CRASHED

* Free PCG DTP and manual
* Matthew Smith interview
* Collectors hardware prices
* Sam scene virtually dead
* Lara Croft going all Z80
* All the latest new stuff
* Not much else at all

THE ALTERNATIVE ZX SPECTRUM FANZINE

DISCLAIMER

Anything that upsets or enrages you for any reason was probably written by somebody else. I'd rather be sitting in the pub any way, see if I care you mealy mouthed gits. We don't want any trouble mate, we're only having a laugh geezer, go on, have a pint.

SUBSCRIPTIONS

The next 7 issues for £10 which is a tremendous saving of 50p and quite a lot of grief over the course of a year. Cash or uncrossed blank postal orders ONLY please, stop sending me cheques as they're not even big enough to wipe my ring on.

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 unless you think you can take the piss like Brian Watson.

BACK ISSUES

Very limited stocks of back issues for £1 each: 17, 21, 22, 23, 24, 25, 26. They're going pretty fast even if I do say so myself. Also available from selected shops across London.

EDITORIAL

Apologies for the lateness of the July issue, not that anyone complained at the time, apart from two people who could complain for GB in It's A Knockout. Bit of a cracker this issue, no point me telling you what you'll be reading in about two minutes, so on you go. Next issue there's the start of a new series on repairing 48k Spectrums, not just a fumbling soldering iron of an article, the actual repair manual sent out to repair companies by Thorn EMI and Sinclair themselves. Oh yes, no second rate crap in here. Probably.

The price increase could well only be temporary. Once all subscribers are real ones (and not the inherited ones) I see no reason why it can't return to £1. This issue cost 52p to print, 19p to post and 1p for something to post it in. Add some other bits for expenses and research/development (ha ha ha) and I'm starting to end up the right side of the line. I can't stress enough how important it is to keep subscriptions coming in. As Mark said in issue 2, fanzines are not like YS, you can't leave things for a year, come back and find everything the same. What other fanzine tells you how much it costs to make or how many readers it has? You may have noticed that I don't call Crashed the greatest this or that, my job is to make a fanzine I enjoy making, it's the readers job to call it the greatest this or that. Always be very wary of fanzine editors who claim certain word of mouth trophies, time and time again it's always the people with the biggest mouths who have the least reason to shout. And on that philosophical note, I'll wish you well until November.

THE CRASHED HALF DOZEN

DAVE FOUNTAIN. More Odditor than Editor. Likes Routemaster buses and girls with short brown hair. Most likely to be found in a gutter somewhere. Queue of people wanting to punch his teeth in has now reached Deptford Market.

RICHARD COULTHARD. Staff writer. Player of Football management games and nothing else. Looks like a queer and writes pointless left wing letters to the Surrey Comet. Subversive Animal activist. Likes fat floppy girls.

MARK STURDY. String bean pencil neck. Likes crap indie bands that people used to enjoy about twelve years ago. Ex Editor and media owner of Crashed, like a bad smell he won't go away unless you spray him in the face with Fabreeze.

MATTHEW WESTCOTT. PD Internet git. Pointy headed freak. Drinks 8 pints of water a day and keeps washing his hands all the time. Buys his jeans style trousers from Asda. Currently held on remand for stealing sweets and string.

PAUL HOWARD. Programming type. He's not really tight, as was proved last week at the police line up. It was a tough choice between a gnats chuff, the ducks arse and Imelda Marcus. Nice boy, currently doing hard sums at University.

PAUL WHITE. Staff writer. Probably the most normal and therefore welcome member of the team. Supports Leeds United, shags birds, farts and eats his bogies. Has seen a grown woman naked at least twice. Better make that once.

THE NEWS

UK8 CANCELLED

Unpack those ironic buckets and spades, the joint venture all formats 8-bit meeting organised by WACCI and the ever impotent IEBA has been cancelled due to um... We sent Brian Watson a SAE for a press release as to the exact reasons for the cancellation and he ignored us completely. Walsall on a Sunday, what an absolutely shit idea in the first place.

SOME SAM STUFF

Dave Tonks at SAM SUPPLEMENT has let us know of a new issue in the pipeline. Despite his games always being slated by Mark in Crashed, he doesn't seem to mind, and has a new card game in the traps (ready Sturds?). His family life and job have been getting in the way just lately but hold tight and don't jump off at the traffic lights (little bit of London bus talk there). Quazar man Colin Piggot is hard at it, SOUNDBYTE is still pumping out each month for the Quazar soundbox thing. Issue 47 had B✱witched in it, phwooooar! Issue 54 will be out September 20th. SAM COMMUNITY is up in the air, coming to terms with the fact that the Coupe has suffered two body blows this year in the shape of Captain Bob Format doing a runner and Persona losing its rudder and engine room, all is not rosy in the Sam camp, she's going down sir, mayday, mayday...

OUTLET
THE SPECTRUM DISC MAGAZINE!

Hang on to your hats Ladies and Gentlemen, it's going to get bumpy now in Spectrum land. Outlet has announced that issue 148 for December 1999 will be the final edition of the much respected diskzine. I'm a grown man of 37 but I have to admit I felt a lump in my throat when I heard. Still, the Outlet people have decided to give in to declining subscribers and go with the dignity the old girl deserves. Crashed will be attempting to pry the remaining names and addresses from Outlets hands to encourage the retro soldiers to battle on and hold out for judgement day. No really. I'm trying to be positive here but I can only recite that line from Chumbawumba so often before it becomes an ironic whine. Outlet will leave us hundreds of vital programming utilities that will be used for many years to come.

NEOS KIDS ON THE BLOCK: RUSSIA

Strange things continue to stir in deepest Russia, now work is finished and testing has begun on a brand new 128k operating system (OS). Your Spectrum OS is the thing that happens when you switch it on and whatever else happens afterwards, in short, if you didn't have one a Spectrum couldn't do anything. In human terms, it's the info in the brain that keeps the heart beating and stops you messing your pants unless you wanted to.

Entitled NeOS, it offers the following improvements:
* Supports up to 4mb of RAM
* Memory allocation system for multi-tasking
* Driver manager to cope with differing hardware
* Library manager
* Will support any data storage device
* Directory file system
* No limit on file size (up to 4GB)
* 16 character filenames plus 3 extended

Sounds good doesn't it. Why buy a PC costing thousands when your Spectrum can be a weakling PC for nothing? Quite. Anyway, it's unlikely us lot in the UK will be able to benefit from this new development as Russian Spectrum clones are notoriously quirky when it comes to complete compatibility, but you never know, we have no shortage of talented British programmers to tweak software. The C64 has had this kind of improved support for years, most of it official from America. We'll be keeping a close eye on this situation so stay tuned for more info as and when. (Source - WOMO)
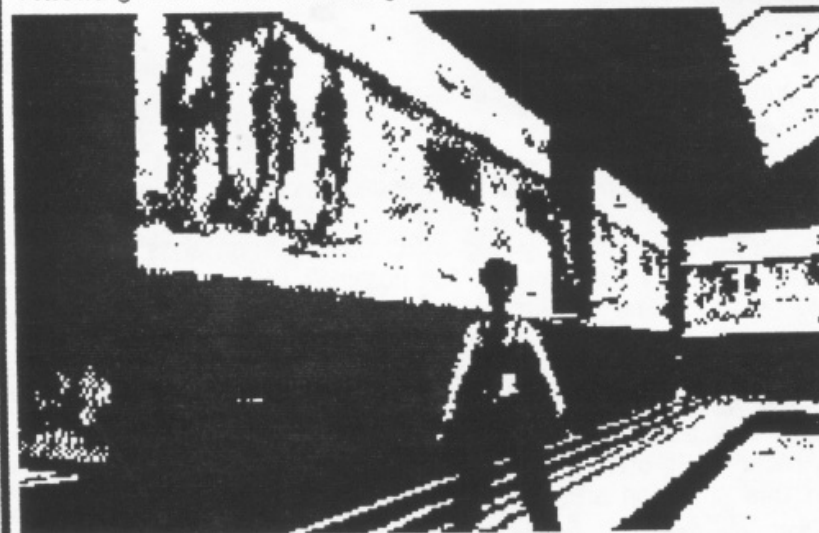
EXCLUSIVE
TOMB RAIDER COMING SOON

Always underestimate the Spectrum, because when you least expect it the old sod will jump up and bite you. Crashed was recently sent a 25% complete Lara Croft game by a new software house based in Brighton. No, it's not a full 3D isometric adventure (why that would be silly with 3mhz to play with) but a text and graphics adventure with added spunkadisney.

RETROSOFT have used graphics from the PS game Spectrally digitised to add atmosphere and flavour. It's planned the final version will include real samples from the console game and of course the usual rumours that you'll be able to see her tits. Highly illegal in every sense of the word but I can't see Core Designs losing too many nights sleep over this little fishy.

Lead programmer Paul Cooper had this to say when interrogated by phone; Whatever possessed you Paul? "When playing Tomb Raider and Resident Evil, I realised that the basis of the games was the same as early computer adventures, where you explore and use found objects, perhaps some combat elements, but essentially the core hasn't changed in 15-20 years. I started on a Spectrum version using PAW as a late night thing to do but it excited some friends when I showed them so I decided to carry on. It's an original story rather than following the three official games. The

good thing about games like these is that the characters are really strong and most people already have an image in their heads about the whole Tomb Raider thing - certainly makes it easier than doing something from scratch with unknown leads."

A text and graphics adventure on a Spectrum won't exactly excite the Spectrum hardcore will it? "The thing about PAW is that you can port in graphics, run sound routines and jump to complex machine code routines, it won't just be another text and graphics adventure, it'll be more than that. I'm currently working with the idea of

jumping to puzzle sub games so it could well end up as a 512k multiloader."

Any idea on a release date? "If I carry on like I have then it should be finshed before Xmas, but I'm a bit of a perfectionist and although this will be my first game for ages, I want it to be as good as possible. There's now three people working on this. I did some bog standard adventures on the Oric and Amiga but this is a project I'm really pushing. The Speccy has the biggest retro vibe going for it at the moment and I plan to be there when it kicks off big time!" So do we Paul, so do we.

LASER SQUAD
TARGET GAMES
Spectrum 48/128k

If I was a girl and Julian Gollop was attractive, I'd have sex with him until my thing was all hurty. The first thing will never happen and the jury is still out on the second, but Julian has managed to turn a brilliant collection of ideas into an early retirement fund.

Turn based strategy may never set the fast food 3D world of super consoles alight, but there is nothing to beat commanding a squad of troops through various scenarios, ducking and diving, sniping and grenading the enemy, all the time on the edge of your back breaking chair, or like me, slumped on a bed with crisps and pop. It's not just a question of shooting anything that moves, you firstly have to explore the environment, take up advantageous positions under cover, set up ambushes and booby trap passageways. Sorry, I've just come in my pants.

It all started with Chaos and Rebelstar Raiders, and the mould was set in stone. Only having a set amount of moves per turn may sound incredibly frustrating when compared to a free roam like Doom, but this system makes you think before you do anything - a skill sadly lacking in life in the 1990's. And as you realise that you're out of ammo, have to reload AND get the shit out of there, well, intense drama and nerves come to
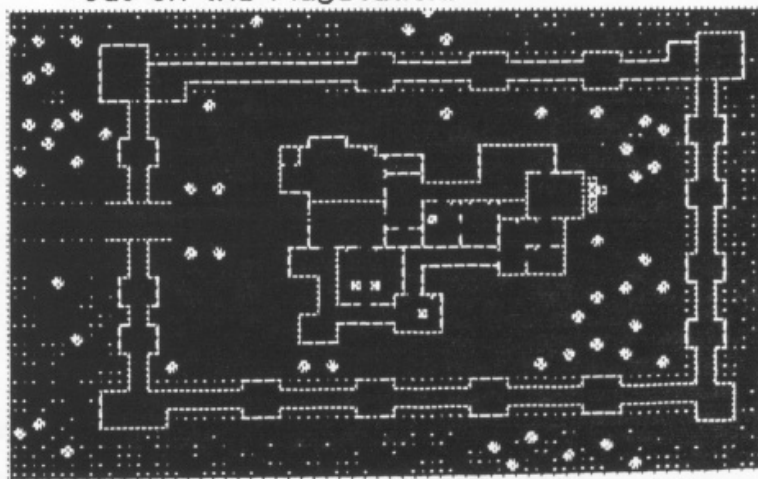
the fore. It doesn't help that each soldier has a name, and you certainly get attached to them in a bizarre psychological manner, base feelings of anger and sadness could well surprise you when they get blown up. There were three original levels plus more were released in a seperate expansion pack.

The Gollop story didn't just end there. The basic idea continued to be improved upon with excursions onto the Amiga and PC. Battlescapes became isometric 3D, more research management and base building came into the proceedings, and evolved into the quite stunningly addictive X-Com series. You can pick these up for a fiver and they run quite happily on low end PC's, and for added ease, also came out on the PlayStation.
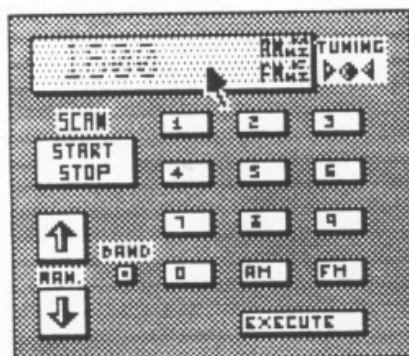
Ok lads, shoot the dalek and try to miss the pot plant. Cuthberts had it.

The map from the Assassins level. It's big and full of nasty robots with guns. Arse and holes.

ARMAGEDDON MAN (1987)
MARTECH
Spectrum 48/128k

There are certain games that didn't get a second bite of the cherry to become a budget re-release - games that could not be squashed down into a single cassette package were their own worst enemies, and plunged themselves into oblivion once their shelf life of six weeks was up (less if the title wasn't selling across the country). In this way, Spectrum land has lost quite a few unique games from its own hall of fame. Never fear, Crashed is here to correct this strange quirk of fate.

Armageddon Man is such a beast. Released in 1987 in a video case, a lucious full colour vinyl map of the world and two sheets of little stickers to plonk onto said chart; there's no need to load the game, just play with the stickers. Fortunately, the game is worth loading and shows the Spectrum off at its point, click and menu driven best. You're a little man, the Armageddon man, and it's your job to stop world wars, hunger and progressive American rock music.

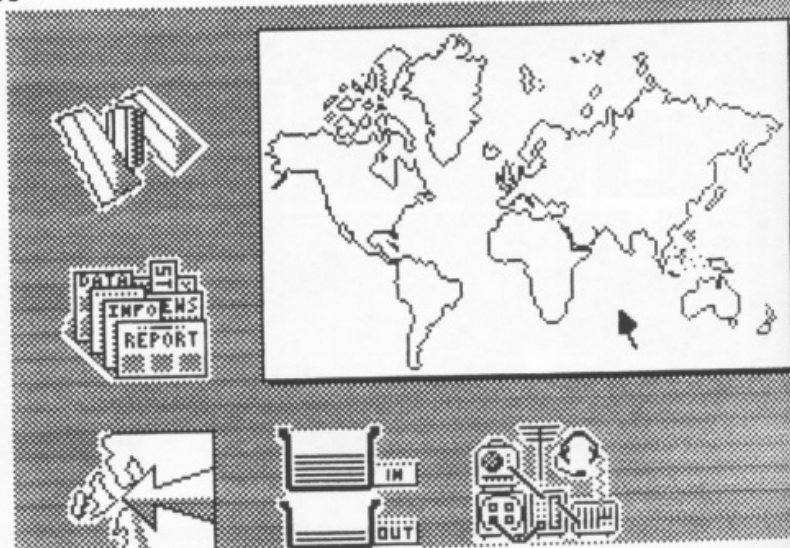We're all xenophobic at heart, even if the Lesbian thought police say we shouldn't be, we are, but compared to some countries, we're not all that good at it to be honest. How would you like to be a diplomat as well as a crafty tactician, telling countries off and even starving them of food and arms? All the people who bought and enjoyed this game have since started egotistical 'I'm great me' web sites so there must be some message here somewhere.

You can place listening satellites or laser defenses over rumbling territories, earhole into their radio transmissions, decipher coded messages and generally act like Mr.Important with a very small penis.

I'm not being funny but these Islamics don't half mix it. No sooner had I settled into my seat and the Islam people were expelling Canadian embassy officials and burning the American flag. That doesn't bother me at all, but then Japan started giving it the big one in Europe, and I'm sorry but I jolly well sent them a letter of reprimand and wagged a finger good and proper so I did. A week later and Europe was still smoking after a full scale nuclear attack. I think this game could be even harder than it looks. How do I keep everyone happy, fed and away from religion? Answer: you can't, human are arseholes the world over and you don't need a game to prove it.

The Crashed guide to hardware

Fed up with collecting the thousands of tapes? slink around to the art of hardware collecting. All values denote pristine fully working models, untouched by new Rom chips or badly made power switches held on with blu-tac. They come in very good condition original boxes with all the manuals and guarantee cards and not the shit you buy at boot sales for a fiver. Get your wallet out son.

RUBBER DUCKY

There are four different early style Spectrums to hunt down, otherwise known as the rubber key. Sinclair released both 16k and 48k versions of the hardware to target a wider range of pocket money and wage slaves. Memory different models are indentical but for a sticker underneath. There was a trend for 16k models to be sent off to specialist firms where the extra memory was fitted so this makes them even harder to track down in original condition. This involved adding 12 IC's and linking the extra memory with cowboy solder. You could always try removing it I suppose.

Spectrum 16k - £75
Spectrum 48k (grey keys) - £80
Spectrum 48k (blue keys) - £60

What difference can a colour make? quite a lot with the early Spectrum's and those with grey keys as opposed to blue should stand up and be counted. A re-think had to be made when people complained the grey key legends were difficult to see properly under certain light conditions. Another (large) run of collectors items had been unknowingly created.

GET HONKY

The ultimate early Spectrum to collect is the very limited edition white cased models, released to celebrate the 1,000,000th Spectrum rolling off the production line. These were not officially sold via shops but given as gifts to various software houses and individual programmers. To a fanatical collector, you could write your own cheque for one of these so no value is shown. Start the bidding at £500! If you're completely crackers you can also collect the different circuit boards. Sinclair persued a policy of continual product improvement so new versions appeared on a regular basis. Improvements included tweaking of the DC converter, more reliable protection

components, better ULA timing and interference supression coils. The rarest board is the issue 5, only 1000 were produced. Versions went up to 6A so best get your screwdrivers out and see what you got inside! Ho ho.

As a stop gap measure that bridged Xmas 94 and the in development 128k+, Sinclair repackaged the 48k in a QL style case. The rubber keyboard was replaced with the scrabble keys (we had a space bar at last and a few other extra things to press), two little legs could be swung out to raise the computer and there was a proper reset switch at last. Electronically it was virtually the same apart from an extra resistor.

Spectrum 48k+ - £60

TRIXIES BIG RED MOTORBIKE

The next generation Spectrum was given a surprisingly luke warm reception by the computer press, but the punters and programmers couldn't wait to explore 120k of banked memory, three channel sound, built in Ramdisk and a small assortment of basic utilities like a calculator. The sound chip was an old design but was cheap and plentiful (sounds like Clive doesn't it) and the big heavy heatsinc on the side made it look like a nasty evil tank of a computer. Surprisingly rare now in the UK, as when Amstrad took over and announced a new 128k was on its way before Xmas 86, the remaining 128k+ stocks were shipped off to Europe at slashed prices. Look out for estranged Spanish versions turning up out of the blue, you might even get the keyboard extension plug in too. You'll be lucky.

Spectrum 128k+ - £90

Alan Sugars' Amstrad made nasty cheap all in one hi-fi systems for people who couldn't be arsed with seperate amps and decks. So the 128k+2 became the bastard child of Sinclairs genius and the CPC 464. Actually, it's the best Spectrum of all. A superb springy real keyboard and built in tape deck to tidy up all those dangling wires and knackered old mono cassette players. Just don't mention Tottenham Hotspur.

Spectrum 128+2 - £70

SHAM 69

Hold your arses or poo will fly out. Amstrad were very pleased with Spectrum sales so they decided to re-write the Rom, squeeze in a disk drive that used industry non standard 3" disks and called it a Plus 3. They fucked up the sound chip circuit but wouldn't admit it, the tape interface was hindered by a 'special Amstrad lead', the I/O port was altered making it incompatible with existing add-ons and the whole thing stank of Octopus sick. Horrible horrible pile of crap, take it away.

Spectrum 128k+3 - £60

From the awful to the down right stupid. Amstrad decided that not everyone wanted a disk drive (who? we just wanted one that was better than yours) and released not one but two newer 128k's with tape decks instead of a disk drive. Instead of re-doing the original +2 which worked with all the old software, they based it on the altered +3, which gave people nothing but grief. Klinsman was right, these people are wankers.

Spectrum 128k+2A - £30
Spectrum 128k+2B - £30

THE OSMONDS

I can't spell miscellaneous at this time of day so we'll just do a quick round up of Spectrum related machines however thin the bloodline. Big bucks are calling for the ZX80 and especially the Jupiter Ace, the hobby come almost high street micro. Our old friend the ZX81 seems to have been forgotten by and large, that's not fair is it? The Sinclair QL should not be under-estimated, with a disk drive attached it goes like a barn door in a storm. The PC200? Hmmmm. The Sam Coupe has now failed at least three times to be anything more than an obsolete computer, and that was before they sold any. Format has finally realised it made a mistake dumping the Spectrum in favour of a white elephant. Is that soup in your beard or have you been dribbling again?

ZX80 - £250
ZX81 - £50
Jupiter Ace - £500
Sinclair QL - £80
Sinclair PC200 - £200
Sam Coupe - £100

Public Exposure

GOT SOME BLOODY CRACKERS THIS MONTH FRESH FROM THE LATEST SUMMER DEMO PARTIES ACROSS EUROPE AND BEYOND. ALL HAIL THE GASMAN, ALSO KNOWN AS THE MATTHEW WESTCOTT FOR THE SUPPLY AND DEMAND. PLENTY OF ADDITIONS TO LAST ISSUES DEMO CATALOGUE TOO! CRASHED AND DEMOTOPIA RUN TING IN THE HOUSE! BOOYUKKA!

MIND CONTROL / Crazytronic / 128 / 150kb

We've seen a fair few demos over the years, almost 1000 now, so when a title comes along that strikes us as being slightly different in content and style, it sticks out in a big way. Mind Control is demo of the year so far. Original graphics, superbly slick programming and a soundtrack that didn't take 30 minutes to create - this is it. For a debut demo it really is quite astonishingly good. Order your copy now and get a little bit of the Czech Republic in your soul. Crazytronic are now the names to watch out for.

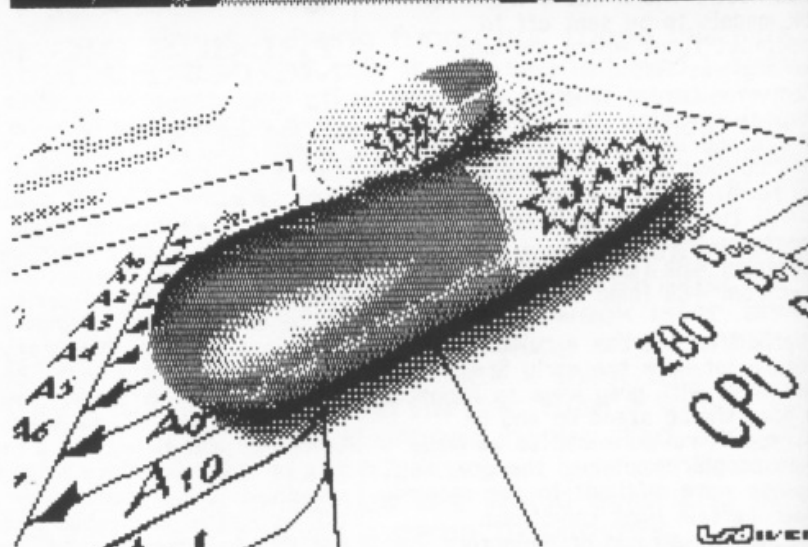## JAM / Digital Reality / 48u / 174kb

Right from the start you know you're in for one hell of a treat. Convincing scratchy film trailer effects and various geezers going all pointy handed rave dancing, yeah! I'm not sure if the demo is running properly this end as the 170k's worth seems all too short in actual content. Even so, to start off with two demos like this doesn't happen very often these days! Another essential must have, basically. We spoil you, we really do.

HAPPY 99 / Emage & Co. / 128 / 57kb

It's never too late to wish everybody a happy and productive new year, especially when you get a screen containing the most beautiful shade of brown you've never seen before from a decidedly non-brown Spectrum palette. These guys are Prodigy fans and let you know it very nicely. Why can't all demos be this good? A bit annoyingly flashy in a Flash command sense of the word, so don't watch it after a public house session. You've been warned.

FUDGEPACKER HARD ANAL / 48u / 80kb

A pre-release preview copy was at the Crashed HQ for ten minutes then we had to burn it in case Plod felt our collars. It's extremely unlikely that any PD library will risk stocking this one! But, if the subject at hand butters your toast then be informed that such material exists for your entertainment purposes. Original soundtrack too, a neck jerking tear up hardstepper. A shame that the puritans will hunt it down and kill it. Booooo!

Mind Control

Z80 CPU

Smack my bitch UP

PARADOX 99 SOUND & GRAPHICS

And as Hacker Donald (great name) fidgits nervously on his hard orange plastic school chair, just who has won the Paradox Internet only 99 demo party competitions for best Screen$ and best aural soundchip doodlings? I don't know, I don't think this is the finished results demo, just the screens and music tracks loadable from a Basic patch. Ooh ohh, results just in, Hacker Donald has come second last with his smiley face in the wrong colour and a rendition of Seven Tears by the Gombay Dance Band. The silly great twat.
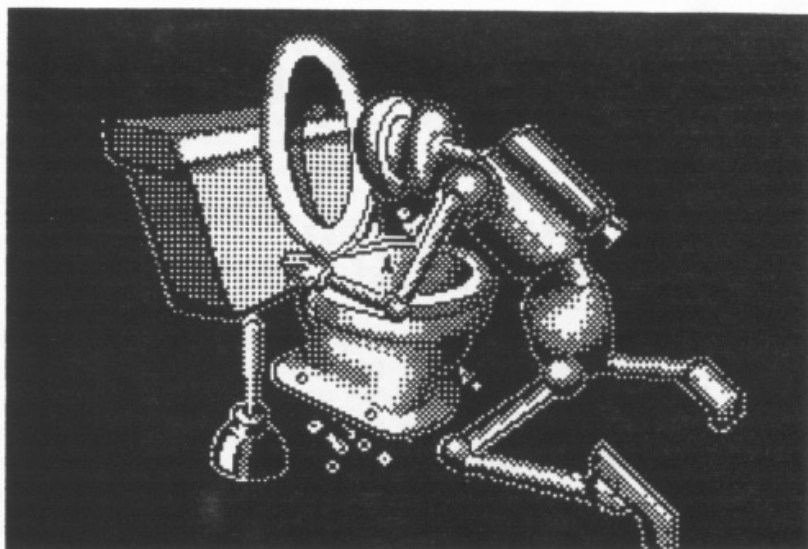
THE 512 BYTE DEMOS / Various

In issue 25 we brought you the perversity of the 4kb demo, and now they've gone completely mental because they've divided that by 8 and challenged coders to come up with the .5kb demo! This isn't perverse, it's just frightening. The winner has to be Millennium with its drum beats, ever changing graphical effects and speech... yes speech, all compacted into the size of an ants bogie. This must be the devils work.

LETHAL DREAM / Accept Corp / 128 / ??kb

Take a walk on the wild side with this moody little sod. The only screen worth printing on this page doesn't come out properly, so use your imagination and halve it again. What it lacks in style (apart from the groovy radar scanner) it makes up for it on the sound front. Average really then.

SEE LAST ISSUE FOR THE ENTIRE DEMO COLLECTION UP FOR GRABS FROM THE CRASHED DEMO LIBRARY OR TYPE IN www.demo.eu.org IF YOU'RE ON THE WANKY WIBBLY WOB. LESSER PD LIBRARIES CAN SERVERELY DAMAGE YOUR ENTHUSIASM AND ATTITUDE.

Make your own Fanzines

Wordmaster

STARTING THIS ISSUE, A DETAILED AND USER FRIENDLY EXPOSE ON THE SIMPLY WONDERFUL PCG DTP SYSTEM FOR SPECTRUMS. NEXT ISSUE WE'LL EXPLORE PAGE LAYOUTS AND GRAPHICS BUT FOR NOW, SEND OFF FOR YOUR FREE COPY OF WORDMASTER AND GET EXPERIMENTING.

At the heart of the PCG desk top publishing system lies Wordmaster (WM), itself an extremely powerful word processor considered by many to be superior to Tasword. It has the ability to store more than one textfile in memory and also to print graphics. Stand alone extension programs can also be loaded in, the most important of these being Typeliner (TL) which allows you to layout and design pages and Headliner (HL) which allows you to design large font 'headline' designs and simple graphical enhancements. As the system uses standard Screen$, graphics can be worked on in exterior graphics packages such as Art Studio or Icon Grafix and then ported in with the minimum of effort. Both TL and HL come with an extensive library of fonts, the best of which you've already seen in Crashed (unless you already knew, Crashed is created with Spectru'ms entirely on this system). Font editors mean you can customise existing sets or create new styles from scratch. It is probably the most powerful and impressive DTP suite available on any big three 8 bit.

To make your own fanzines, flyers, posters or newsletters using this free software giveaway, you'll need the following:
* Spectrum 128k
* Epson standard 9 or 24 pin printer
* (optional) +D interface or Multiface

Having a disk drive system is a major advantage, the more creative you want to be will obviously involve more manipulation of imported files, and the speed of disk encourages such creativity. For example, in creating this issues Classic software page (Laser Squad), firstly the game had to be screen grabbed at various stages. This was achieved with the snapshot button on the +D interface but can also be done using a Multiface. Both produce Screen$ files that can be manipulated in an art package if required, then introduced into the PCG with the HL extension. Obviously if you only intend to write letters or produce a text only product, this need not bother you at all.

When first loaded you'll be presented with a light blue screen and some options at the foot. This is the main menu page and everything from here is easily accessible. The first thing you'll need to do is to CREATE a textfile. Press C and you'll be prompted to give it a name. Title your file 'text' and press enter, you'll then find yourself in the text editor screen. Another press of the Enter key will enable you to start writing a few example lines. WM automatically wordwraps text as you type. To get back to the main menu press INV VIDEO then Q for QUIT. Back at the main menu there are several options:

(G)et file. As WM can have more than one file in memory, this option allows you to select which one. Files are not only text but can be different fonts, graphics and extension files, shown by the prefix. See GENERAL.
(S)ave file. Saves all files in memory to disk or tape.

(L)oad file. Loads a selected file into WM.
(GRAPH). Loads in a Screen$ file. See GRAPHICS.
(DEL). Deletes a selected file from WM. If un-named then the first file at the top of the list will be deleted.
(J) Link files. Will merge two selected files together.
(D)rive. Cycles through load and save devices. 1 and 2 are disk drives (or Microdrives), 3 is the in-built Spectrum Ramdisk and 0 is cassette tape.
(K) Catalogue. Lists all files held on a disk or internal Ramdisk in relation to the Drive setting.
(E)rase file. Erases selected files from disk or Ramdisk.
(Q) List. Lists all files currently held in WM. Always update this list after loading a new file/s.

Back in the text editor there are several more options so that's where we are heading again. Get your 'text' file and back we go:

(ENTER) Write. Puts you in text editor mode.
(Q) Quit. Returns you to the main menu.
(S) Save. To save the individual text file you are currently working on.
(R) Rename. To change the name of your textfile. It's important not to have two filenames called the same name as when you try to GET either one, the first in the list will be selected over the second!
(A) ASCII. This will strip a textfile of all printer commands and graphics instructions.
(C) Colours. You can change the colours of the paper, border and command line bars. Consecutive presses of C will cycle through all combinations for each area.
(F) Find page. Jumps to next 'text chunk'. See COMMAND LINES.
(P) Print. Takes you to the printer sub-routine. The options here allow you to alter general lines per page, print from selected lines etc. Printer users won't find anything they haven't seen before in Tasword etc.

Whilst in text editor mode there is a further sub menu (arrrgggghh) but don't let all these options throw you, it's more than likely that you'll never use most of them, but there they are and only go to make WM all the more impressive. So another deep breath and on we go:

(CAPS LOCK). Toggle set to upper or lower case as default.
INSERT MODE. Toggle the (EXTEND MODE) key to insert text inbetween existing text or to overwrite existing text.
FAST SCROLL. Handy fast scan of a large textfile. Press (SYM SHIFT+Q) to toggle on or off.
(GRAPH). Enables you to insert printer codes to trigger a new font or style direct to your printer. See COMMAND LINES.
(EDIT). This puts you in delete line mode, subsequent presses of the (DELETE) key will erase the current line. Press any letter to cancel delete mode.

(DRAW). Pressing (SYM SHIFT+W) brings up the block handling routine. This is used to move certain pieces of text to another area. Move the rapid flashing cursor to the start of the block of text to be moved and press Enter, repeat this at the end of the selected block. You will then be presented with options to Move or Copy the text to a new position using the cursor keys and Enter to finish.

(REM). Press (SYM SHIFT+E) to search and replace a selected word or string up to 64 characters.

(INV VIDEO). Escape current mode key.

(TRUE VIDEO). This is an important key as it inserts a Command line into your text. It appears on screen but not in your printed copy. See COMMAND LINES.

(AT). This is a word underline function toggle, press (SYM SHIFT+I) to underline current cursor word.

COMMAND LINES

Right, that's all the menu options explained, time to prove just how powerful WM can be with the Command Lines function. When you insert a Command using the (TRUE VIDEO) key, a coloured line (default yellow) will appear. You can insert a wide range of commands here to set different fonts (direct from your printer if supported), margins etc. All Command line instructions MUST BE in lower case or WM will not act on them. Time for another list methinks.

>reset - Resets your printer.
>elite, >pica - Two standard fonts supported by all Epson standard printers.
>cond - Condensed printing, letters closer together etc.
>large - Double width printing.
>wide - Double spaced printing.
>norm - Switches off condensed and large but not wide.
>nlq - Prints at the highest quality your printer allows.
>draft - Low-res test output copy.

You can combine these different printing effects, just remember you need a new command line for each instruction. For example, to print text in a large elite font, your Command lines should look like this:
>reset
>elite
>large
When you've finished in that particular style you'll need to switch off the effects with:
>norm

Simple page layouts can also be achieved direct from WM (the more advanced TL extension used to design Crashed will be discussed next issue) using:

>margin n, >column n - Where n is a value from 0 to 255. A standard margin value would be 8, whereas 0 or 1 would be far too close to the left edge of the page. Experiment here to find what looks best for you. A very important command is:

>form - This forces a form feed or starts a new page in other words. This function is used more within TL.

WM also supports text margin justification:

>fill - Fills out the text to equal left and right margins but some lines can look at little sparse when compared to others due to differing word lengths.
>left - Prints as normal with the right hand side looking 'ragged'. This page is left justified.
>right - As above but the 'straight line' emphasis is on the right. Suitable for addresses etc.
>centre - Centres all text on each line with equal gaps left and right.

For those of you with a printer manual, you can also directly tap your printers special functions. These could include printing special characters like fractions, complex font styles, line spacing or new character tables like Greek or Arabic sets.

>L n,n,n - Control codes can be unique to each printer as Epson standard only goes so far. Experimentation really is the key here, as you can have up to 16 values of n, and don't forget to >reset, especially when mucking around with this stuff or you'll end up wondering what effect is still at work.

User definable characters are also supported with the command:

>def x n,n,n - There are seven user defined chars available numbered 1-7 (x being the 1-7). Characters are called up by pressing (GRAPH) but first of course you have to define them with a command line. To print something like the letter A with an accent over it you'd define the codes 97 (for A), 8 (for a backspace so the printer could print over the A) and then the accent char code 94. Your printers may vary in actual code numbers. It's quite unlikely you'll ever use this function.

HEADERS AND FOOTERS

You may like to automatically add a chosen word or short phrase to each page at the top or bottom of a long textfile that prints over several pages. To do this you have to return to the Main Menu and create a new textfile with this word in (yep, just that word or words!). It might help to entitle it head or foot. Back in the textfile editor, you'll then need the Command Line:

>header (name), >footer (name) - Please note that the brackets shown here around the filename should be the rarely used straight line brackets found on Extended keys Y and U and not the normal rounder ones. I couldn't be bothered to fart about getting things right but it needed explaining anyhow. It won't work unless you use the correct ones. To turn headers and footers off at any point in the text simply enter the command lines >header off or >footer off.

To get really flash, headers and footers can also be left and right justified with the commands >headleft, >headright, >footleft, >footright. Don't forget to add the filenames as well and you can show off big time.

GRAPHICS

You can print out Screen$, enhance a page of text with a Screen$ or just a chosen part of a Screen$. Don't confuse this limited option in the word processor over the more advanced layouts available later on, but for an 8 bit word processor, this function is quite remarkable in itself! To print a graphic you first need to turn a standard Screen$ file into a filetype WM can understand and manipulate. Back at the Main Menu, press the (GRAPH) key and WM will urge you to load in a Screen$ file. After loading a new menu will be shown and a flashing box will be displayed partially over your Screen$. You now have to name and 'grab' the image using keys Q A O P to position the box and the cursor direction keys to enlarge or shrink the box capture area. Press (ENTER) to store the box contents as a file and that's the fiddly bit done. Sadly, the bottom two lines of a Screen$ are always lost, but you can remedy this by first altering a Screen$ file in an art package to move the important bits up if needed. It's annoying but there you go, it's a Spectrum innit.

Back in your textfile, graphics can now be displayed using the following Command Line:

>graphic x,y (name) - Where x is the width of the graphic (from 1-4) and y is the height (1 or 2) so you can have enlarged, stretched or squashed images too! The graphic of course will be printed wherever in the textfile the Command Line occured in relation to the other text (if any). Again, the brackets surrounding the filename are

to be found on Extended keys Y and U and not the normal ones on keys 8 and 9. You don't have to specify x and y size values, if you leave them out then a standard width 2 height 1 image will be printed, which should, depending on your printer, bash out what you'd normally see scale-wise from your original image. Printers with line feeds of 72nds of an inch and ESC "L" graphics mode are therefore the ones to use. You'll get no joy using a daisy wheel. My Epson LQ100 whips them off a treat. Star and Citizen printers are also highly recommended. What printers are you using? Everything working ok? A graphic won't be printed unless the filename is correct in the Command Line relating exactly to the one you created so check everything carefully. An Extension file called CUSTOM! could be used which in theory at least, should allow WM to work on any 9 or 24 pin printer as long as you understand printer codes and actually have a manual.

Want to print text alongside the graphic and beyond? No problem. Immediately after the graphic printing Command Line, you need to add another:

>**textleft**, >**textright** - Your text will now be printed to the graphics left or right. Another Command >**text off** can also be added at any stage of the process for exact layouts and the like.

Two more Commands can be directly linked to a graphic:

>**shaded** - Colours from the original Screen$ image will be represented as different shaded patterns.
>**ink** - Only those pixels from your original set to INK will be printed. Many Screen$ loading screens for example use PAPER to colour the background black - very nasty for over using dot matrix printer ribbons!

CONTROL CHARACTERS

And there's more! As well as using the (GRAPH) key to call up user defined print routines in a textfile, there are several text enhancements available with the greatest of ease that communicate directly with your printer (if supported) Press the (GRAPH) key then one of the following to activate:

E - Emphasised on / e - Emphasised off
D - Double strike on / d - Double strike off
I - Italics on / i - Italics off
S - Subscript on / s - Subscript off
↑ - Superscript on / s - Superscript off

To acknowledge the above modes, a small control character will be visible on screen as a reminder but won't appear on the printed page.

GENERAL INFO

WM supports up to 29,000 characters in any one textfile, which works out at about 5,000 words. The version supplied by Crashed is set up for a system using a Sinclair 128 or grey +2 with a +D disk drive or cassette tape as file loading/saving. It is also a 128k enhanced customised version allowing full use of the built in Ramdisk. For users with a +3 who wish to utilise their disk drive and Ramdisk, you'll need the 3" disk specific version (at time of writing I don't have this one) but is available from PD Power fanzine - see Postbox for address and send a SAE for details as he's as tight as arseholes. The last time I looked he wanted £14 for it, so I'll move on swiftly before I say something I shouldn't.

All files in Wordmaster have their own identity prefix and run as follows:

FILE - Text or graphic file
F-XE - Extension file
F-XN - Extension routine
Fnt3 - Typeliner file
Fnt6 - Headliner file
Fpge - Page layout

EXTENSION FILES

As well as Wordmaster you'll also find on your tape or disk several other files that can be loaded in as extensions. Most won't make a lot of sense at the moment so don't freak out on me man, stay cool. They are as follows:

Typeliner! - This is the desk top publishing code which you'll need loaded for next issue.
Headliner! - This allows you to design large text headings like the Crashed logo on the front cover. Get all the fonts next issue.
Pattern! - There are many fill and 'hatch' patterns inside Headliner to jazz up graphics. This lets you design your own.
Convert! - You can load up your own fonts and convert them for use in Headliner! I must try this one day...
Roll! - Scrolls up a Screen$ but I can't remember what keys actually do anything. So there.
Clear-all! - Very handy, when in memory you can 'get' this and it quickly clears all the files from memory.
Erase-all! - I'm just too scared to try this in case something very nasty happens.
Font-edit! - A font editor for tweaking up Typeliner fonts (you're looking at one now). Design your own sets and sell them to me.
Print! - Enables you to print out any graphic file without having to create a textfile and Command Line for it first.
Q+convert! - Converts Qualitas fonts into Headliner ones. What's a Qualitas font when it's at home?
Save! - Let's you save your own selection of files rather than the whole lot, this is more useful than it sounds.
Slideshow! - Loads up Screen$ files then flips through them one by one, just like your Dad used to do with his slides of the seaside holiday.
Custom! - Alter the printer codes so that Wordmaster positively hums when it's all working 100 per cent.
Back-up! - Makes a fresh copy of Wordmaster, probably only works from a +D or Microdrive from this version.
Ibm/type! - I think it's another font converter program, so if anyone has an IBM font, convert it and show me. Thanks!

STAND ALONE PROGRAMS

Just to really spoil you, there are two more programs worth a look. The first is **FONT6 EDIT**. Headliner fonts can be really huge buggers and take ages to knock up from scratch. Sadly there's no short cut here, it will take ages but at least you now have an editor to make them on. Ha! I'm always looking for new fonts for the DTP in Crashed, I might just slip you a porno mag in return for a tasty one. I deal in real currency see.

To finish this issues marathon top fuel three-pager event, have a bash with the **GRAPHMATE**. It's a dandy little graph and bar chart creator, the sort of thing that looks all grown up when you show it to the bank manager. There have been programs like this before in PD land but this one really knocks all the others into a cocked hat.

To bag this some say superb software giveaway, find yourself a blank C60 minimum tape or a formatted 780k +D disk, be kind enough to enclose a stamp to cover return postage and shove it off to the usual address. How about that then? Next issue we explain how to use Headliner and Typeliner just like the Daily Mirror might. Sort of.

THE CRASHED INTERVIEW

Peter Mella was the first to track down Spectrum hearthrob Matthew Smith in Liverpool. There was always going to be life after Jet Set Willy, so enough with the speculation and on with the facts...

The obvious one first, where have you been?
I stayed in Wallasey until January 95 when I moved to Holland. I was deported in October 97 and I'm now back in Wallasey.

Did you really go missing in the Lord Lucan/Shergar sense, or was it more a case of just keeping off the Net for a bit?
I was never missing. I was kept off the net originally by connivance and later by poverty. I now own my fifth modem and this is the first time I have been able to maintain an email account long enough for correspondence. This is thanks to Freeserve and to Telecom for the itemised bill.

Does the amount of speculation and attention about you on the web surprise you?
Yes I am surprised and flattered.

Have you seen Stephen Smith's "Where's Matthew Smith" site? If so, what did you make of it?
Yes I've seen the site. It was very helpful in finding Chris, Stoo, Marc and Steve Wetherill who worked with me. Most of the people who contributed to the site are genuine.

There are many rumours about your activities over the years. What's the truth (if any) behind these... You worked in a computer store down south?
False.

You worked on a RISC User stall at a computer fair?
False.

You rang the Caesar the Geezer show on Talk Radio when the subject was people who had been famous in the past?
False.

You emailed Andy Noble about his PC conversion of Manic Miner?
True.

You've been staying at a commune in the Netherlands and working as a motorbike mechanic?
True, but it was pedal bikes.

You've changed your name by deed poll to "Matthew from Earth"?
Not Deed Poll. I am Matt from Earth though. I thought it would save confusion with other Matthew Smiths. Matt is now no.6 most common boys name in the UK. The only other one I can think of immediately was the writer of the BBC cartoon Jamie and his Magic Torch. That wasn't me. I sign things Matt Smith, Matt Smith from Earth or Matt from earth. When I went to Holland I found that Van der Aarde is a fairly common name.

What's the daftest story you've heard about yourself?
I've heard some daft ones. Everything is exaggerated so much it sounds preposterous until the grain of truth is located. I'm not going to publicise the slanderous stuff which has left me poor all these years.

A lot has been written about the wild times you and your colleagues had while working at Software Projects. What's your side of this? And is the infamous "toga" incident true?
Yes, wild times. We rocked. Yes, I'm afraid I did wear a toga to several non-Roman events. It was in the spirit of John Belushi in Animal House.

How ground breaking was "The Mega Tree" going to be?
Megatree would have been mighty fine if we could have finished it. Nearly every idea surfaced later in 16 bit games.

Why did production of the game stop?
My partners were too impatient and greedy.

The biggest mystery amoung Speccy types is what happened to Attack of the Mutant Zombie Flesh Eating Chickens from Mars. The rumour is that it was finally renamed "Star Paws" and released on the C64. What exactly is the truth behind the game?
The version on Stephen Smith's site is accurate. Star Paws was the C64 version to be writen in parallel. However I was writing a Speccy game, and MM and JSW had shown that a C64 can't play a good Speccy game. The C64 programmer John Darnell went his own way and finished his version as Star Paws.
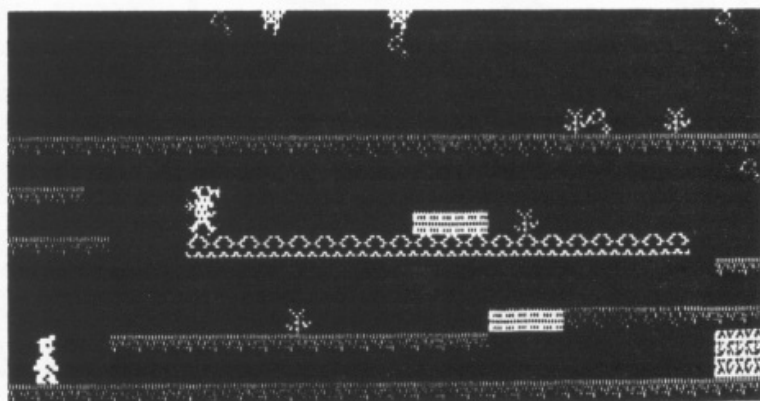
What was the game going to be like?
The game was a Speccy version of the Warner Bros RoadRunner cartoon. I started with the credits with all the music and the That's All Folks and everything. Then we lost the license to the cartoon and I had to adapt what I had. I fell out with Tommy Barton because he had my phone line cut. I found out later his son had run up a huge bill ringing wank-lines.

Another game of yours I keep hearing about is a real-rules Soccer game. How far did you get on this?
The Footy Game (called Footy) was a top down scrolling game like Kick Off or Sensi. The sprites were slightly bigger and had seperately animated limbs. The animation engine was complete but the AI never got written. The goalkeepers jumped up and down on the ball while all the other players ran around in a 5 yard circle around it. It was quite amusing to watch. The physics of the ball were accurately modelled. I abandoned the game while inputting 3D tables for every limb in every position for ball collision and control.

What software have you written since your days at Software Projects?
I have not had a decent machine for writing software. Everything I've tried to finish has become stuck due to lack of memory or a decent compiler or a working disk drive. When I work in a factory I'm too tired to write and when I quit the factory I usually start a new program. I thought this 486 I have now would last until I publish something but it's struggling.

Have you got any intention of writing any more games?
Soon, hopefully. If my machine was up to it I would be putting levels and monsters into Unreal or Quake.

What do you think to the video games market today?
There is too much distance between the producers and the consumers. Most people are afraid to try to program.

What's your view of the emulation scene? Do you object to people distributing your old games on the Net?
I only really care if they are making money. Then I want my share.

Have you seen the PC versions of Manic Miner, Jet Set Willy and Styx?
I've seen Andy Noble's versions of all but Styx. I think they are excellent and he has instinctively captured what I couldn't convey to the C64 programmers. Chris Lancaster (first relected version) and the equally bad published version.

Why do you think that Manic Miner and Jet Set Willy are still held up as examples of video game excellence today?
They were deceptively simple to play. The colours were bold and steady. There were no visible objectives. There was incentive to progress (no level codes except for the cheat tho'). The tune was jolly.
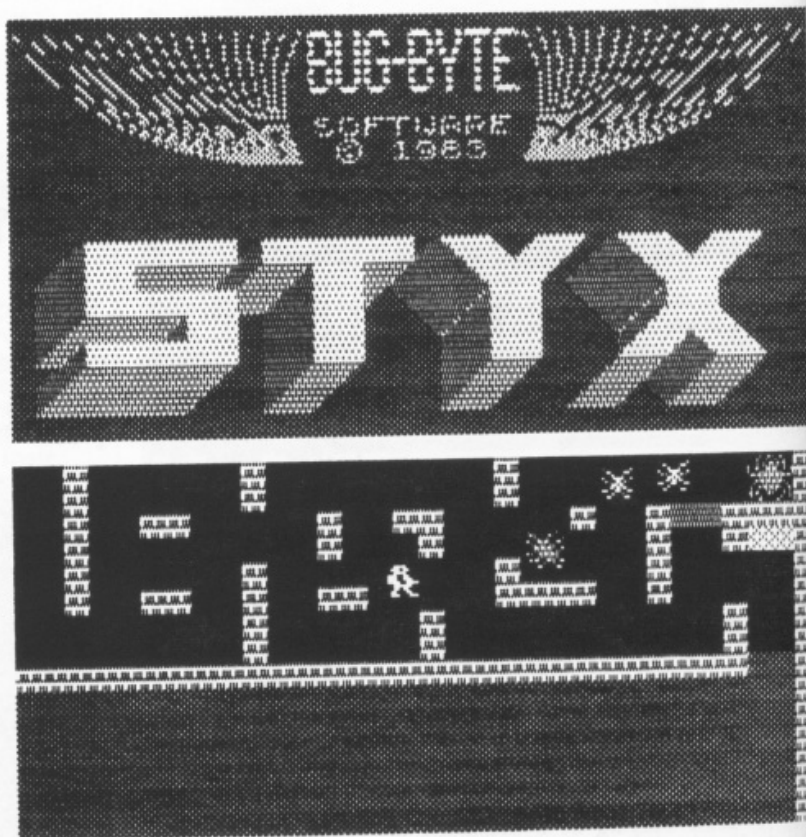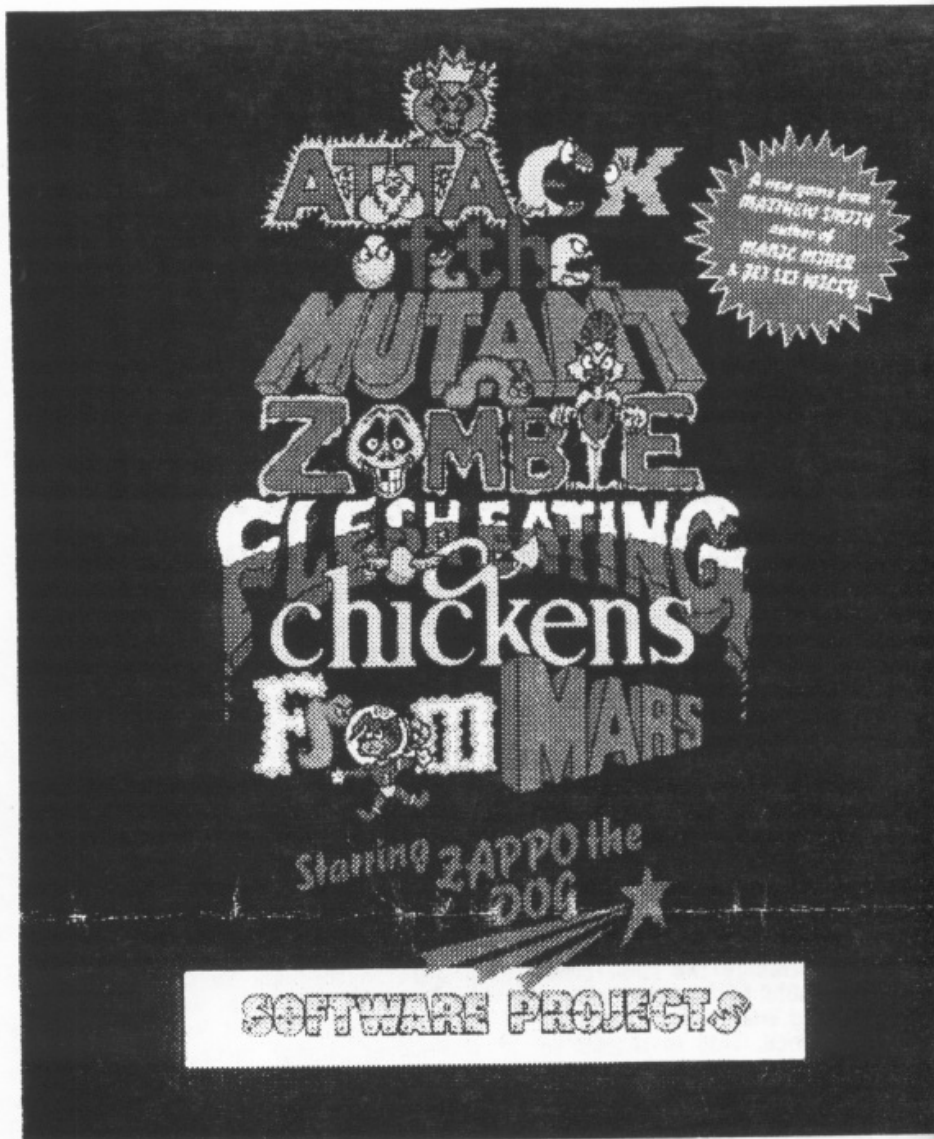
Have you got any big plans for the future?
See my site at http://www.the-good-stuff.freeserve.co.uk

Finally, any comments about your days as an 8-bit megastar?
I wish I'd been sober in the morning more often. I would not go into business with non-programmers again unless I had 51%

Large thanks to Pete for letting us re-print his interview with a Spectrum legend and to Matthew Westcott for hassling Pete in the first place on Crashed's behalf. Respect is due, large it and ting. (Continued - council estate teenagers mobile phone conversation).

Pete Mella can be contacted at www.pmella.freeserve.co.uk/copy-of-the-spectrum-site/index.htm
...Whatever that means...

TECH NICHE

MISERLY PAUL IS TAKING A LITTLE REST TO COUNT HIS POUND COINS, SO HERE'S ROBERT SPEEL AND SOME TIPS ON CONVERTING ZX81 PROGS TO SPECTRUM ONES.

Athough ZX81 Basic is essentially a sub-set of ZX Spectrum Basic, there are several significant alterations which have to be made when converting from one to the other. For our purposes we can divide programs into three catagories:

a) Programs consisting mainly of words and calculations. The mathematics, PRINTing and string commands have altered little, and many Adventure type games, mini word processor, mathematical and quiz type programs can be virtually copied from the ZX81 listing with only a few modifications. These types are also easy to convert from Spectrum to ZX81, bearing in mind memory limitations.

b) Programs which are mainly words and calculations but with supporting diagrams. Here there is some difficulty in conversions, and often it is simpler to devise a new routine on the Spectrum to replace the old graphic routine.

c) Programs highly dependent on moving graphics or pictures. To convert these you usually need a very clear idea of exactly what the program does and what it shows on the screen.

Here is a list of conversions which you may need to make when translating to Spectrum Basic.

PAUSE - To Pause until a key is pressed on the ZX81, PAUSE 40000 (or any number larger than 32768) is used. This should be changed to PAUSE 0. The screen gives a flicker when PAUSE is used on the ZX81, and often is avoided and an empty FOR-NEXT loop used instead.

SLOW and FAST - The Spectrum operates at the speed of the ZX81 in fast mode with the steady display of slow mode. For games using animated graphics, you may need to slow down the program on a Spectrum. Do not use PAUSE, because this will not work when a key is pressed; use instead an empty FOR-NEXT loop, e.g. FOR F=1 TO 20: NEXT F. You could also use BEEP statements.

SCROLL - The Spectrum scrolls automatically, which is all very well, but there is no Scroll key! This is a nuisance in games which rely on scrolling when the screen is not full. Fortunately, there is a POKE we can use which allows for scrolling without the 'scroll?' message appearing then we need to PRINT too much on screen so that we force a Scroll. Replace each SCROLL with:

POKE 23692,255: PRINT AT 21,0: PRINT

PEEK and POKE - In many ZX81 programs you will see commands such as

PRINT AT X,Y;
LET A$=CHR$ PEEK (PEEK 16398+256*PEEK 16399)

Addresses 16398 and 16399 hold the address of the screen position last PRINTed at, so PEEKing this value gives the Code of the character at that point. Conversely, POKE (PEEK 16398+256*PEEK 16399),N Pokes the character with code N into the screen.

On the Spectrum the PEEK can be replaced with LET A$=SCREEN$ (X,Y) which gives the character at X,Y or LET A=ATTR (X,Y) which gives the ATTRibutes of the character. To replace the POKE is awkward as the characters on screen are stored in an odd way in the Spectrum. You will have to use PRINT AT instead of a POKE command.

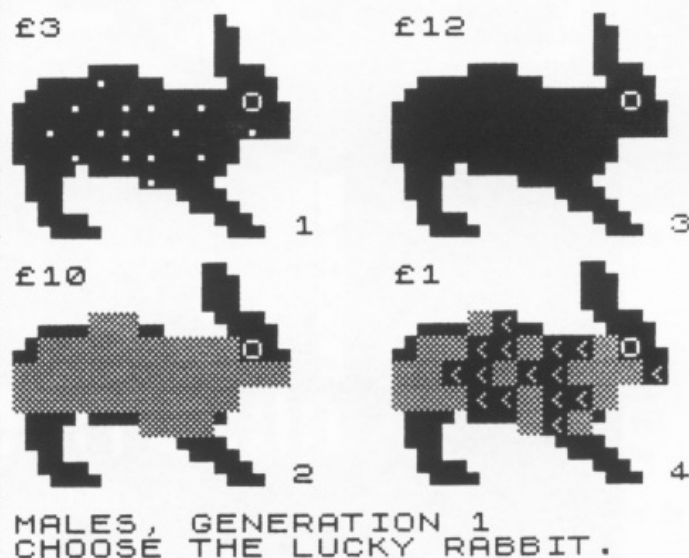TIMING - On the ZX81 timing routines may be made by altering a variable every time a loop is executed. This may be slowed to a convenient value (e.g. one loop per second) with a PAUSE or a dummy command such as LET A=RND. Alternatively, a systems variable called FRAMES (PEEK 16436 +256*PEEK 16437) may be PEEKed at intervals. This is used with PAUSE, and can accurately keep time for up to eleven minutes before needing to be reset.

On a Spectrum, these timing devices can be replaced by the Spectrum FRAMES, which, as it is a 3 byte counter (PEEK 23672+256*PEEK 23673+65536*PEEK 23674), will give the time in 50ths of a second for nearly four days before running down. Remember to POKE these values to zero when starting the timer. Also, PEEK these values twice and take the larger value to get the time.

It is a good idea to compact ZX81 programs by putting several variables in one multi-line statement rather than using one variable per program line. Small FOR-NEXT loops, dimensioned strings and other routines can be conveniently reduced to fewer lines.

PLOT and UNPLOT - The ZX81 PLOT uses pixels which are one quarter of the size of a character square. This gives 44 rows and 64 columns of PLOT co-ordinates. On a Spectrum, the PLOT command uses high resolution - 256 x 176. This means that fine lines, circles and great detail can be added which would be impossible on a ZX81. Problems arise when converting the large ZX81 plotted points to the finer Spectrum points. If the ZX81 is using a routine to produce graphics, you may be able to replace these with the DRAW and CIRCLE commands. Try replacing the ZX81 routine with a PRINT AT routine. By using PLOT OVER 1, unplot can be achieved on a Spectrum.

Now add colour, sound and little UDG's that look like big cocks.

MALES, GENERATION 1
CHOOSE THE LUCKY RABBIT.

Top ZX81 rabbit breeding sim hardcore business strategy, Rabbits, yesterday.

Sinclair Years 1984

George Orwell didn't quite hit the nail on the head but seeing Suzanne Hamilton naked as Julia made up for it and no mistake. Things are really hotting up now, consoles found themselves shunned underneath the bed in favour of computers with keyboards (the games were better now too). Not a month went by without a new standard being set in game development, Space Invader clones had become so out of fashion even Birmingham people stopped wearing flares. The public wanted fresh original ideas that allowed them to do something else other than shoot or jump onto things. And dykes on a bike, that's exactly what the programmers wanted to do as well.

Ground breakers did not hide themselves, titles like Movie, Lords of Midnight, Match Day, Mugsy, Skool Daze and Cyclone sold thousands and pushed our expectations ever higher. The downsides included Mastertronic flooding the market with cheap badly written throwbacks and the whispered mutterings of a new 16 bit industry making our new found joy almost obsolete before it had really got its arse into gear. Oh fuck that, we were all too busy waiting with baited breath to see if Elite on the BBC was going to be converted for Spectrums. In the meantime I could play with the Specdrum digital drum machine, knock up Quill adventures and send my made up high scores into Sinclair User.

NEW MACHINES

SINCLAIR QL: A real keyboard of sorts welcomed the 16 bit twin Microdrive 128k Spectrum. Sort of. Powerful machine hindered by little third party software support and an initially bugged Rom. Took on the IBM and the BBC B and lost both wars - more handbags at dawn really.

AMSTRAD CPC 464: Innovation and competence from Alan Sugar at Amstrad. Handsome computer packaged with its own green screen or colour monitor lept straight into third place behind Spectrums and C64's. An underated machine that ultimately suffered due to a late starting position and it's own younger brothers to come.

COMMODORE +4: The yanky element spotted the QL developments and plugged for their own super home business computer. In an interesting move, this new model was compatible with the C16 but not the C64. Hmmmm. Crude application software and no games to speak of. See you next Tuesday.

SINCLAIR SPECTRUM+: A new case, QL style keyboard and a reset switch at last. Hurrah! Don't worry kids, all the old games still work, we only have to wait another year for that particular fuck up.

MSX (VARIOUS): Toshiba, Sony, Yamaha, Sanyo, JVC and many other Japanese firms all built different 8 bits that could all run each others software. What a great idea, so great that the capitalist pig west didn't quite know what to make of such a radical gesture.

Next issue: The Golden years?

Scientists, seemingly unaware that the Earth has had a changable climate since time began, warn people of the Greenhouse effect they've just invented.

National Miners strike begins except in Nottinghamshire. Little did these passionless scabs know that in 10 years time they'd all be driving mini-cabs and denouncing their hero Thatcher as a stinking fibbing witch. Har hardy har har!

Eric Morecambe, aged 58 and leading Vic Reeves impersonator, dies from a heart attack at Tewkesbury, condeming Little Ern to annual appearances on Celebrity Squares and Blankety Blank.

Robert Maxwell buys the Mirror Newspapers Group for £113 million.

Lady Di, now looking at cameras from under her fringe more than ever, gives birth to her second tax sponger, little Harry Charles Albert David.

Failed pub rock band Boomtown Rats singer Bob smelly Geldorf, forms Band Aid to help famine victims in Ethiopia. Meanwhile, old people die of cold and youngsters sleep rough in Britain as per usual and no one gives a flying fart.

A Brighton hotel is blown up. By a strange coincidence it was occupied by the Conservative party. They just missed blowing Thatchers tits off but at least got Tebbit and his slag plus 35 other bastards.

All the queers in the media start whining that they can't shag anything that moves any more because HIV+ and AIDS is becoming a real problem. Tie a knot in it ducky.

A thunderbolt hits York Minster and causes £1 million damage. The weather system works in mysterious ways.
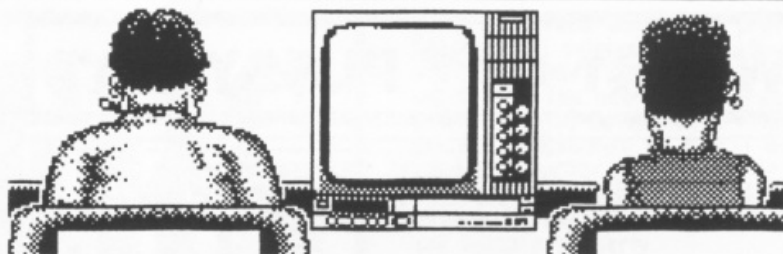
A Libyan shoots an 'innocent' police woman. Meanwhile her facist colleagues continue pushing innocent people down the stairs.

QUESTPROBE FEATURING SPIDER-MAN

He did whatever a spider could you know, except have 100 babies

top telly totty

RICHARD: Good morning boys and girls, and welcome to Dicky and Daves Top Telly Totty. It's a brand new show where we discuss at great length and with no detail spared, girls we want to shag off the telly.

DAVE: Yes friends, everything you wanted to know about Konnie from Blue Peter and the girl sitting in the audience on Jerry Springer 12/4/97, this is the page for you. It's very much your column so do send in details of your favourite birds you want to shag off the telly. Tell us when they are on and we'll print a picture of them and make lude suggestions.

RICHARD: Indeed we will Dave, and not just any old picture. We'll be using an obscure Dutch video digitiser to give it that special Spectrum flavour you all know and love. Right kids, without further ado its time to get stuck into Birds we all want to shag off the telly.

DAVE: Phillip Starp from Exeter writes in with an interesting one Dicky.

I RECENTLY SAW A FILM CALLED FATHER HOOD ON ITV AND THE BIRD LOOKED LIKE THE BIRD FROM SLIDERS, THE TV SHOW WHERE THEY TRAVELLED THROUGH PARALLEL WORLDS BUT ALWAYS HAD MONEY AND NEW CLOTHES.

RICHARD: The bird in question is Sabrina Lloyd, and I for one would tip toe through a Frenchmens diarrhoea in bare feet just to sniff her dangling tagnuts. She's a honey and a half and no mistake. Sabrina appeared in Father Hood shortly before landing the role in Sliders. She was 23 at the time but played a teenage runaway.

DAVE: Christ almighty, that's a doozy of a situation!

RICHARD: You can queer me up sideways if you're not wrong there. Here's a lovely shot of Sabrina Lloyd, a bird off the telly I, in particular, really want to shag very hard indeed.

She's currently starring in a comedy show over in the states called Sportsnight. It's not very good and probably won't make Channel 4 over here, but she looks so pretty and nice I just want to stalk her until she starts crying.

DAVE: That was great Dicky., brilliant to hear that a naff sci-fi show does hinder your career. And by the way boys, she's married so no tippy tappy on the old pubic hair. Now an E-mail from Larry all the way up there in Inverness Scotlandshire...

I REALLY MISS VIOLET BERLIN AND HER CHEEKY GRIN OFF THE TELLY. CAN YOU TELL ME WHAT SHE IS DOING NOW AND WHEN CAN I SEE HER ON THE TELLY AGAIN. I THINK SHE IS REALLY LOVELY AND NICE AND I WOULD LOVE TO KISS HER ON HER LOVELY BIG BOTTOM.

RICHARD: Now I know for a fact this is your territory Dave so let's hear some top Violet Berlin news.

DAVE: Yes, Violet and me go back a long way. I was probably the first bloke to have a hand shandy at her expense from Bad Influence days. If any one has a video of the last show where she shaved her hair completely but for a little tufty bit at the front, there's £25 in cash waiting for you. Here's the delectable Violet bent over a desk at Yorkshire TV.
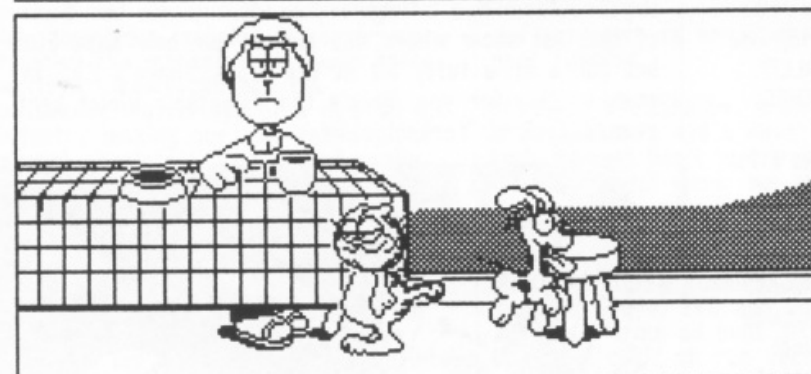

RICHARD: Blimey Dave, you can just imagine what she's asking us to do there mate, and I for one would not shirk my duty to hot sticky toffee pudding.

DAVE: No stoppit, don't get me started you big yahoo. She has just finished a run on Childrens ITV with funny man Gaz Top and also did a retro moon landing special being all serious. Look out for more slightly boyish yet impishly girly Violet shortly, she's a hot Crashed babe and what I wouldn't do to er, buy her flowers.

RICHARD: Boy, I wish we had the entire fanzine space to talk about girls we want to shag off the telly.

DAVE: Hmmmm....I don't see a problem with that.

SWEARY CAT PUSSY CAT

WHAT ARE YOU UP TO TODAY SWEARY?

GO SUCK YOURSELF OFF

NEXT ISSUE

There will be nothing about the new man made Millennium at all, which actually starts the year after, not a pork sausage, you can suffer that irritating crap elsewhere and everywhere. Hey Old Father Time, we are waving our big bums in your face like we just don't care!

ISSUE 28
OUT NOV 12th
PRICE £1.50

Title	Year	System	Size
128 DEMO 3 / Mac,Amst	89	48u	32k
ANIMANIACS / A.Koutsoudis	--	128	42k
BLUE SKY DISCOTECH	--	128	35k
BOPOH 1 / Copperfeet	98	48u	7k
BOPOH 2 / Copperfeet	98	48u	24k
C8R 3 / Cobra,Jrsch	94	48u	35k
CHESSMANIA / SS	--	128	1k
CHRISTMAS DEMO / H.Chris	89	128	24k
CLONE / Zero Team	99	128	12k
DEMOBIT 95 GRAPHICS / SS	95	128	33k
DEMOBIT 95 MUSIC / SS	95	128	23k
DESTRUCTOR MORTAL 48k	94	128	8k
DIGIPORN / Knudde	85	128	31k
DIVE / Computer Rats	99	128	16k
DO WHAT I SAY / Accept Corp	99	128	12k
DOXYCON 99 GRAPHICS	99	128	45k
DOXYCON 99 INTRO	99	128	4k
FAST CODED / Vitaly,Cris	96	128	34k
GARFIELD / F.Dezsenyi	--	48u	32k
GRAND MIX / The DV8	89	128	25k
HAPPY 99 / Emage	99	128	57k
HAPPY DAY TO YURIK / O3epo	95	128	58k
HELP THE DOCTOR / The DVB	89	128	15k
IN MACUCHS WORDS / H.Donald	--	128	8k
INVADERS / A.Koutsoudis	--	128	69k
JAM / Digital Reality	99	48u	174k
LAST DEMO / Terminator	90	48u	23k
LEATHAL DREAM / Accept	99	128	
MAD GUYS INTRO 1 / Mad Guys	91	48	9k
MAD GUYS INTRO 2 / Mad Guys	91	48	8k
MAD GUYS INTRO 3 / Mad Guys	91	48	9k
MAD GUYS INTRO 4 / Mad Guys	91	48	10k
MAD GUYS INTRO 5 / Mad Guys	91	48	8k
MIND CONTROL / Crazytronic	99	128	149k
MOUSE / Eddie, Tom	91	128	21k
PARTYZANS / J.L.	99	128	14k
PSYCHO SONIC / Omega	97	48u	176k
PURV / The Purv	--	48u	11k
PYLDRO / Tornado	--	48u	48k
RENT / Cool Guys	--	128	47k
RESEARCH LAB / T.Greer	--	128	14k
RISE TRACKMO / Global	97	48u	71k
SAMANTHA FOX 2	--	128	47k
SAMURAI DANCING / A.Koutsdis	--	128	70k
SCRAMBLE / Wiseman,Catman	--	128	33k
SGT PEPPER 8 / Sgt.Pepper	89	128	98k
SGT PEPPER 9 / Sgt.Pepper	89	128	81k
SKY 128 / Hacker Chris	88	128	41k
SPACE DEMO / Attosoft	--	128	17k
SPIRIUS / Mayhem	97	128	54k
SS MEGADEMO / SS	--	128	44k
STRANGER / Jim Goer	90	128	32k
TYRANNY / Syndrome	98	128	66k
ULTIMA 2 / Ultimate Hackers	88	128	16k
USUAL SUSPECTS / Smokers	--	128	31k
WITHOUT NAME / Worms	89	128	16k
ZERO INFO / Zero	98	128	14k
ZOOOOOOM / Omeron	99	128	2k

TOTAL DEMOS IN CRASHED DEMO LIBRARY = 990

LETTERS

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

A mixed post-bag this month folks, pass the muffins Vera, ho ho, I think I'm turning into a Spectrum UK Editor... I need a shoe horn this month to fit the best ones in. Well, if you don't want to be famous mark your letters Private.

Dear Crashed,
You may get a kick from always being able to make a smart arse reply to peoples letters but just to let you know that it discourages people to write in the first place and it's just not funny (although you and your mates obviously find it hilarious). I had a valid point last issue and you lost the argument and just made fun of it. I asked for my money back and you didn't send it to me. I want it back, its my money. I wrote to your printers telling them that Crashed is an obscene publication and they should not get involved with it and am still awaiting a reply but I think you'll need a new printers after that. Keep laughing David, you'll need a sense of humour in prison.
L.Murray, Leicestershire.

I think the printers prefer £750 per year from me than an ignorant ill-informed letter from a catalogue trouser wearing twerp. And don't call me David.

Dear Crashed,
I had to laugh at that letter last time, was it for real? I don't own a Speccy anymore but I picked your zine up at the Retro shop and enjoyed reliving some old memories. One day I'll have to get one again, any chance of lending me one now and a selection of games!
Matthew, Kentish Town.

I'm not clever enough to make letters like that look as ignorant as that one did. If you were in the retro shop, why didn't you treat yourself?

Dear Crashed,
Had a great day at Greenwich. Went by train all the way, had a drink in your favourite pub, admired your corner although you weren't in it. Ate our sandwiches in the park, saw the new bit of the Maritime Museum, took a boat to see the Barrier and inspect the Dome progress. Then took another boat to Westminster and walked over the bridge to Waterloo. Pleased to find English spoken on the train going back, hardly heard a word of it all day, the place is full of tourists!!
Joyce Cook, Trowbridge.

I must have missed you by mere hours, by a strange quirk of fate I went on a pub crawl through Lewisham and Deptford and hit Greenwich at half nine. Walking funny.

Dear Crashed,
I was surprised to find Spectrums still being written about, are there any other things around I should know about? I used to buy Outlet years ago but I don't suppose those guys are still at it. Enclosed are some old 3" disks I found under the bed, any use? I sometimes use my PC for games but mainly when the wife is out, otherwise I have to pretend I'm working out budgets and seating plans for weddings. We are married already, it's my job.
Ken Janerly, Glasgow.

Study the back page. I'd say the reviews we give other fanzines and user groups are pretty fair, I've not had anyone trying to stab me yet anyway. Write to as many as possible, especially Outlet.

Dear Crashed,
What has a kitten got to do with computers? I thought the middle pages were wasted with the long lists, maybe you could have something more interesting next time. I can't think of anyone who would prefer a list over an original article. Overall well worth a pound I'd say, too much swearing... The new games around don't sound as good as the ones released in the mid eighties to be fair. I wouldn't mind writing the odd review or something if needed, it would be interesting to see the new stuff up and running properly.
Ben, Southport.

The kitten was miaowing defiantly at Mr.Brown's Cat Farm in Hillgrove. The largest ever published archive of Spectrum demos is quite a valid list, as far as lists go that is. And you owe me 50p. I don't ask people to send in contributions unless I ask them, if you get my drift.

Dear Crashed,
What is a Sam Coupe?
Allan Bairstow, Leeds.

I give up, what is it? Here, your name nearly sounds like bastard. That's pretty cool.

Dear Crashed,
I put up an advert for Crashed 26 the other day on comp.sys.sinclair, so the orders should be coming your way soon.
Gasman, Chorley.

Like fuck they will. Computer nerds can't hold fanzines made out of paper, the strain would push their balls out of whack.

Dear Crashed,
Are you on the Internet? Please mention your e-mail details so I can drop you a line.
Clive Gedge, Woking.

Can you shit your teeth after I've smacked you in the mouth?

Dear Crashed,
Please print this picture of me and my brother playing with a Spectrum whilst being filmed on video and directly digitised on another Spectrum at the same time! Beat that!
Robert, Tom Bestwick, Long Marston.

That's a PC keyboard you four-eyed cunt bubble. See what I have to put up with?

POSTBOX

WHAT'S GOT TWO LEGS, WEARS HORRIBLE V-NECK CHRISTMAS JUMPERS IN AUGUST AND NEVER BOTHERS TO GET IN CONTACT WITH OTHER SINCLAIR FANZINES AND THE LIKE? YOU PROBABLY. SO WHAT ARE YOU GOING TO DO ABOUT IT? NOTHING AS PER USUAL...

THE SMALLER REVIEWS SECTION

PD POWER
United Amstrad User Group
A5 fanzine
Price: £1.70

Calling itself the UK's No.1 mag, the best value mag and the best read on the Speccy scene really is making a rod for its own back. It will come as no surprise that PD Power fails on every count in a very glorious foot shooting exercise, for it is currently limping in last place, and would be fourth if Hackers Hangout was an applicable all rounder. PD Power sucks ass.

Issue 35 from July weighed in at 40 A5 pages, eight whole pages were advertisements, eight more taken up by software lists, 5 pages featured how to (vaguely) build your own anemometer (no missus, don't all orgasm at once), two pages were lifted from a very old issue of Outlet reviewing the TK50 toolkit, half the news struggled to maintain a Spectrum flavour and the other half was lifted from an old Crashed. The contacts section is severely out of date, there were no new games featured and no new demos mentioned. These are the facts ladies and gentlemen, and that rod is sticking out so far you could hang a weeks washing on it. If it wasn't for the embarrassing self promotion, PD Power would be a gentle, if all too thin on actual content, innocent stroll for those who didn't know any better. This fanzine really needs an awful lot of work to keep current readers interested and to encourage new ones. It looks great but there's nothing in it, a bit like Anthea Turner. Please order a copy now, you need to see for yourselves just how impotent and pedestrian a computer fanzine can be.

RIBBONS AND THINGS
Printer consumables

Now this is the business. Like myself you probably pop into Office World or the local bulldog clip shop and ask if they have a couple of ribbons for your obsolete Star, DMP, Epson, Citizen, Brother printer, only to be told that the laser cartridges are over there love, and they point whilst still doing something else. You need a long established firm called Ribbons And Things. I'm not too sure what the things are but I need the ribbons. Excellent prices and a fast efficient turnaround, just like small excellently run businesses used to be. Ah the memories.

PERIODICALS - MAGAZINES - FANZINES - MANUALS

ALCH NEWS: 62 Tithe Barn Lane, Sheffield S13 7LN.
-Tape/diskzine. Spectrum/Z88. Price: £1.00
CRASHED: 11 Camel Road, Silvertown, London E16 2DE.
-A4 fanzine. Spectrum. Bi-monthly. Price: £1.50
DESERT ISLAND DISKS: 32 Dursley Road, Wilts BA14 0NP.
-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.
-Diskzine. Spectrum. Monthly. Price: £3.50 (to Dec 99)
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 SUPPLEMENT: 37 Parker Street, Walsall WS3 2LE.
-Diskzine. Sam Coupe. Occasional. Price: £2.00
SCENE+: PragerstraBe 92/11/12, A-1210 Wien, Austria.
-Diskzine. Spectrum. Bi-monthly. Price: £1.00
THE SPC: Im Tannenforst 10, 51069 Koln, Germany.
-A5 magazine. Sam/Spectrum. Monthly. Price: Annual £13.00
THE SUC: 6astacksrstr 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.
CHIC COMPUTER CLUB: PO Box 121, Gerrards Cross, SL9 9JP.
-Spectrum and most other 8 bit computer groups.
CRASHED PD: 11 Camel Rd, Silvertown, London E16 2DE.
-Spectrum public domain library. (Full library Jan 2000)
PRISM PD: 13 Rodney Close, Bilton, Rugby CV22 7HJ.
-Restricted access Spectrum public domain library.
WOMO PD: Im Tannenforst 10, 51069 Koln, Germany.
-Sam Coupe and Spectrum public domain library.

REPAIRS - SPARES - SHOPS

CEX RETRO: 143 Whitfield St, London W1P 5RY.
-Buyers and sellers of collectable 8/16 bits etc.
HEATH COMPUTERS: Unit 3, Speedwell Trading Est, B11 2AT.
-Birmingham based 8 bit computer repairs.
RIBBONS & THINGS: 8c Treefields, Buckingham MK18 1BE.
-Ribbons for most if not all dot matrix printers etc.

DO YOU DO SOMETHING WORTH LISTING? GET IN TOUCH.
POSTBOX IS UPDATED EVERY ISSUE.