic programs make frequent use of the numbers such as 0 and 1. If this is the case, consider using variables instead. It's popular practice to use 0 for zero and 1 for 1. BORDER 0 takes only two bytes whereas BORDER NOT PI takes three. This in itself may seem like an absurdly small saving, but used throughout a program such tricks can drastically reduce code size. As one writer put it, "Take care of the bytes and the Kilobytes will take care of themselves!"

There's one other very useful Keyword for byte-trimming, and that is CODE. Every number from 32 to 255 can be expressed as a Spectrum character. CODE " " produces 32, CODE "A" produces 65 and so forth. Don't forget that having to calculate expressions can significantly slow down a program, particularly if the expression appears inside a loop. Because of this, it's worth avoiding:

```
FOR N=A TO B, PRINT AT NOT PI, NOT PI;N, NEXT N in favour of FOR N=A TO B, PRINT AT 0,0;N, NEXT N
```

Moving on, not everybody knows this, but when you save a Basic program you also save Data on any existing variables. Reset the Spectrum and (without recording onto a tape) enter the following commands in sequence:

```
SAVE "prog"  
DIM A (200)  
SAVE "prog"
```

The first command saves an empty block of negligible length. However, the large array A means that the second Save takes much longer. In most cases, all the variables your program needs will be initialised when the program is run, so be sure to enter CLEAR before saving so that no unnecessary variables are stored with the program.

An alternative strategy is one where the variables are not initialised by the program at all. Instead, they are entered as commands (LET A=5 and so on) and deliberately stored with the program. The command RUN clears all of the variables, so you'll need to Save the program to run automatically.

# paul whites internorder

While we try to kid ourselves that the Internet is the information highway, an all seeing all giving mass of information that will better our lives and solve all our problems, the truth is that most of it is just pointless. But I like pointless. I like pointless films with zombie wrestlers who have ping pong balls for eyes, and I enjoy finding a web page that is all about zombie wrestlers who have ping pong balls for eyes. Now I don't expect you to have the same bad taste in movies as I do but it is probably a safe bet that you want to read of Spectrum related shenanigans just from the fact that you are reading this magazine and have a birthmark on your left buttock. After all, they don't call me Sherlock for nothing you know, but then again they don't call me Rupert, Humphrey or even Mandy (except on a weekend).

Most of the Spectrum stuff on the Internet is old material given a new lease of life, carefully copied from past issues of Your Sinclair or converted from games that once cost us a weeks pocket money to buy. There is however the occasional web page that gives us something slightly different or new to look at - and this my friends, will hopefully be the first report of my jaunts around the World Wide Web to such places in what will be a regular series. I'm the Spectrum's answer to Michael Palin, except not as funny, not as rich and I only get to take my fat ass on a trip to the spare room.

<http://www.readysoft.es/home/coding/rupter/maziacs.html>

My first port of call is a site dedicated to the Rupter wristwatch, a miniaturised computer and clock sold by Seiko only in Japan. Its specifications are rather good but what is even better is that the display looks like a diddy version of our very own Spectrum. Unfortunately, given that it is only available from that part of the world, we won't be seeing a flood of Spectrum conversions getting coded for it. However, one enterprising gentleman by the name of Jordi Perez has gone to the trouble of giving our Japanese friends a conversion of Maziacs to play with, that classic maze game originally written by the genuinely nice Don Priestley.

From the screenshots it looks like

everything is intact from the treasure chests to the Maziacs themselves, but unless any of you take a holiday in the far east we must consign ourselves to the fact that we'll never get to play this version. Besides, would playing a computer game on a watch be much fun? No matter how good the game, my shovel-like hands were not designed for quickly and precisely pressing itsy bitsy little buttons. We have after all got the mighty GameBoy for our travelling games playing needs, a machine that surely must be perfect for converting Spectrum games over to...

<http://datapotato.simplenet.com/gbd/ev/>

Well, I'm not the only person who thinks so because someone called Quang has converted the crumbly Ultimate classic Jet Pac over to the Color GameBoy. Graphics are now GameBoyfied with a distinct lack of any colour clash and it plays a mean game of build the spaceship before you get your ass kicked. But how do you go about buying a copy of the game? Well, unfortunately you can't, so one has to download the game onto a PC and play it via an emulator which sadly takes the shine off the whole proceedings as all portability is lost unless you're rich enough to own a laptop. I did however come across a company that sells so called back-up devices for the N64 and GameBoy that would have enabled me to copy the Jet Pac file onto a cartridge. At the moment though, I can live without playing Jet Pac on the bus and giving my credit card details to a dodgy looking company based in Hong Kong. (Crashed does not encourage Nintendo lawyers to sue the ass off feeble fanzines (...stinky Ed).

**Top Screenshot:**

|          |        |
|----------|--------|
| RECORDS  | 19952  |
| SHOES    | 32475  |
| COMPUTER | 85122  |
| SALARY   | -55000 |
| JERRY*   | 29952  |
| 2.5      | 112518 |

**Bottom Screenshot:**

|        |     |
|--------|-----|
| Jerry  | 23  |
| Sussan | 0   |
| Amy    | 67  |
| Robert | 321 |
| David  | -8  |
| 1/11   | 598 |

**Labels and Controls:**

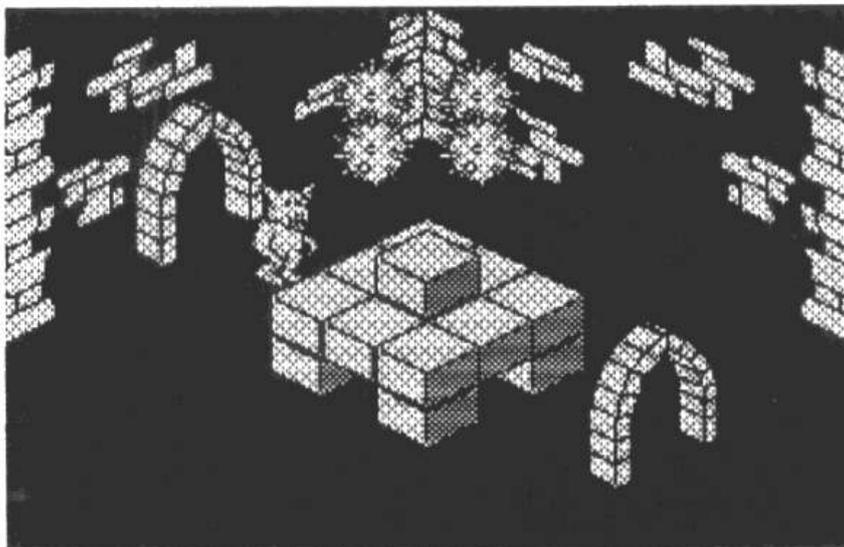
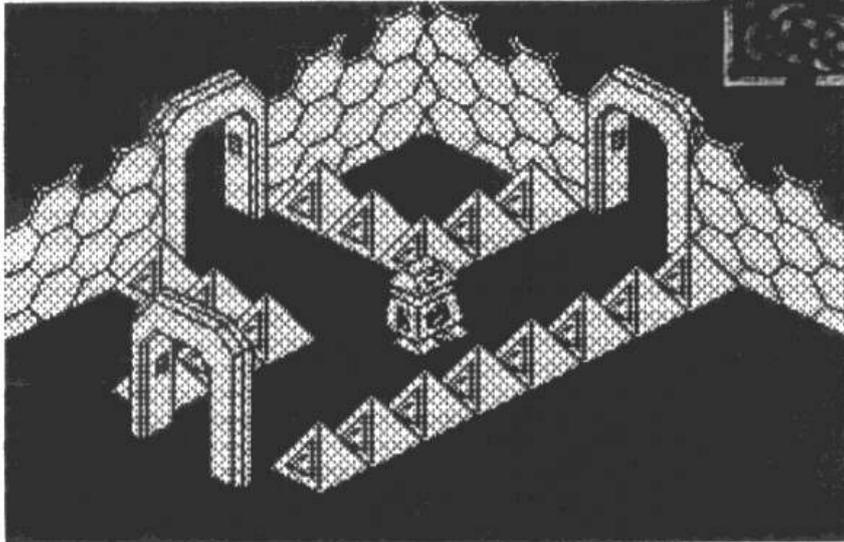
- Show string fields
- Numeric field
- Record pointer
- Current record/ Total records
- Field number (1 to 5)
- Total sum
- Edit record  
ALT: Mode TEXT/NUM. or only TEXT
- ALT Mode ON/OFF
- Options MENU/Show list  
ALT: Autodate
- Record UP/DOWN
- Page LEFT/RIGHT
- ALT: Change current field (LEFT/RIGHT)
- ALT: Inr (Decrease field (UP/DOWN))

**View record  
ALT: Delete record**

**Vortex**  
BRITAIN

The last site this issue takes us to the home page of Rare, a company many of today's yooof will know for their superb N64 games and old crumblies like myself will fondly remember them as Ultimate - Play the Game. In their heyday when they ruled the roost, they created some of the best Spectrum games ever, including Jet Pac, and as Rare they, along with a certain Shigeru Miyamoto, have helped stop the N64 from going completely down the shitter. Like all companies today a web page is the order of the day.

It is good that Rare have not disowned their computing past like many other companies have done. As well as sneak peeks at forthcoming titles Rare also look back at all the games they created, and boy what a back catalogue it is. With games like Pssst, Atic Atac and Underwuride, the word classic all too often applies. But these games are not what caught my eye, another title going by the name of Mire Mare grabbed my attention. It seems that when someone completed playing Underwuride they were given the choice of three exits to take, each one acting as a mini-preview for a forthcoming game. While Knight Lore and Pentagram did materialise, the now legendary (according to Rare anyway) Mire Mare was never finished due to their hectic workload at the time. Despite the cover artwork getting completed and the style of the game been agreed upon to be made similar to that of the top-down



Sabre Wulf and not like their later Filmation titles, you will never find this game no matter how hard you look. It would be nice to think that some lucky soul would stumble across a box at a car boot sale that contained Mire Mare, Atomic Robo Kid, Attack of the Mutant Zombie Flesh Eating Chickens from Mars and the Great Giana Sisters, but in all honesty you'd be better off searching for rocking horse poo.

Rare are also very protective of their old Spectrum games and refuse to let them be distributed on the Internet and don't even offer them for download on their own site. Perhaps they should at some stage once again let the public play these games, maybe spruced up and coloured for the GameBoy in a compilation package of past greatest hits for a whole new generation to play. Come on Rare, this surely has to be a good money-spinner and a welcome addition to the GameBoy catalogue. I'm not greedy either, I'm only asking for 50% of the profits made for coming up with the idea.

Next issue: People who put weird things up their bottoms and post the x-rays on the Internet. This is what we want.

# Sinclair Years

1983

Doesn't time fly when you're a coffin dodger. Programmers were starting to get to know how to do things other than copy basic arcade ideas. Legend software slipped things into second gear with a complex graphic arcade adventure using ancient fokelore as a theme - Valhalla. Melbourne House took the computer by the balls and released The Hobbit, a program so complex it was still ridden with bugs when it hit the shops. Elsewhere some fat bloke released Manic Miner, a game so boring and dull that people started supporting Charlton Athletic as a little light entertainment. Ultimate started flexing their brains in Ashby De la Soul.

Microdrives became available after a long long wait, fragile 90k mini cassettes that no one made games on. As a ground breaking innovation it was a brilliant idea, but then so is drinking 14 cans of Special Brew and picking a fight with that cocaine snorting lispig faggot Toby Anstis.

In more exotic locations, Japanese people were killing each other to play arcade games like Space Invaders, the Government kept running out of Yen as so much coinage was shoved into slots.

## NEW HOME COMPUTERS

**ATARI 600XL:** Please go away Atari, you made great consoles but you had not a clue when it came to computers. Stay in America where you belonged please.

**MATTEL AQUARIUS:** Ok, so the Dragon 32 was a bad idea, so they release a Spectrum clone with a fraction of the memory so no one can write games for it. Nice one.

**SORD M5:** If computers could be described as handsome, the Sord was handsome, elegant, slim and desired by no one. Another Spectrum clone, another casualty.

**MEMOTECH MTX 512:** Too powerful for its own time, too expensive and badly distributed to shops. This was a great shame.

**ACORN ELECTRON:** A cut down version of the BBC, and that was quite a good idea because no one was willing to pay £400. Useless without the expansion pack but quite easy to program.

## NEW CONSOLES

**COLECOVISION:** Mash up Atari VCS innit, steering wheels and acelerator pedals in the home? We had only wanked at such things, please Mum I want one for Christmas you old cow.

Sorry to keep going on about unemployment all the time, but I was one of Thatchers victims and its now 3,224,715 and counting. I was starting to look at bit shabby and I couldn't afford a Spectrum in the me me me and sod you society.

First the BBC then ITV launch Breakfast television. Now we could lie back in bed and 'relax' with the lovely Anna Ford.

Antony Blunt, Eaton rhyming slang, drops dead and dies. The former art advisor to the Queen was also a former Russian spy. The dirty great Blunt.

Michael Foot resigns as leader of Labour, Neil Kinnock takes over a party in deep internal and external strife. Despite being a lovely bloke, middle England won't vote for him because he's Welsh and has ginger hair. Thatcher wins again.

Cecil Parkinson, plummy voiced hater of the poor, has an affair with Sara Keays, a very ugly old ripper. He is forced to resign by Thatcher who fancied him as well.

Janet Walton, a woman from Liverpool, gives birth to live sextuplets. They're all girls so that's six more frumpy northern birds but six less car robbers for society to contend with.

Irish wonder horse Shergar was stolen and held ransom for £2 million. The Sun goes for an IRA cat food plot.

Daley Thompson starts making a name for himself winning Gold in Helsinki, gearing up for the pinnacle of his career, a joystick snapping track and field rip off.

The IRA blow up Harrods, and The Sun can't understand why most people are quite happy about that.

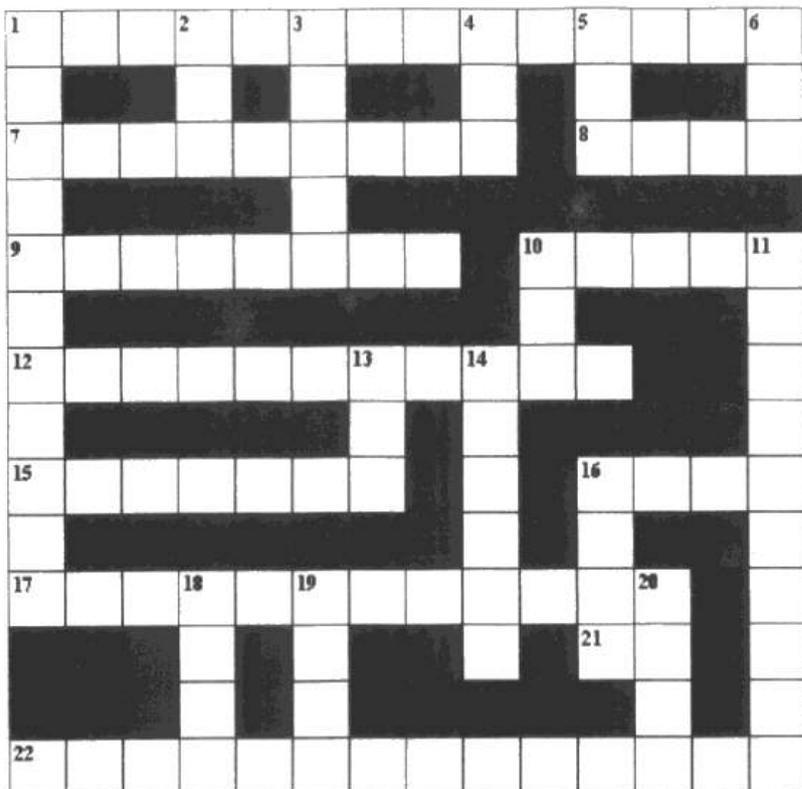
Over £25 million in gold bars is stolen from Heathrow Airport in one of the UK's biggest robberies.

The Irish vote with their guilt and repression to outlaw abortions. Young girls raped and abused by priests in the name of Jesus now have to sneak to England instead.



Valhalla from Legend software, made Manic Miner look like a pathetic samey arcade toss off. Which was nice.

## Paul Howard's Cryptic Specword #5



ISSUE 25 SOLUTION: (ACROSS) 1.PROCRUSTEAN  
 6.ASSIGNMENT 9.CRYSTAL 11.DOCTORJONES 15.LOKI  
 16.JASON 17.BIT 19.PILE 21.THEOLIVERTWINS (DOWN)  
 1.PUBLICDOMAIN 2.OCEAN 3.SOS 4.EGG 5.TOTALECLIPSE  
 7.SOLAR 8.MASKS 10.RUNNING 12.COLUMN 13.ODDJOB  
 14.JETSET 18.III 19.POW 20.LEN

### ACROSS

1. Sinclair labelling scheme - high grade remote? (7,7)
7. Might encourage one to release adventure games (9)
8. The following Basic command (4)
9. e.g. Print, List and Open Sesame! (8)
10. Produced truckloads of software in early 80's (5)
12. Shoot footage of document required for movie game (4,7)
15. Flightless bird isn't on time; doesn't even have a real Spectrum! (7)
16. To school - or to the future! (4)
17. Game distributed again by siblings, though never released (5,7)
21. For ever after? (2)
22. Port detect wire is twisted - read only as a result (5,9)

### DOWN

1. A ropey situation - Willy make it? (11)
2. Bruce from Datasoft (3)
3. Trout mixture for language learning aid (5)
4. SGN PI (3)
5. Maths function that calculates sign of holiday (3)
6. Basic assignment may appear in tennis game (3)
10. Car crash on circular path (3)
11. 3.54 MHz for the Z80A, but usually 60 sec/min (5,5)
13. Codemaster's boy from table game (3)
14. Arabian game? (6)
16. Call him yellow, but he fought the space mutants (4)
18. Put one loop inside another, or a bird house (4)
19. Confusedly opts to end Basic program (4)
20. Type of ware - or cuddly partner in game (4)

# NEXT ISSUE

In September, little Betina is five years old. Isn't she cute readers? By a strange coincidence so is Crashed. We're having a bouncy castle and that famous childrens entertainer, Pooky the Clown, who drunkenly disgraced himself in 1968 with a Space Hopper. Join us if you can, Mark Sturdy and Allan Clarkson will be trying to score with Betina's Mum, Mat Beal will do that trick with his willy and don't ask what Stuart Skardon will be doing.

**ISSUE 27 OUT  
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 PRICE £1.50**



# LETTERS

Write to: 11 CAMEL ROAD,  
LONDON E16 2DE.

The best bits of your letters may well end up here, so don't swear or slag each other off. On second thoughts...

Dear Crashed,  
Thanks for all the recent back issues. I noted that in issue 6, Graham D.Shaw went to school with that pretentious introspective tosser Lloyd Cole. This was quite a coincidence as I used to stay at Hughes Parry, a Halls of Residence in Euston for posh kids, and the same Lloyd Cole was shagging his way through a selection of not even almost attractive frumps from Berkshire. It would be quite interesting to know what Lloyd is doing now, especially from another Crashed reader in the pages of Crashed, who has actually witnessed him being a complete tit in person.  
John Walker, Egham.

He went to live in America didn't he? Americans seem to like our rejects. I went to Egham only the other day, I got off the train and it smelt really nice.

Dear Crashed,  
Just some thoughts and ideas for Crashed. A tips page: there are so many games I can't complete and I don't have any cheats or pokes, can you list some cheats for them? Hardware projects that we can make and attach via the interface. More letters and software reviews and maybe even modern reviews like GameBoy and PC games. How about colour coverpages now and again like in the old issues?  
Alan, Wimbledon.

Cheaters always succeed in life, write to Hackers Hangout because they can help where I fear to tread. If you want modern game reviews read Arcade.

Dear Crashed,  
I'm afraid you're wrong about porn being legal, since when? If it was legal it would be in on the news but it isn't. I don't need porn because I can get a girlfriend, porn is for sad people who can't get real girlfriends. If you've got porn on your computers then you are breaking the law and all your equipment could be confiscated by the police. That's what happens every day to people who have porn on their hard drives. I've sent Crashed back to you, please return my £5 subscription money or I will report you to the police. I am writing to your printers so that they can ban you.  
Len Murray, Leicestershire.

I can't return your sub, I pissed it up the wall last month on Special Brew. I'll continue to send you Crashed just to annoy you as much as possible. Let me know periodically how I'm doing.

Dear Crashed,  
Crashed. Racist. Homophobic. Women hating. Crap. Bring back Mark Sturdy. (Anonymous west country postcode)

But he doesn't want to come back. Couldn't you spell misogynist?

Dear Crashed,  
Boy have you lot got a problem with the Internet! Stop slagging it off because there are loads of people into the Speccy on line and we all swop games and keep things going! Thinking that all internet users are sad Star Trek wankers is such a sweeping generalization and couldn't be more wrong, I've never visited a Star Trek site in my life. I've made so many new friends that I wouldn't have made before and played loads of old Speccy games that I would never be able to find. Try it one day, I bet you get hooked and start doing Crashed on the Internet!  
Richard, Milton Keynes.

I stand corrected, it's actually full of Red Dwarf and Star Wars wankers. Crashed did have a web page once, probably still there in an out of date unwanted sort of fashion.

Dear Crashed,  
I would like you could insert a small advert in your next issue if it is possible. WANTED: spare copies or brand new condition issues of Sinclair User, Crash, Your Sinclair, ZX Computing and other British mags for personal collection. Thank you very much.

Ignacio Prini,  
A.Virgen Del Carmen 39A,  
11201 Algeciras,  
Cadiz,  
Spain.

I left all my copies in Nottingham although I do have issues 1-12 of Barely Legal, which I might part with for £500 plus postage and dry cleaning.

Dear Crashed,  
How about printing a picture of a token Japanese anime cartoon girl with her breasts really hanging out all over the shop?  
Allan Clarkson, Leeds.

Seeing as I've no more real letters to print, go on then, you dirty hound.



# POSTBOX

WOW, THEY ALL LOOK SO GOOD, AND SO CHEAP TOO. HOW CAN THE SPECTRUM, COUPE AND SINCLAIR QL STILL HAVE SUCH FANTASTIC SUPPORT AFTER ALL THESE YEARS? BACK ON PLANET EARTH. IT'S TIME TO SWITCH THE PLAYSTATION OFF AND WATCH THE TELLY.

## THE SMALLER REVIEWS SECTION

BITS  
Computer Games  
Channel 4 Television

It was universally agreed that Bad Influence was great and Gamesmaster was slightly embarrassing, so we've waited a long time for a better all-round terrestrial TV show to compliment a multi-million dollar industry. BITS is now well into its first run and occupies the graveyard slot usually reserved for Jerry Springer repeats and the Open University.

Games have never looked so good on TV, real thought has gone into showing the clips that can make a game fly off the shelves. There's interviews with programmers (erm...nice) and there's no obvious bias between systems. So what's the problem?

The presenters of BITS are just that and nothing more, they don't play the games, they don't write the scripts, they just present. This isn't admitted to, and hey why should they, this is the nineties man, we can be downright dishonest and put it down to modern anything goes liberality. It's nothing new, look at Linda Barker during the Your Sinclair days - she had never owned a Spectrum nor bought a Spectrum game in her life, yet she wrote and edited a Spectrum magazine and became, for those of us still clutching at straws, a figure-head of sorts. The word here is career, and if you think there was anything else to it then pity you (and me, I really fell for it).

There's a talentless blonde one, or maybe you go for the slightly suggestive girl-next-door American one, for the modern thinker (I said thinker) there's even a short haired cutie boyish one. I'm not exactly complaining, but I resent the fact that the ideas people in TV land (an ironic title but there you go) have put together a package that appeals to every laddish cliché in the book. Take Violet Berlin, she's a very attractive competent presenter who actually plays and enjoys computer games, I want her on the show, not three FHM babes. I wish they were real bimbos because then I'd have more of a point. Damn.

Call me old fashioned but I like to see it in someones eyes, that 'it' being the excitement or the drudgery of what they are trying to put across through experience. As attractive as they are, the presenters leave me feeling duped, swindled and manipulated, and that's not very nice at all is it.

## PERIODICALS - MAGAZINES - FANZINES - MANUALS

- ALCH NEWS: 62 Tithe Barn Lane, Sheffield S13 7LN.  
-Tape/disczine. Spectrum/Z88. Price: £1.00  
CRASHED: 11 Camel Road, Silvertown, London E16 2DE.  
-A4 fanzine. Sam/Spectrum. Bi-monthly. Price: £1.50  
DESERT ISLAND DISKS: 32 Dursley Road, Wilts BA14 ONP.  
-A4 fanzine. Spectrum. Quarterly. Price: £2.00  
HACKERS HANGOUT: 29 Dent Dr, Wakefield, W.Yorks WF1 4JG.  
-A4 fanzine. Spectrum. Monthly. Price: £1.00  
MULTIFACE POKES: 26 Elsie Street, Goole DN14 6DU.  
-A5 fanzine. Spectrum. Editions. Price: £2.00  
OUTLET: 34 Saltersgate Drive, Birstall, Leicester LE4 3FF.  
-Disczine. Spectrum. Monthly. Price: £3.50  
PD POWER: 13 Rodney Close, Bilton, Rugby CV22 7HJ.  
-A5 fanzine. Spectrum. Bi-monthly. Price: £1.70  
QL TODAY: QBranch, PO Box 7, Portslade, Sussex BN41 2ND.  
-A4 magazine. QL. Bi-monthly: Price: Annual subs £25.00  
RETRO CLASSIX: 4 Chatterton Avenue, Lincoln LN1 3TB.  
-A4 fanzine. 8 bits/arcade. Monthly. Price: £1.50  
RETROGAMER: 52 Kingfield Road, Liverpool L9 3AW.  
-A5 fanzine. 8 bits/arcade. Bi-monthly. Price: £1.75  
RETROGAMES: 61 Baccara Grove, Milton Keynes MK2 3AS.  
-A4 fanzine. 8 bits/arcade. Monthly. Price: £2.00  
SAM COMMUNITY: 34 Craigowen Rd, Carrickfergus, BT38 7NE.  
-A4 newsletter. Sam. Bi-monthly. Price: Annual subs £2.00  
SAM SUPPLEMENT: 37 Parker Street, Walsall WS3 2LE.  
-Disczine. Sam. Bi-monthly. Price: £2.00  
SCENE+: Pragerstraße 92/11/12, A-1210 Wien, Austria.  
-Disczine. Spectrum. Bi-monthly. Price: £1.00  
SOUNDBYTE: 204 Lamond Drive, St.Andrews, Fife KY16 8RR.  
-Disczine. Sam Quazar support. Monthly. Price: £2.00  
THE SPC: Im Tannenforst 10, 51069 Köln, Germany.  
-A5 magazine. Sam/Spectrum. Monthly. Price: Annual £13.00  
THE SUC: Gastacksrstr 23, 70794 Filderstadt, Germany.  
-A5 magazine. Spectrum. Monthly. Price: Annual £13.00

## USER GROUPS - PUBLIC DOMAIN LIBRARIES

- ALCHEMIST RESEARCH: 62 Tithe Barn Lane, Sheffield S13 7LN.  
-Spectrum/Z88 user group. Emulator support.  
CRASHED DEMO LIBRARY: 11 Camel Rd, Silvertown, London E16 2DE.  
-Spectrum public domain library.  
PRISM PD: 13 Rodney Close, Bilton, Rugby CV22 7HJ  
-Restricted access Spectrum public domain library.  
SAM PD: 18 Mill Lane, Skelmersdale WN8 8RH.  
-Sam Coupe public domain library.  
WOMO PD: Im Tannenforst 10, 51069 Köln, Germany.  
-Sam Coupe and Spectrum public domain library.

## REPAIRS - SPARES - PUBIC HAIRS

If you know of any good, reliable and even reasonable repair services for Spectrums and Sams, write in and tell me, because I made room for this bit and I've nothing to put in it. Same goes for anything else, if I've not mentioned it, what am I playing at?