

IT'S THAT TIME OF THE MONTH AGAIN...

CRASHED

ISSUE 15 •
JULY '96 •
£1 •

WILLY'S BACK!

ON THE CRASHED COVERDISK
see page 4

Spec On
The Net

Gloucester
Report

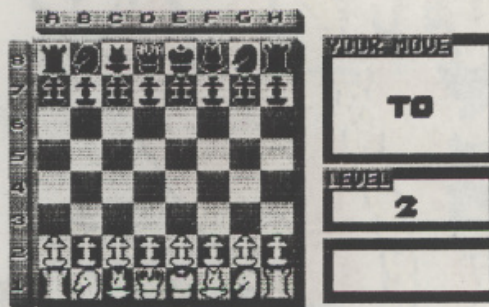
SAM & Spec
Reviews

AND MUCH MORE in the World's best SAM and Speccy magazine...
The Crashed Interview, Going Underground, Public Exposure - inside!

NEW STUFF

CHESS MATE.

CHESS MATE is the first, and probably the only chess game that will ever appear for the SAM, it is a joint game between Jupiter and Quazar. It has 16 bit sound (with the Quazar soundcard), 8 skill levels, choice of who starts, let the computer move for you and take back move. All this, together with the many computer opening moves make it one of the most addictive games on SAM. CHESS MATE is out now, and costs only £9.99



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

PROGRAMMING IN SAM C.

PROGRAMMING IN SAM C is a book all about, well, Programming in SAM C. The book has nearly 60 pages, including nearly 20 pages of source code, which includes examples of many different routines (stars, scrollers etc.), plus a couple of full games. Also included, for completeness, are printouts of all the header files (more up to date than the C manual).

We wrote the book not to make a profit - we make about 50p per book, but to help others to get to grips with SAM C and encourage them to use it more.

PROGRAMMING IN SAM C costs a mere £5.00 and is available **only** from Jupiter Software.

BURGLAR BOB (sorry, not much space for a description)

Burglar Bob is our latest platform game. It has four large levels of increasing difficulty, two scenery graphics sets and a completely wacky style of playing (try not to kill the nasties!). Burglar Bob costs only £4.00

BARGAINS

We have reduced the prices on all of our older software titles:

NAME OF ITEM.	OLD PRICE	NEW PRICE	NAME OF ITEM.	OLD PRICE	NEW PRICE
AMALTHEA	£10.00	£5.00	MEGABLAST	£2.50	£2.00
CRAZYBALL	£2.50	£2.00	MUNCHER	£4.00	£3.00
INVADERS	£4.00	£3.00	BOMBS AWAY	£6.50	£3.00
LABYRINTH	£4.00	£2.00	TRANSLATOR	£6.00	£4.00
BLAZING TANKS	£2.50	£2.00	(French - English dictionary)		

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Phew, eh? A lot has happened since issue 14, and no mistake. The main event was the Gloucester Show which was a great success for *Crashed*, selling out of the last three issues and getting orders even when there were none left!

I must apologise to everybody who was worried about not getting this issue, especially to those who ordered stuff at the show, but I think you'll agree that it was worth the wait. To make it up to you, there's also the covermount with this issue. As far as I know, this is the first time that all the official Miner Willy games have been available on one compilation!

A bit of special news now: there's going to be a Spectrum and SAM show in Yorkshire, mid September. There's been lots of interest from Speccy and SAM companies, so it will be worth any reader's while coming along. If you want to, then send an

SSAE and I'll post you the details as soon as they're finalised.

What else has been happening? Well, my exams have been taking up a chunk of my time, so I haven't been able to do as much work on this issue as I'd hoped - one of the reasons for it being so late! It's a jam packed *Crashed*, though - *SpecTec Jr.* will return next month. The reason for the omission of the above and the somewhat reduced *Public Exposure* is our *Gloucester Special*. It's a four page words and pictures report of the events of Saturday 20th April 1996...

Oh, and in case any of you hadn't already worked it out, the advert on the back cover is for Z2 (address in post box).

Auf wiedersehen,

Allan

DELIVING DEEPER...



Regulars

5 The Postie's Sack
- In an unusual place.

6 Stuff - A few more pages in than usual 'cos of the covertape.

14 Public Exposure - It's a bit shorter than usual... sorreee!

15 Going Underground - Part three.

16 The Crashed Interview - Terry Ekins, our man at Jupiter.

18 Post Box - As usual.

19 The Shop - With some new goodies on sale. Buy! Buy! Buy!

SAM *couple*



sinclair

Reviews

8 Ice Chicken - Frozen poultry from Persona (not ASDA).

9 Atomix - Up and atom, or something.

Features

4 Covermount Capers - Sorry about the name. It almost got called Covermount Bits, so count yourselves lucky.

10 Gloucester Special - Four whole pages about the Gloucester Show!

17 Spec On The Net - New! Improved! Fangled! Free! With added stain digesters!

BACK TO THE STORY...

Big Chief Woolly Boshier - Allan Clarkson

Mr Crow And Sir Norman - Mark Bennett, Simon Cooke, Dave Fountain, John Garner, Mark Sturdy (founding editor), St John Swainson, Leah M Wetbat

Girl At The Window - The Software Projects' JSW ad artist Lucky Man- Daniel Bailey
Impostors Of Life's Magazine - Andy Davis, Paul Howard, James Curry, Matthew Smith, Terry Ekins, Planet Connect, The Based On An Idea crew, Z2, Stefan Drissen, and all at the Gloucester show.

Write to us at *CRASHED*, 16 THE AVENUE, MANSTON, LEEDS, LS15 8JN. Call us on (0113) 232 6726. Fax us on (0113) 237 4349. E-mail us at crashed@planetconnect.co.uk.

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ISSN 1361-6505

Covermount Capers

MANIC MINER

Spectrum & SAM

For all you purists out there, here's the original instructions taken from the Bug-Byte 1983 cassette inlay...

Miner Willy, while prospecting down Surbiton way, stumbles upon an ancient, long forgotten mine-shaft. On further exploration he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines.

Nobody, however, thought to tell the mine robots to stop working, and through countless

aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store.

Can YOU (yes, YOU!) take the challenge and guide Willy through the

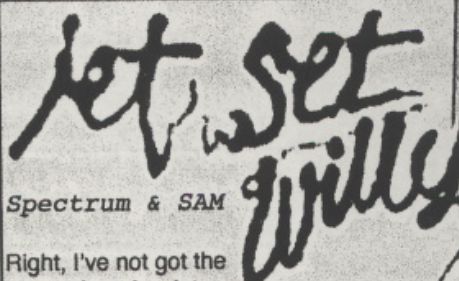


underground caverns to the surface and riches? In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like **poisonous pansies** and **spiders** and **slime** and worst of all, **Manic Mining Robots**.

When you have all the keys, you can enter the portal which will then be flashing. You begin each game with three lives, and will lose one when you touch a nasty, an obstacle such as a stalagmite, or fall too heavily.

I'M A CONTROL FREAK!

Q, E, T, U or O	- Move left
W, R, Y, I or P	- Move right
Shift to space	- Jump



Spectrum & SAM

Right, I've not got the instructions for *Jet Set Willy* so I'll have to try to remember them. Here goes...

After throwing a party in his cliff-top mansion which he bought with his newly-found wealth, Miner Willy's house is in a bit of a mess. All Willy wants to do is go to bed, but his wife, Maria, won't let him until he's cleared up all of the previous night's mess.

The house is full of dangers - there's angry cooks in the kitchen, a large bug

Proppy People

Credit where credit's due, so here's a list of all the people who've done work for the covermount (whether they know it or not)...

- James Curry
- Andy Davis
- Dave Fountain
- Paul Howard
- Miles Kinloch
- Matthew 'Jet-Set' Smith
- Carl Murray

You're all wonderful, you really are. No, I mean it.

in the attic, and many more dangers.

Can you help Willy to clear up the mess from the party with out being killed?

Phew, got out of that one! It's surprising how much of this I remember.

PRESS ALL THE RIGHT BUTTONS

Q, E, T, U or O	- Move left
W, R, Y, I or P	- Move right
Shift to space	- Jump
A to G	- Pause
H to Enter	- Music On/Off

Not Only... But Also...

As well as these two classic games and a marvellous menu (*disk only*), there should also be...

- *Read-Me*, which is a mini *AlchNews* with info about this project (*Spectrum only*)
- *Jet Set Willy 2* - this is more like *Jet Set Willy - The Director's Cut* (it's got more rooms than *JSW* but all the old ones are there, too. Try going up from *Quirkasleeg!*) (*Spectrum & SAM*)
- *Gloucester, April '96*, which is lots of screenshots from the fair (*SAM definite, Spec tape poss*)

If any of these are missing, then there probably wasn't room on the tape or time to put them on the disk, so it'll have to go on next time.

Russell Grant's Guide To Playing The CRASHED COVERMOUNT #2

For those **Taureans** out there, you'll find playing *Manic Miner* an absolute doddle.

Apart from jumping over all those beasts and collecting the flashing keys, your bus will leave early on Tuesday, so best try and get a lift off a friend. As for **Leo**, with Uranus moving into Gemini you'd be best off traversing the many conveyor belts, ladders and caving floors. Mind out for those bushes, too!

As for any **Librans** playing *Jet Set Willy*, they may find that making a map of the large, sprawling mansion may help them plan ahead, especially with that nasty foot infection you've been dealing with recently.

Playing the game for a while without bothering to collect the items may help some **Scorpios** to get used to the game, but leaving the house on Thursday could result in a nasty incident involving a mango.

As for the rest of you, you'd be best off looking at the Gloucester snapshots for a while. For further insight, call my tapeline on 0891 801145, calls cost only 98p a min off peak, and even more on peak rate. Just goes to show how any talentless twat can get a job in the press!

SOME STUFF WHICH YOU SHOULD READ BUT PROBABLY WON'T BOTHER TO

RETURNS: Alchemist media has a lifetime guarantee for accidental erasure. Should you find that you have lost the files, be it tomorrow or the year 2025, just return your tape or disk with an SSAE and a re-recording will be made. If there's something wrong with your tape or disk when you get it, simply return it to **ALCHEMIST RESEARCH, 62 TITLE BARN LANE, WOODHOUSE, SHEFFIELD, S13 7LN**. If you return it to *Crashed* then you will get a new one, but it'll take a while longer 'cos I'll probably never get round to sending it to Andy. Tsk, eh?

COPYRIGHT: *Manic Miner* and the *Jet Set Willy* games are (c) Matthew Smith. Distribution rights have been granted exclusively to Alchemist Research. The *Read-Me* program is (c) Andy Davis and Dominic Morris. The SAM menu prog is (c) James Curry & *Crashed*. The Gloucester screens are (c) Allan Clarkson & Mark Sturdy. So no duplicating, OK?

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THE POSTIE'S SACK

Hey nonny no, whatever that means. I don't think that this section should be called *The Postie's Sack*, because of the number of faxes and e-mails that I receive. I suppose it should really be called *The Postie's Sack and Daniel's Fax Machine and the Apple Macintoshes at Planet Connect*, but that wouldn't fit in the box unless I made the writing smaller. Anyway, keep 'em coming!

BUY SQ-TRACKER

Dear Allan,
OPEN LETTER TO DAVE FOUNTAIN FOR REPRINTING

Once again Dave, you still know nothing about how Sintech get's the games from Eastern Europe. I don't know from where you got the information about the SQ-Tracker price, but it is not true. And also I don't believe that you wrote to George K, the programmer who made it. It seems that you have SQ-Tracker, but you haven't bought it from me. So you are a pirate, and I thought you were a serious guy. To clear everything let me tell you about my costs and prices:

You were nearly right. For each copy sold I have to pay about £6.50 to the original publisher, Proxima, which is more than double what you mentioned. Never mind. For the disc or tape I only calculate about £1, including the price for copying 10 pages. Now the postage, not as you mentioned £1. It is 8.00 DM (that's about, erm, £3.30, or something, I think. -Ed.), believe it or not. I think I know it better. For one pound you can maybe send two letters, but no tape. I would be interested to find out from where you got your writing informations. 8.00 DM is about £3.50 (I was right! Well, near enough, anyway. -Ed.). So at all we are now at £11. But that's not all. Shall I send the customers SQ-Tracker with Czech instructions? I think it was a good thing from me to get it translated. This translation I paid of course only one time, so it depends on how many copies I sell to get my money back and being maybe one day in profit. At all I decided

em, OK, but I think not. Just write me what you all think about this offer and I will tell you if I will do it. As I said, I will do it, if really 20 people are offering to take it for £12. This will, after all, answer the question if sales could be increased by cheaper price.

For showing that all I said is true, I enclosed a copy of Proximas price list.
Thomas Erberle,
SUC, Germany

If you do want to take up Thomas' offer, then write to the *Spectrum User Club* address which is the last address in Post Box. Thomas did fax me a copy of Proxima's price list, but half the text was too small to be readable, and the readable stuff was useless 'cos I can't speak Czech. But still, eh?

I WILL EAT YOU

Dear Mr. Clarkson,
If you print this letter then I will overlook your biased editorial oversight in printing Master Beeul's letter in the first place. If not, then I will eat you.

Master Beel, your recent letter in *Crashed* magazine (issue 14, March 1996) contains many discrepancies, noted below.

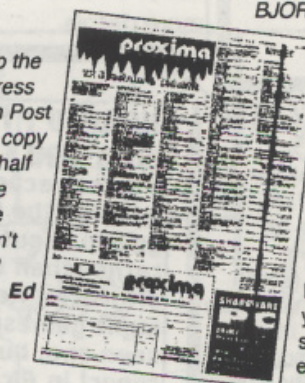
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Leeds
LS15 8JN

crashed@planetconnect.co.uk

have described as "that crappily-stapled fanzine that kept coming out late". I think this is something of an understatement - you failed to mention your repeated attempts at reviewing games that do not exist, your inability to spell recommended, and the chaos surrounding the supposed merger with any one of half a dozen magazines, to name but a few

that I can sell about 30 copies for the mentioned price which will bring me maybe £40 or more for two years working. Some people think that I could sell more for a cheaper price, but I think not. So this 30 copies I will sell and have little money earned for sure... but OK, let the people decide.

I ask all the readers out there: Will you buy SQ-Tracker for only £12, which will give me one pound per copy to solve me from my costs. If there will be about 20 people writing



Ed

disasters. Perhaps we should feel grateful that *ZedTwo* is now almost ONE YEAR late, as for that duration of time we have been spared your feeble attempt at magazine publishing.

2. You openly describe yourself as a "libellous twat". What could be more incriminating? I do not think I need to refer to your *That Was The Year That Was 1994* article in issue four of *Crashed*, which I printed in good faith, under the assumption that the information therein was accurate. As it transpired, your piece contained a slew of libellous remarks you had neglected to inform me of, and it was only due to my diplomatic skills during the events that followed that prevented the confiscation of *Crashed's* printing equipment and you - yes YOU - going down for a long stretch at the behest for a mob of angry PD libraries and their high-powered lawyers. I would have thought that this would warrant undying gratitude, not further blatant abuse of my good nature.

3. You refer to the 'Echobelly are ace/shite' debate. I would have thought that you would have the sense (or perhaps not) to let this matter drop, as it was categorically proven that your tastes are wrong. Over the past twelve months, you have failed to acknowledge the *The Unconventional by Japan* is (with the obvious exception of issue five of *Crashed*) the human race's crowning achievement, and yet you freely admit to enjoying such fey, lightweight drivel as *Bis*. And *Bjork*! Yes, BJORK!

4. I magnanimously ignored your immature comments about my lavatorial habits in issue nine of *Fish*. Woefully unfunny as they were, I know you well enough to realise that they were feeble attempts at humour, and not maliciously meant. However, if you continue to refer to these comments, coupled with your irresponsible, libellous, PS remark, you will find yourself in court. I myself would never stoop to the level of your lies, especially as I know for a fact that you've just shat yourself, just like you do every time someone threatens legal action against you (about twice a week) and it's dribbling down your leg as we speak.

5. The reason I believed that you wrote the *What's Your Name? Simulator* was that it's the kind of cack you come out with all the time. And your name is actually spelt with two T's - ask Andy Davis if you don't believe me.

6. You commented that I am "crap in bed". Perhaps you should have consulted Lizzy on this matter - yes, that's right - Lizzy, "your" girlfriend. I know for a fact Mr. Beel, that you are SEVEN YEARS OLD and ipso facto are incapable of sustaining an erection. I, on (or should that be *In?* -Ed.) the other hand, am a fully-qualified, red-blooded male. Perhaps you should wait until your balls have dropped before you start making such crass statements. This letter does not reflect the views of *Crashed* magazine or it's editorial staff. I bear you no malice, Mr Biel. You smarmy Mancunian twat.

Mark Sturdy,
North Delington,
Middle Of Nowhere.

Blimey.

Ed.

stuff

By Jupiter!

Jupiter Software have been rather busy recently with three new releases. **Chess Mate** is, quelle surprise, a chess game with Quazar speech priced £9.99 (expect a review soon), **Programming In SAM C** is a 60 page book which is dedicated to the SAM's version of the C language priced £5, and the long awaited **Burglar Bob** is out now that the levels which were "lost" have been reconstructed, priced £4.

There's also some price reductions on currently available software: **Amalthea** (score 73, issue 11) has been reduced to £5, making it an absolute bargain, **MEGA Blast** is now £2 and **Booty** has been slashed (sliced! cut! massacred!) to £4.

BADLY NAMED ZINE IN RELEASE SHOCKER!

In a surprise move surpassed only by Z2 coming out, *The Thing Monthly 1995 Summer Special* is now available to anyone who wishes to purchase it. Despite what it says on page 15 (which has already been copied), TTM has finally appeared after more than a year of advertising, much to the annoyance of Mark, who received it the day after *Going Underground* went to print. Coded warnings were sent to many SAM and Speccy people, but the authorities were unable to stop it from happening. If you'd like a copy, then send one quid to ALF FAIRWEATHER, THE THING MONTHLY, 46 HIGH ROAD WEST, FELIXTOWE, SUFFOLK, IP11 9JE. Remember the advert? "If you haven't seen the new TM, then where have you been?" Waiting for twelve months, if you must know.

Aye, he be aiy!

The IEBA now has over 100 members, and has appointed most of the committee members (though they still need a publicity officer, an exhibitions officer and a general/technical representative for all 8-bits apart from the C64). The first newsletter is out, and the second edition of the absolutely huge *8-Bit Services Directory* is available. Membership is £5 for life (and 50p for death! Ho,ho) which entitles you to an endless supply of newsletters, a copy of the Directory, and some other things. Enquiries should be sent to Brian Watson, the club secretary, at HARROWDEN, 39 HIGH STREET, SUTTON, ELY, CAMBS, CB6 2RA. Lovely.

THE FIRST NORTHERN SAM & SPECCY COMPUTER SHOW

Yes, that's right - a SAM and Spectrum computer show in that's not in the highlands of Scotland or the deep recesses of Gloucestershire. This one's slap bang in the middle of Britain - Leeds - so nobody has an excuse not to come along. There'll be more detailed info next issue, but for now I can tell you that it will be mid-September, easily accessible from the A1, M1 and M62, along train and bus routes and should have about a 50/50 mixture of SAM and Speccy companies. Put it in your diary! Contact Allan at CRASHED for more details.

HOW TO PISS OFF PEOPLE WHO YOU LIVE WITH

A voice recognition unit is out now for the Spectrum, enabling you to shout at your computer rather than to move a joystick or press a key (ideal for late-night gamesplaying). We've not seen one, but it got a glowing report in *AlchNews*, so it can't be bad. The unit costs £18 and is available from... KEVIN GARD, 21 LADYSCROSS ROAD, LANGDOWN, HYTHE, SOUTHAMPTON, HANTS, SO45 3JR.

Return Of The RAMpack Wobble

There's a new ZX81 magazine doing the rounds, issue one of which came out a few months back. The *International ZX81 Magazine* is made in Germany but is written in English, and the first issue is an 8-page A5 affair which contains items such as a memory expansion tutorial, a look at other computers which use the Z80 CPU, and a comedy comparison of a 486 and a ZX81 (the 486 losing, of course!).

Get your copy by sending your name and address and one IRC to PETER LIEBERT-ADEL, LUETZOWSTRASSE 3, D-38102, BRAUNSCHWEIG, GERMANY. You can also e-mail Peter at p.liebert@t-online.de. Und mache es jetzt!

VISION EXPRESS

Whilst tapezine *Sinclair Express* has closed down due to a lack of interest, the same people have started a new Speccy software house called *Express Software*, which has it's first release out now. **GrafixMax** is a clipart package that promises to have 'no menus, icons or intro sequences'. The press-release insists that the package is a 'bread and butter' piece of software - i.e. without any flashy twiddly bits, but this could be a good way of saying it's basic. **GrafixMax** has over 200 colour graphics in it which can be saved out as various file formats or printed direct from the program itself. £3.99 will obtain you a copy from RICHARD COLES, EXPRESS SOFTWARE, 7 MANOR DRIVE, MERRIOTT, SOMERSET, TA16 5NT.

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Yes, if you've got a CPC or a SAM a C64 or a PCW, a Spectrum, or whatever... if it has an 8-bit heart, **8BIT** is for you.

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The Crashed Crew

Let me introduce you to most of the many people who slave away day after day to bring you the marvellous periodical known as *Crashed*...

Allan Clarkson, Editor. Our lovely editor Allan is 17 years old, lives in Leeds and enjoys nothing more than playing his bass guitar, going out, sleeping in, and, of course, doing *Crashed* (apart from some things which we can't mention). So, then Allan, what's the Summer hold for you? "What? You want me to write about what I'm going to do this summer? Sorry, I've not got time. Hang on, my pager's bleeping. I think I've got a window in July - I can write it then if you like. Look, I'll have to go, I'm meeting someone at three. Taxi!"

Daniel Bailey, Executive Editor. King of raucous laughter, Daniel is 34, also lives in Leeds and enjoys nothing more than that thing we can't mention (this is getting silly). "This summer I'm going to reflect on all the New Year's Resolutions which I didn't keep, try to convince myself that love handles are attractive, and be thankful for the old adage: *The hotter the summer, the shorter the skirts*."

Next up we have Simon Cooke, our resident famous person. Simon is 20-ish, lives around Manchester, and enjoys nothing more than surfing the net, fiddling with hardware, and wearing silly hats. "I'll be trying out a large variety of various silly hats, because as winter's no longer here I can't get away with the black, floppy-brimmed ones." So what kind of hat will you be going for, then? "Something in straw, possibly, although I did see a rather fetching number with a large pineapple, a couple of bunches of bananas and about half of the *Pizza Hut* salad buffet on top." So, where would you wear

this new hat, then? "Wear it? I'm not going to wear it, it's my lunch!"

How could we forget Mark Sturdy? (*Who? -DB*) Mark is 17, lives in the middle of nowhere, and enjoys nothing. "This summer, I shall remain indoors. I shall wear only black clothing. I shall listen repeatedly to 'Back With The Killer' by *The Auteurs*. I shall speak to no one. I shall not wash." We made our excuses and left.

Leah M Wetbat, our Intrepid Interviewer, is 16, lives somewhere near Manchester, and enjoys nothing more than being a teenager, propping up bars and phoning me up when I'm not in. Leah: Summer? "The summer's my favourite time of year, actually. Last year I went to Morecambe, Prestatyn, Skopelos, and Alton Towers, got drunk in a field, got dragged out of bed at five in the morning to see Belly play on *The Big Breakfast*, passed nine GCSEs and fell in love (*awwww -Ed*)."

Mark Bennett, a 21 year old Lancastrian, enjoys nothing more than spending hours at Planet Connect, spending money on SAM stuff, and spending half his time listening to MODs. "This summer I'm going to get a well-paid job testing deck chairs in the Caribbean at night. Well, erm, use your imagination..."

Dave Fountain, PD extraordinaire, aged in double-figures (just), enjoys nothing more than some of those things that we couldn't mention earlier and still can't mention now, drinking, and being a Southerner. "The summer is superb for looking at girls' legs. Personally I like that fleshy but that squishes out the side of the knee area when they squat down. Yes, that's what I'll be doing." We're going to join Dave this summer.

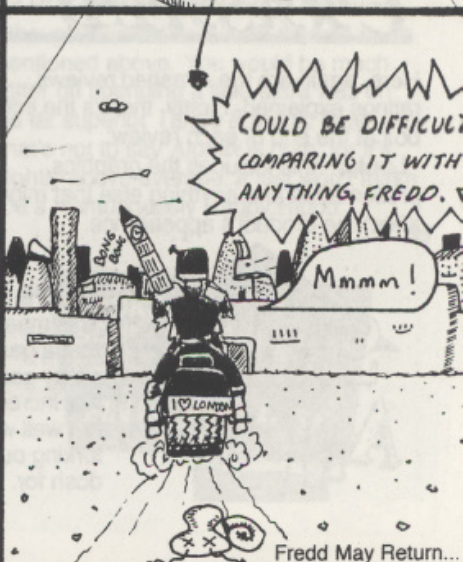
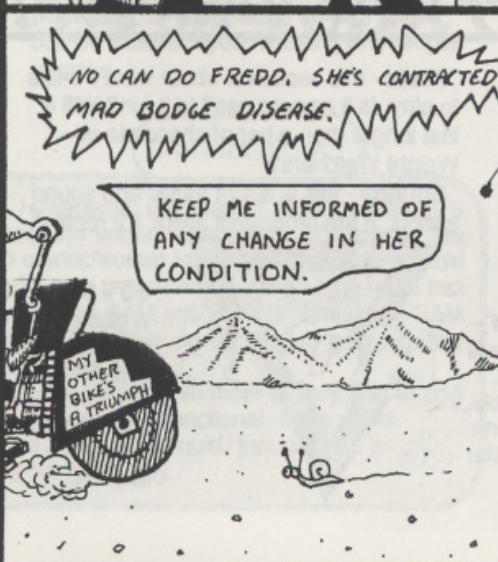
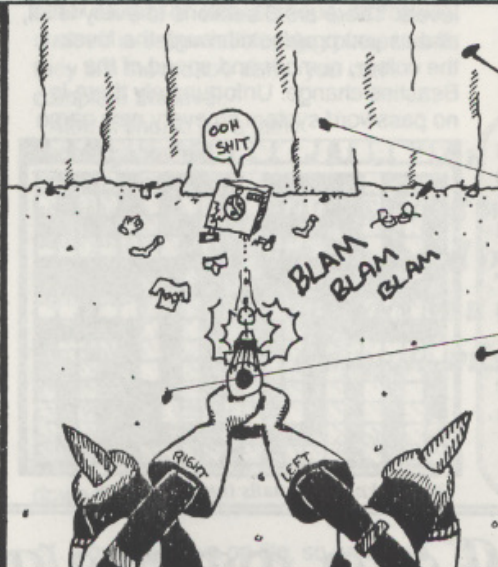
St John Swainson of Rickmansworth, Herts, enjoys nothing more than supporting Millwall and buying lots of Speccy games. "I'm doing my exams at the moment. Can I write it in July? Not another one! Tsk, eh?"

Bodge Fredd - Final Part

by MJD Productions

FOOLING
FREDD INTO
BELIEVING HE
WAS HURT, MEAN
WASHING MACHINE
ANGEL DELIVERS A COUNTER
PUNCH. BUT.....

MJD.P



Fredd May Return...

Ice Chicken

BY ESI

PRICE £8.00 (*changed since review was written, up the score a bit!)

AVAILABLE FROM Persona - address in Post

Box

OUT Now

Review by Mark Bennett

This is one of those games that will cause many to exclaim "about bloody time" - this is down to the fact that Ice Chicken was due for release at about the end of 1994. Oh well, better late than never I suppose.

Ice chicken is a blend of arcade action and puzzle game, with a bit of strategy thrown in for good measure. The idea behind the game is very basic, push or bash ice blocks so that you get three green blocks together in a straight line. Sounds easy doesn't it? Well it would be if it weren't for the bouncing creatures or 'Beasties' that hunt you down and take great pleasure in beating your brains into mush. The playing area is made up of one screen, which has on it a maze of blue ice blocks with the three green blocks scattered, all surrounded by 4 walls. You can slide the

ALLAN

Ice Chicken is a nicely programmed game, though it's hardly original - this type of thing's been done to death. However, this is probably the first decent attempt at it on the SAM, so it's worth a fresh look.

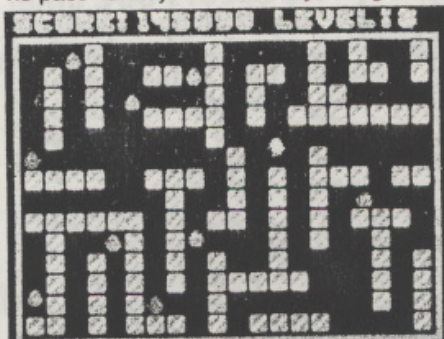
The game's nice to play, but didn't sustain my interest for very long. However, it's one of those games that you'll suddenly find yourself in the mood for and want to play for hours. The music's quite good and the graphics are cute. Worth a look.

67

blocks in a straight line until it hits another block or a wall, or you can simply bash them to rubble. Whilst you are going about your task the Beasties start to appear. You can kill them by using the blocks to knock them down, or stun them if they get close to the side walls which vibrate when you hit them. The only problem is that they are quickly replaced by more little Beasties.

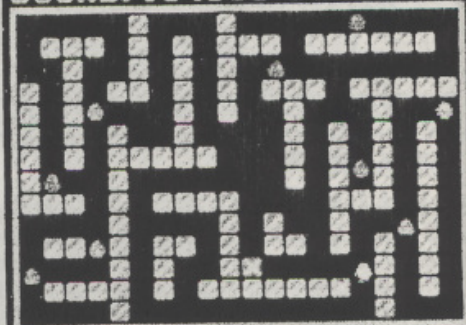
You are not the only one who can bash the blocks - the Beasties can too, and occasionally they leave behind goodies which could either give you extra points or a special effect. The value of a goodie can be increased by pushing a block or blocks over them before collecting it.

The game is made up of sections and levels. There are 5 sections to every level, and as you progress through the levels the colour, number and speed of the Beasties change. Unfortunately there is no password system so every new game



They're knocking nails into my house...

SCORE: 104800 LEVEL: 14



Jeremy considered the maze to be far too hard for his liking. But - look! Isn't that a Fox's mint over there? Yummy!

has to start at the beginning. With only 4 lives and no known way of getting extra ones it is high on impossible to complete. There's an introduction option that tells you the value or the meaning of the goodies that appear, and of course the now standard scrolly, but this has not been translated into English so I've no idea what it's about. Is this a good enough reason to learn another language? I don't think so. Oh well.

The other main niggle about this game is the price tag. It's a case of "nice game shame about the price". £10.00* for a simple puzzle game is a bit too much. Yes it has a couple of nice sounding tunes and good sound effects, it is very colourful and has nicely drawn graphics and visual effects. There's even a nice touch between games - you get a replay of the moments leading up to your untimely demise on your previous go. Yet all that said this still is not a £10 game, it should really be in the £5-£6 price range. As it is the price detracts from Ice Chicken's score.

65

LOOKS - 78
FEELS - 65
SOUNDS - 80

FINAL SCORE - 66

CRASHED - FAIR, DECENT & HONEST

Here, again are the *Crashed* reviews ratings explained. Firstly, there's the info box at the end of each review:

Looks - this includes the graphics, presentation and anything else that might affect the product's appearance.

Feels - this section is about what it's like to play. Is it easy to use? Is it fun? Will it last longer than a bar of chocolate at Weight Watchers?

Sounds - this is about music and sound effects. If the program's silent, it'll receive

0 here.

Final Score - this isn't an average or a total of the above marks, it's about how well the package works as a whole. Oh, and 50 is a strict for reviews - so anything above that is a good score.



70 - 79

This means that a game is pretty good. Not incredible, but well worth forking out the dosh for.



80 - 89

A game with this accolade is a definite buy, and shouldn't be missed by anyone.



90 - 100

Few games will ever receive this coveted award. If you see this on a review, then send off a cheque ASAP.

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Atomix

BY Scorpion

PRICE £5.00

AVAILABLE FROM SinTech - address in Post Box
OUT Now

Review by St. John Swainson

Atomix is a game that is, apparently, well known on the PC. I therefore loaded it with some trepidation considering that I've got a PC with a CD-ROM thing and the best game I've seen is that tedious card game, Solitaire. I wondered if Atomix would bear any resemblance to typical PC games. Would it have boring lengthy graphical introductory sequences? Would it take ages to work out how to play the thing? Would it have absolutely no gameplay?

Would it be as addictive as my arse? In short, would I have more chance of laughing at Les Dennis than enjoying this game?

I was glad to discover that my concerns were largely unfounded. This is a puzzle game and seems most unlike any PC game I've ever seen. Yippee!

The aim of the game is to construct chemical molecules (*Oh, skill! - A reader who has never studied Chemistry*). Chemical molecules are, as I'm sure you know, composed of individual atoms. So,

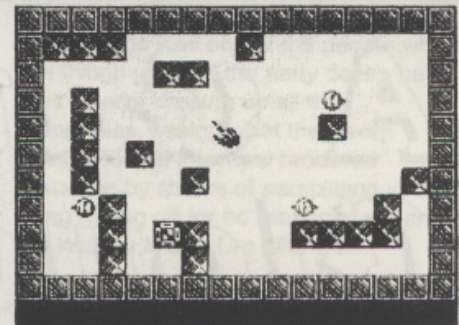
in order to create the molecule, the various atoms spread throughout the screen must be connected in a certain way. This is more difficult than it sounds. An atom is moved by placing your pointy finger on it and pressing up, down, left or right. The atom will then move in that direction until it hits another atom, a wall, or a block. Careful manoeuvring is required to make sure the atom stops in the correct position relative to the other

atoms. There is a fair amount of strategy involved. You have to choose a space sufficiently large and with enough blocks close by to stop the atoms; certain atoms may have to be positioned before others so that they can act as blockers to stop other atoms; on later screens, atoms will start off in essential blocking places so if they are moved too early, you can't complete the level.

Atomix should be a fairly decent game. It's enjoyable enough and is very satisfying when you complete a particularly complex molecule.

Everything is nicely presented and there is some good music. Unfortunately, the game is let down by two flaws:

1. You only have one life, so an hour's hard work can be lost if a herd of naked Joe 90's distract you resulting in a simple mistake.



That hand is really spooky, isn't it? It's just a skeleton without any skin or anything. Urrgh! It makes me feel ill. And the worst thing is - I'm controlling it!

2. There's no time limit. It is therefore easy to spend ages sitting there planning each level meticulously especially as you know that one silly mistake will end the game. A time limit would have made Atomix much more frenetic and exciting.

However, these flaws are not fatal to the game. Having no time limit does mean there is more skill and strategy involved because you are not moving atoms in a panic as time is running out, hoping they will end up in the right position. And having one life makes you concentrate that bit more. What tends to happen is you take your time and think before doing anything. This means that each go takes a fair amount of time. I suspect it would take three or four hours to complete

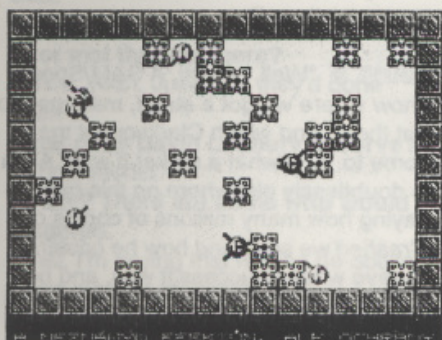
"An hour's hard work can be lost if a herd of naked Joe 90's distract you resulting in a simple mistake."

because I've got to level 23 in an hour and I'm almost as bad at games as the PC is.

So, the big question on everyone's lips is "Is Atomix HOT?". (Hey, are you making fun of my new awards system? -

Ed.) Actually, this question is not on anyone's lips as the lack of a whopping great HOT award should indicate. But stating the blindingly obvious has never stopped Murray Walker. So, no, Atomix is not HOT. Not even a Seal Of Approval, although it would do but for the two flaws mentioned above. You would be much better off spending a little extra was on the far superior Tango & Magic Dice. That's not to say Atomix is crap, for it's slightly above average. It just won't make you a Humungously Happy Hippo.

ALLAN



Yes, I couldn't agree more. A neznamym efektum, ale ochrany. My sentiments exactly. Nothing would give me more pleasure than to neznamym efektum. Honestly.

SAM users may remember a title called Hexagonia, released in 1991 by SamCo's Revelation label. Well, Atomix is the Spectrum version. No, really. It's exactly the same. The graphics are identical (though monochrome) to the SAM version, it plays the same, the sound effects are alike, and it was programmed by the same team two years earlier. The tune ain't half as groovy as the SAM one, though. I think the SAM version was called Hexagonia due to the fact that a similar Amiga game called Atomix had been released between this and Hexagonia.

Anyway, enough trivia. What about the game, then? Well, there is very little to add to what St John has said. The graphics are simple but functional, the sounds are good, and the gameplay is average. It's worth a few quid, though, and as long as you don't have Hexagonia then it's not a bad buy.

55

LOOKS - 25
SOUNDS - 81
FEELS - 50

FINAL SCORE - 55

A Gathering In Gloucester

ALLAN "Well, what a day. It was over a month ago as I write this, but I think I can remember most of the things that happened..."

I awoke at around the time that I normally go to sleep, and it was still dark. The two Marks (Sturdy and Bennett) and I got a lift to the station and waited around for our train, the 6:05 to Gloucester. About two hours into the journey, we were joined by Robert Chilton, James Curry, and Graham Goring, and we sat together, chatted, and read through some magazines that Robert had brought to sell. On arrival at Gloucester, we met up with Wayne Coles, who whisked James and Graham from us as they were going to Wayne's house in Gloucester before the show started. The rest of us, however, had a stand to set up.

A ten minute bus journey to the outskirts of Gloucester brought us to the hall. I couldn't wait to get inside, and ran on ahead. We greeted everyone, and Bob Brenchley showed us where our stand was. The white sheet was thrown across the table and the copies of *Crashed* spread out

temptingly. Posters adorned the walls and T-shirts were stacked up invitingly.

By the time we had finished setting up, the punter thronged in. Sorry, I mean punters - there were at least three people. Only joking. The show was fairly busy (apart from a dead period around

lunchtime). John Garner (see page 17) turned up and hung around with us, and James stuck around for most of the day. Simon Cooke turned up with his famous hat and copies of *Based On An*

Idea, David Ledbury was there apologising and avoiding people with nooses, and Dave Handley was around being younger than I expected.

The two Colins, Macdonald and

Anderton, were there behind their usual *Fred* stand, *Formaf's* Bob and Jenny appeared in their usual place, *SD Software* had the SAM hard-drive interface for sale, *SAM Supplement*

were hiking their many

games, Colin Piggot was blasting out the *Quazar Surround*, *Hall Video Productions* had titling utilities on sale, and *Jupiter Software* had a few new releases. On the stage, *Flexibase Software* had their driving skills

software, we were in the middle, and *Saturn Software* had *Network Sigma* amongst other things. In the back room were *SAM PD* with the *Rooksoft Video Digitiser*, *Persona* with copies of *Z2* and *Ice Chicken* amongst other

things, and *Zodiac* with copies of, erm, *Zodiac*. Carol Brooksbank was also there giving help and advice on SAM and Speccy software as always.

Crashed sold very well (all copies of the last three issues sold out!), and the t-shirts did very well, too. I popped out to the mock-tudor of the local pub at lunchtime with Colin Anderton, and when I got back the last copy had been sold!



Quite an eventful day.

We travelled back some of the way with lots of SAM and Spec-chums, and got home around 10.

Well worth the trip down there, I'll be there come October. Of course, there's the Speccy and SAM show in Leeds soon - be there!"

MARK S "Well, blimey. A SAM/Speccy show where we got a stand, managed to get there, and which Clarkson let me come to. And what a corker it was. Allan is doubtlessly elsewhere on this page saying how many millions of copies of *Crashed* we sold, and how he couldn't believe what a success it was, and he's right. Virtually all the important people were there, although I was sorry those QL people who were there last time didn't come along (because I want them to prove me wrong about Clive's golden mistake). Of the new faces, the surprisingly youthful-looking Malcolm Mackenzie of *Phoenix* was sharing a stand with Mr. Controversy Michael Stocks, and Bill Hall was hawking his video titling things. Steve Winter from *Chic Computer Club* came in for about 10 seconds and proved to be considerably bigger, jollier and beardier than I'd imagined. I had a good chat with David Ledbury, who seems to be doing okay, and recovering from last year's



events (but often, eh D a bit more Software h considering releasing a a day. Oh, more photo Brenchley than I really don't regret moment. S

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events (but brush your teeth a bit more often, eh Dave?). I regret not finding out a bit more about what *Supplement Software* have been doing lately, considering that they're probably still releasing about 4000 new SAM games a day. Oh, and I took far more photos of Bob Brechley and Nev Young than I really needed to, and I don't regret it for one moment. See you in Leeds?"

No, Use Your Finger Like Everyone Else!

We took a dictaphone (tiny tape recorder) with us to interview some top SAMSpec celebs. Here's the highlights...



1. Darren Wileman, ed of *Network Sigma* diskmag, main man of Saturn Software and dead ringer for my History teacher. Sort of. **Are you famous?** "Hoping to be after this

one."

How long have you had a SAM for?

"From about 1993, as a straight upgrade from the Spectrum. I liked the BASIC, got the C, and I just got into it from there."

How long have you been doing Saturn?

"Just over a year."

You're from Ashby de la Zouch, aren't you? Home of *Ultimate* and all that.

"That's right - just down the road."

Ever met the Stampers?

"Once, yeah. Just after they'd done *Alien 8*."

What does David Ledbury deserve?

"A gold medal."

Really? There are some who would disagree.

"Well, I'm saying that hoping he doesn't make me one of them."

Scamp.



2. Dave Wornham, head of *Flexibase Services*, road safety buff and hell's angel. **How long have you had a Spectrum?**

"Since 1980, when I had a ZX80 kit built."

When did you start up Flexibase?

"Five or six years ago."

Why do you still stick with the SAM and the Spectrum?

"Because they're good computers. Even

* Can I use your dictaphone?

now I've got two or three PCs, I use the emulator to run SAM and Spectrum programs. I'm comfortable with Spectrum BASIC, and I've not got much further."



What's the best thing about owning a Spectrum?

"It's easy to use."

And the worst?

"It's losing popularity."

There aren't as many

people buying them these days."

What does David Ledbury deserve?

"I can't answer that. I know the fellow, I've met him once... I can't answer that question."



3. Stefan Drissen, writer of SAM mod players, flogger of the *SAMDAC* and erotic dancer. **Why is the *SAMDAC* so good?**

"Because it's just brilliant [Interview continues in much the same vein for several hours, chopped due to blatant advertising and nothing about David Ledbury]"

4. Steve Nutting, daddy of *Steve's Software*, programmer of the rather incredible *SC Wordpro* and *Time Lord*. **What's the best thing about owning a SAM?**

"Comparing it to other computers, it's the easiest one to program."

And the worst?

"If there were more owners, that would be nice, but there isn't really anything wrong with the SAM."

What's your favourite SAM magazine?

"*Zodiac*, it has to be. I haven't seen *Crashed*, but I'll have a look later on. [He did, and decided to take out a sub. Hello Steve!]"



What does David Ledbury

deserve?

"Well... he was one of the people who got things going in the early days - he was always chasing up all the companies, seeing what they were doing [Rest of interview rendered inaudible by strains of earsplitting siren thing (going off for no reason at all) and *If I Was by Midge Ure* (ditto)]".



5. Derek Morgan, Grand Poobah of *SAM PD* and *F9 Software*, flogger of the *Rooksoft* Digitiser and former keyboard player with *Sparks*. Derek was unwilling to say

anything much, due to feeling a bit knackered and being slightly concerned that we might trick him into saying something libellous. We did, however, manage to get the following out of him:

What does David Ledbury deserve?

"That's not printable, is it?"

You tell me.

"No, he's all right... one thing you can print, because I'm always saying it, is that his heart's in the right place, but his brain's not."



6. Terry Ekins, the more menacing of the *Jupiter Software* brothers and sweet transvestite (from

Transsexual Transylvania).

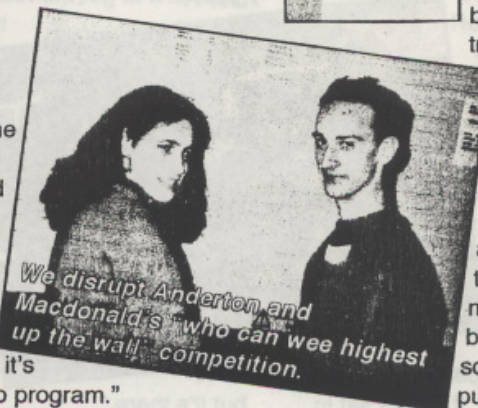
What's the best thing about owning a SAM?

[Terry's favourite thing about the SAM seems to have been mysteriously replaced by Allan trying to sell some magazines to a punter. Doh!]

And the worst?

"Probably lack of software support."

Why do you still stick to the SAM?



"Because I can't program on any other machine."

What does David Ledbury deserve?

"If I answered that, I'd be sued."



7. Bob Brenchley, editor/publisher of *Format*, person with something to do with *Revelation Software*, person who (nowadays) is *West Coast Computers* and Willie

Rushton impersonator extraordinaire.

What's the best etc?

"Ahhhh... there's so many! Probably the best thing is that it's so user-friendly. You can basically do whatever you want with it, and it's not as intimidating as other computers. It just immediately sort of does things for you."

Worst?

"The lack of dealer support. You can't just go in and buy a machine, which obviously does hold the machine back. The retailers are now so PC- and console-orientated that they're just not interested. Even the Amiga's suffered very badly."

Where do you see the SAM and Spectrum in 12 months' time?

"Very much the same as now. I don't think that we're ever going to see a really big resurgence in the market, but there are lots of

enthusiasts for whom the Spectrum and the SAM are ideal machines for doing what they want to do. You've only got to look at the number of people that are buying the emulators for the PCs to see that there are an awful lot of people who've got a

real soft spot for the Spectrum. Even I never program the PC. If I were sat in front of a PC, as I am most of the time now, and the Spectrum or SAM was being used for something else, I'd boot up the emulator to do a bit of programming or solve a problem that I've got, because you can't really program on a PC. A growth market in a few year's time is gonna be the nostalgia boom. People who grew up with the ZX81 and the Spectrum are going to start wanting to collect bits and pieces. A lot of people now are collecting Action Men and Sindy dolls, things like that, because it reminds

them of their youth."

What's your favourite SAM/Spectrum magazine?

"*Format*, of course [Brenchley is met with a hard, penetrating stare]. . . with *Crashed* as a very close runner-up. You do have the advantage that you print on paper. Trying to lie in bed and read a disk magazine is rather difficult. Trying to balance SAM on the edge of the bed and hold the monitor up . . ."

Yes, thank you.

What does David Ledbury deserve?

"[Laughs uncontrollably for several minutes] I required advance notice of that. I . . . [Laughs hysterically almost forever.]"

8. Bill Hall, eponymous geezer of *Hall Video Products* and junglist.

What's the best thing about the Spectrum?

"It makes an ideal video tool because it can record directly on to a VCR."

And the worst?

"The graphics. We've had to really stretch it to get the results we do from these programs."

Why do you still use it?

"It's cheap, you can use it as a serious video tool, and it's like a belly button."

What?

"Everybody's got one. It might be hidden away,

but it's there."

Oh, right. What's your favourite Spectrum magazine?

"I've only ever read *Format*."

Ah. Well, if you go up to that chap over there with a T-shirt

like mine and

give him all your money, you'll, er, go to heaven.

"I'll take a look later on."

What does David Ledbury deserve?

"Who?"

(Honestly, some people!)



9. Nev Young, the "SD" of *SD Software* (surely shome mishtake?), designer of the SAM hard drive and suave, snake-hipped lounge lizard.

What's the best thing about owning a SAM?

"Its ease of programming and its flexibility. There's many a time that I've wanted to do a job and the PC or mainframe can't handle it, and I've done it on the SAM in a matter of minutes."

And the worst?

"The lack of user base. Because of the problems with MGT and SAMCo, it never got the success it deserved."

Where would you like to see the SAM and SD Software in a year's time?

"Well, I have to admit that *SD Software* does live from day to day. I can't see the SAM now taking off in a big way, but I'd be very upset if it didn't reach the status of the classic home computers."

What's your favourite SAM/Spectrum magazine?

"*Format* . . . although I believe there's another one called *Crashed* which is fairly good, but I've never seen it."

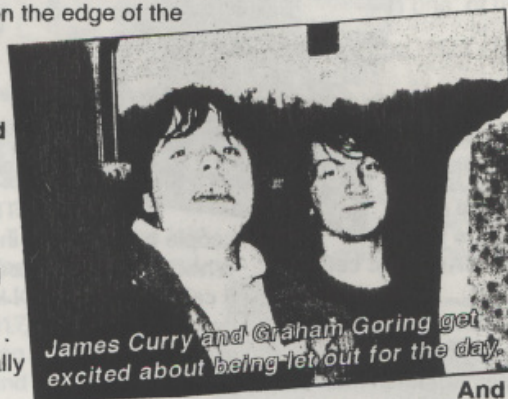
What do you think David Ledbury deserves?

"Who?"

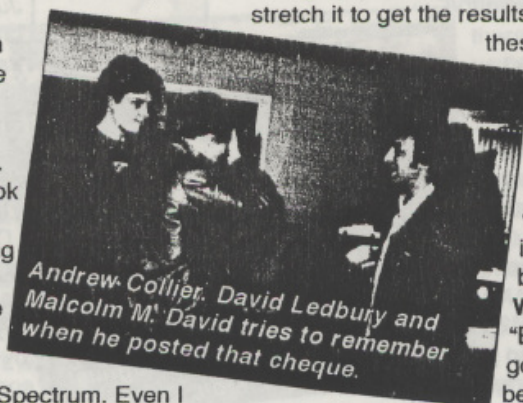
(Not another one.) Are you being honest or tactful?

"Tactful. I've got nothing against David Ledbury myself, but I don't know what he's up to at the moment. He's never done me any harm." (One of the lucky few, then. -Ed.)

10. Dave Tonks, AKA *Daton of the Supple Boys*, editor of *SAM Supplement*, writer of



James Curry and Graham Goring get excited about being let out for the day.



Andrew Collier, David Ledbury and Malcolm M. David tries to remember when he posted that cheque.



David Ledbury is fixated by Mark's opinions of the SAM scene. No, he's not asleep. Honest.

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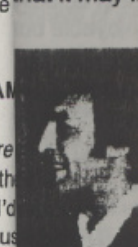
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the best thing owning a SAM? ease of programming and flexibility. There's many a me that I've wanted to do a job and the PC or mainframe can't handle it, and I've done it on the SAM in a matter of minutes."

What's the worst? Because of the SAMCo, it deserved." to see the SAM year's time? at SD Software y. I can't see the big way, but I'd reach the status computers."

SAM/Spectrum believe there's shed which is er seen it." id Ledbury

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against David n't know what t. He's never e any harm." f the lucky few, Ed.)

ve Tonks, AKA ot the Supple ditor of SAM ment, writer of

Mark's No. he's not

about 17 games per week and drugs baron.

What's the best, etc?

"Ease of use, doesn't take up too much room, doesn't eat a lot, and it's the natural progression from a Spectrum."

And the worst?

"Not enough things coming out for it at the moment."

Where do you see Supplement Software in a year's time?

"A few more drawers full, and still going strong."

What would you say was your favourite paper-based SAM or Spectrum magazine?

"Depends what you want out of life. *Format* if you're into the serious side and programming, *Zodiac* and *Crashed* for the more general games-playing fraternity. There, got out of that one."

What does David Ledbury deserve?

"I'm not answering that on the grounds that it may incriminate me."



11. Malcolm Mackenzie, head of Persona, man with the stick and Zaphod Beeblebrox lookalike.
Best thing about owning a SAM?

"It's easy to program."

It's got a good BASIC, it's good for kids, it's cheap."

Worst?

"Education. There's practically none."

Where would you like Persona to be in a year's time?

"At the top of the pile."

And the SAM scene in general?

"That's a very hard question. I would like it to be popular, but the chances of it being popular are nil, so it'll always be a specialist machine."

What's your favourite magazine?

"[Laughs] *SAM Supplement*."

What does David Ledbury deserve?

"A clip round the earhole, most of the time."



12. Colin Piggot, Quazar person, ed of Soundbyte and starship trooper.
What's the

best thing about owning a SAM?

"I don't know, actually... the versatility."

Aaaaand the worst.

"The speed. The processor's

too slow, but it works fine with the Quazar, and that's the main thing. Plug, plug."

Where would you like to see yourself and the SAM in a year's time?

"That's a tough one. Still going comfortably."

What's your favourite magazine?

"I don't know. I don't really have a favourite."

Hopeless.

What does David Ledbury deserve?

"No comment."

13. Michael Stocks, youthful head of the expansive Zodiac empire and controversial person.

Best?

"Being able to read *Zodiac* magazine."

Worst?

"Being able to read *Format*."

Can we print that?

"Yes."

Ooh, you controversial little fucker.

Where do

you see yourself in a year's time?

"Quedgeley Village Hall."

What does David Ledbury deserve?

"[Looks edgily over his shoulder at a certain person who is standing just a few feet to his left] First prize."



14. The last word goes to David Ledbury, creator of ZAT, founder of Phoenix Software Systems (now Persona), programmer and alleged publisher of the near-mythical Z2.

And none-too-successful bus organiser.

What do you deserve?

"Do you really want me to answer that in a magazine which is suitable for all ages?"

And that, as they say, is that. Don't forget, there'll be

more SAM and Spectrum hijinks at the Leeds SAM and Speccy show in September (see *Stuff* for more details).

Thanks to all who turned up, helped, and generally made the day more enjoyable. Here's a bit of a list of our chums... Si Cooke, Jenny and Bob, The Ekins Brothers, Michael Stocks, Dave Handley, Colin Anderton, Colin MacD, Bill Hall, Colin Piggot, James Curry, Graham Goring, Darren Wileman & Co, Dave W & Flexibase, Nev Young, Stefan Drissen,

Robert Van Der Veeke, Derek Morgan, Steve

Nutting, Malcolm Mackenzie, Carol

Brooksbank, Chris Arlett, Colin Owen, Dean

Liversedge, Bernadette

Dowlsland, Wayne Coles Robert Chilton, Dave and Jean Tonks, John Garner, and anyone I've missed out.

See you all in September, then!



What does Ledbury deserve?

"I'm not answering that on the grounds that it may incriminate me."



Z2 • A5 • 36
MARK B F
with the exti
should know

Going Underground

Hello all. This series was supposed to come in two installments over two issues. Instead, it has come in three installments over six issues. I'm not quite sure how this has happened, or why, but it's not my fault, okay? (*But we need a scapegoat to blame everything on!* -Ed.) Anyway, on with it.

Relics • A5 • 24 pages • Irregular • £1.80

MARK S An odd one, this. Edited by Darren Randle (ex-editor of *Sinclair News* tapezine), *Relics* brings together the Speccy, cult film reviews, the CD-i and rave music. The main emphasis, though, is on the Spectrum, with tips, software and hardware reviews and a piece on emulators. The non-Speccy bits are also quite enjoyable, with some fairly interesting intelligent articles.

On the whole, a promising first issue, nicely presented with plenty of well-written stuff. It could maybe do to be a bit more substantial in places, and really needs to cover current Spectrum things as well as nostalgia-type pieces, but as a Speccy fanzine with a wider sphere of interest, it's fine. **7/10**

ST JOHN Remember way back in 1993 when YS last saw the light of day and everyone said "That's it for the Speccy. In a couple of years there'll be no Spec-chums left"? Well, almost 3 years on, there are still new zines coming out covering the Speccy. The latest in this line is *Relics*.

Relics is not dedicated solely to the Speccy. There are articles on subjects as varied as the CD-i, the Museum of Menstruation (really), films, rave music (much more interesting than I would have thought), videos, and poo (not really). All are well written and worth browsing through. The Speccy material inhabits about half of the zine. And it's jolly good. The second issue should be out by now and more new columns are promised. Following in the great tradition of *Crashed*, the second issue is months late (*Oi!* -Ed.). **9/10**

Based On An Idea • A5 • 36 pages • Quarterly • £2

ALLAN Here is a magazine which really does knock the crap out of the competition. Professionally printed (not photocopied), attractively designed, interesting and well written, *Based On An Idea* really is a treat to read.

BOAI is all SAM and technically-based, i.e. there's no games or anything like that. Issue one includes a review of the Steve's Software disk protector, a look at the Z380 chip (as used in the accelerator), the SAM mouse interface explained, Dalmation BBS, XCoupe, and much, much more. All the titles are done in the same nice scribbly font, and the whole thing gels together as a magazine very well.

There should be some subscription forms (left over from the Gloucester show) with this issue - use them ASAP. **10/10**

Z2 • A5 • 36 pages • Bi-monthly • £1.50

MARK B For those of you who are familiar with the extinct fanzines *ZAT* and *Fish*, you should know what to expect from their

contributors. The articles and wibble of issue one are quite witty and fun to read. The amalgamation of *ZAT* and *Fish* makes for quite a wide variety of styles. *Z2* is written for Spectrum owners only, as it's sister zine *Blitz* caters for SAM users.

Overall a good read, but it's let down by poor DTP standards (though this should be sorted by issue 2). If you enjoy a light-hearted read (just like *Crashed* but no way as good, ha!) (*Cheers, Mark!* -Ed.) then *Z2* is for you. **7/10**

ALLAN *Z2* really is very funny, though I believe this is due to the contributions of erstwhile *Crashed* interviewer Mat Beal. The cover is really funny (though not on purpose), and Mr. Teapot is a star. It's a bit on the small side for the cover price of £1.50, and the photocopier used makes the text go all wobbly and weird to read. And *Crashed* gets loads of mentions. **7/10**

Classix • A5 • 30+ pages (as of next issue) • Monthly? • £1 (as of next issue)

MARK S At the moment, this is a 28-page, 50p job, but an expansion is afoot for issue 3, hence the price rise.

Classix, edited by James Waddington (formerly boss of adventure 'zine *Spellunker*), concentrates solely on the Spectrum's history, with reviews of old games, a feature on adventure folk Level 9, an interesting series charting the life and times of Sir Clive, Dave Fountain answering queries on software, and a contacts list. The mag is well supported, with contributions from Andy Davis, Richard Coles, Joyce Cook and others. Its crowning glory,

though, is the software service: there are four pages, packed with what must be hundreds of secondhand games, utilities and even the odd book and piece of hardware, with prices starting at (wait for it) TEN PENCE. And if there's something you want that isn't on the list, James will do his darnedest to seek it out. Good, no?

Classix is a very well presented (done on a PC), well written 'zine that covers its subject matter very well. I'd personally prefer a bit more about the current Speccy scene, but if you're a fan of the old stuff, it's highly recommended. **7/10**

Sick Happy Idle • A6 • 24 pages • Monthly • 50p

MARK S Since we last reviewed *SHI* in

issue 8/9, it's gone through a few changes, so it probably warrants a re-review. Put together (edited isn't really the word) by ex-Speccy coding legends the Shaw Brothers, it describes itself variously as "post-modern pap" and a "non-literary literary" fanzine.

Among the current issue (no. 10)'s regular features are Mr Marshak (inspired, impenetrable stream-of-consciousness babble), Blues From The Fen (lucid, poignant tales of lost love in Cambridge), On The Clubland Trail (R&M-style parody of something, although for the life of me I've no idea what) and more besides, including some downright twisted cartoons. After a year, I'm still not sure quite what to make of it, but it's funny, intriguing and original. To expand your mind, send 50p to **GRAHAM SHAW, 25 REDWOOD AVE, ROYSTON, BARNSELY, S71 4JP.**

LUKE WARM NEWS UPDATE

• Coming soon from the **Format Publications** stable is *Format PC*, a magazine aimed at users of older (8086, 286 and 386) IBM machines. Enquiries c/o the usual *Format* address.

• Debbie Howard has decided to close down *The Dragon Magazine* due to lack of support and problems putting it together. She's now planning on running some sort of 8-bit sales/wants service, but needs a copy of *Dbase IV* for the PC. If you (yes, YOU) can help, write to **DEBBIE AT 10 OVERTON RD, ABBEY WOOD, LONDON, SE9 9SD.**

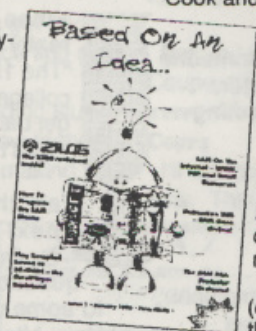
• *Spectrum UK* is also rumoured to have closed, although not being regular readers, no one round here is sure. If anyone can confirm or deny the rumour, please get in touch.

• Despite Alf's insistence that it's still a going concern, *The Thing Monthly Summer Special* (1995) still hasn't appeared. Christ, Alf.

• *Neogenesis* is a new SAM paper mag, coming soon from Doug Young. Details from the **MDL** address in Post Box.

• One last plug for the ace **Pulp** fanzine *Jammy Jezzabelle*: Issue 5 will be the final, bumper farewell issue, packed with loads of reviews, features, interviews and stuff, including some crap by me, but don't let that put you off getting it. £1 from **LISA BENTMAN, 113 SHAFTESBURY AVE, FELTHAM, MIDDLESEX, TW14 9LW.**

And that's it. Thank God. Next time: **Spectrum screenzines. Probably.**



The CRASHED Interview

This Month's Interview:

Terry Ekins
from Jupiter Software

Hello! It's Leah again. This issue I've interviewed Terry Ekins of Jupiter Software. And, as Allan made it quite clear last issue that he's getting rather fed up with Sturdy and I writing about Pulp all the time, I've decided to see just how many references to that band I can fit into one article. Gosh, I'm a wag. Hahahahahaha! (Camera pulls out as writer continues to laugh maniacally and rub her hands together in a stereotyped villainous fashion.)

Do you remember the first time you used a Spectrum or SAM?

"Yeah; I think I was about ten when I first got a Spectrum. We got SAM when it first came out, it cost about 250 quid, I think."

How did Jupiter Software begin? How the hell did you get here?

"It all began overnight. We started writing a few small programs in BASIC and came up with a few routines to do things. The first game we wrote was Labyrinth for a FRED game competition. Things just carried on from there basically."

Favourite SAM/Specy game?

"Apart from ours? Probably Waterworks. It's good, that game. Specy games? I like the Dizzy ones."

Terry's Vital Statistics

Age: 21

Weight: 12 and a half stone

Height: 6'1"

Star sign: Gemini

Inside leg measurement: "Don't know."

Eye colour: Bluey-green

Hair colour: Brownie-black

Favourite records: "God... I listen to everything, really."

Favourite films: "I don't watch a lot of films. Action films, mainly."

Favourite books: "Don't read books. Only computer manuals."

Favourite flavour yogurt: "Don't like yogurt."

Favourite part of the body: Hair

Favourite place: Gloucester

Favourite swear-word: Bother

Favourite drink: Coke

Favourite Pulp song: Common People

Favourite member of Pulp: "Jarvis is the only one I know." (stop it! -Ed.)

Favourite parks: "I like the one 'round the corner from here."

Can you... do those Magic Eye things?

"No, I can't."

...play a musical instrument?

"Only the drums."

And the triangle!"

...draw?

"Straight lines, yes."

...cook?

"Beans on toast."

...undo a bra-strap with one hand?

"I can undo a bra-strap with no hands."

(Blimey. -Ed.)

Who were the best Doctor Who baddies?

"Er... the Daleks."

Did you have a good time at Gloucester yesterday?

"I did, actually, it was quite nice."

Do you have any opinions at all on PD demos?

"No."

What are you frightened of?

"Nothing. Except the bank manager."

Will you ever change that bloody advertisement in Crashed?

"No, never! Yeah, I'm going to send a new one."

Do you use the internet? Is this the way they say the future's meant to feel?

"I'm not on it yet, but I will be soon. I've used it a few times."

God: do you believe there's someone up above? (And, for that matter, does he have a timetable directing acts of love?)

"No."

Any exciting new Jupiter projects you can tell us about?

"No, 'cos there isn't any at the moment. We've got *The C Book* which was launched at the show, and *Burglar Bob's* been finished, but that's about it."

Do you object to *Format*?

"I object to the attitude on giving publicity and stuff, but not the actual magazine."



Does the SAM have a future?

"As a door-stop, yes. It's got a few more years in it yet."

Who's better: *Take That* or *East 17*?

"It's got to be *Take That*, 'cos they've split up and *East 17* haven't."

Have you stopped eating beef?

"No, I've started eating more of it 'cos it's cheaper now."

What computers do you own?

"A Spectrum 48k, a SAM 256k, a SAM 512k, an Amiga CD32 and a Mega Drive. My sister's got a PC I use."

What Spectrum and/or SAM fanzines do you read, if any?

"None at all at the minute."

How did you manage to appear on the same photograph twice in the Alton Towers photo-shoot in *Crashed*?

"I haven't seen that issue..."

What are you doing today?

"I took Colin Piggot back to Peterborough to get his train, and now I'm just about to look at those Alton Towers piccies on FRED."

Any opinions on David Ledbury?

"Ah... If you ask people to do something you wish they'd do it rather than disappearing for six months."

Do you do the National Lottery? That much money could drag you under, y'know.

"Well, I've only got a share in half a ticket..."

When was the last time you were really drunk?

"The 15th of March. A load of us from college went out one night and didn't get back 'til the following morning. No I didn't have a hangover."

Well, that was a bit of fun. Join me next time here in The Interview Corner when I'll be asking questions that don't matter anyway to some other Specy-related celebrity.

Hey, Allan! You said you wanted me to fill up some space - well, is that enough for you? (Irate editor absent through the window, renders Jarvis obsessed writer unconscious with previously concealed Chinese wolfguards completed interview and catches next train to Leeds.)

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From: Joh

To: crash

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Subject: Spec On The Net Article
Date: Thu, 2 May 96, 14:02 BST
From: John Garner <jmg7@ukc.ac.uk>
To: crashed@planetconnect.co.uk

So you'd like to know what's out there? (apart from "the truth"). I'm sure you've heard loads about the internet (being involved with computers) so let us dispense with the crap and get straight on with it...

The internet is basically loads of computers, linked up with almost any kind of link (whether cable, microwave satellite, phone, etc). About 20 million upwards in fact, depending which estimate you believe. It's the fact that anyone connected up can speak to anyone else that makes it interesting. To get on the 'net, everyone needs a 'service provider' who provides them with all their services (well what else...) such as e-mail, world wide web access, and newsgroups. This can be a university, a cyber-cafe, or, more commonly, a dial-up link from home. All you need is a link to one of these and you too can be on-line. Even a Spectrum can do it as long as you don't mind some slower links (a VTX 5000 should work, but I would recommend a Spectrum 128 and modem on the RS232 port).

Once you're connected, there are several things you can do, for example...

- 1) Make an arse of yourself and do something very silly. (Such as...? -Ed.)
- 2) Go and brag about how much you know about the internet, piss off several thousand people on a newsgroup and get chucked off by someone important, into some deep shit with your provider.
- 3) Hack your way into a bank/company on the internet and suddenly gain five million dollars.
- 4) Start a chat up service then get into very deep trouble when the police find out about it.
- 5) Have some good old fun finding stuff about the Spectrum, meeting new friends, downloading some games and making the most of your new hobby.

I am, however, only going to help you with number five. Others may be experienced at your own peril, I suggest option 3 first so you can disappear off to an exotic desert island for a year or two after you've completed option 1, 2, and missed out 4 in that order.

I'll start off with the more impressive stuff as I'm sure you will figure out how to write e-mails yourself, and I can't tell you who you should write to 'cos they'll complain to me if they suddenly get a few hundred mails one morning. Find your own friends!

There's lots of sections that come under the general heading of "the internet". There's electronic newsgroups you can post to and read ('usenet'), world wide web (WWW) pages to surf, and plain old letter writing with e-mail.

I shall deal mainly with the web. Fancy graphics and pages full of links to other pages abound here, sometimes you have to look hard to find any interesting stuff at all.

There are several good sites that provide a list of links to just about every other Spectrum site on the net (sorry, I don't own a Sam Coupe so don't tend to look at those pages much). In particular try:

[HTTP://PAUL.RUTGERS.EDU/~SAVOIU/SPECTRUM](http://PAUL.RUTGERS.EDU/~SAVOIU/SPECTRUM)

[HTTP://WWW.NVG.UNIT.NO/SPECTRUM](http://WWW.NVG.UNIT.NO/SPECTRUM)

[HTTP://WWW.IL.FT.HSE.NL/~BEN/SINCLAIR/SLINKS.HTML](http://WWW.IL.FT.HSE.NL/~BEN/SINCLAIR/SLINKS.HTML)

[HTTP://WWW.NVG.UNIT.NO/SPECTRUM/VIRT-SPEC.HTML](http://WWW.NVG.UNIT.NO/SPECTRUM/VIRT-SPEC.HTML) - a main Speccy archive here too, loads of files to download. Main entry point at the above address but take the /VIRT-SPEC.HTML off the end.

There's the Spectrum FAQ (Frequently Asked Questions, with answers) at:

[HTTP://WWW.CS.BHAM.AC.UK/~DMB/SPEC CY/FAQ.HTML](http://WWW.CS.BHAM.AC.UK/~DMB/SPEC CY/FAQ.HTML)

Before I completely forget about the Sam Coupe, here's a site you'll like:

[HTTP://WWW.SOTON.AC.UK/~TSP93NA/COUPE](http://WWW.SOTON.AC.UK/~TSP93NA/COUPE)

I'll wander over to the PD demo pages now. This happens to be one of the major areas where there is Spectrum activity nowadays:

[HTTP://WWW.NVG.UNIT.NO/SPECTRUM/JMG7](http://WWW.NVG.UNIT.NO/SPECTRUM/JMG7). There's loads of stuff on demos with information on the coders/ groups too. Big section on

usergroups/ clubs/PD libraries for the Spectrum, not many pictures but tonnes of information (oh, and I wrote it!). Due for an update soon.

[HTTP://WWW.ECS.SOTON.AC.UK/SPECTRUM/~RJC94/DEMOS.HTML](http://WWW.ECS.SOTON.AC.UK/SPECTRUM/~RJC94/DEMOS.HTML)

kept by my mate Icabod of the coding group *Convention*. Another good site, and he's got some stuff on things other than his own productions.

[HTTP://WWW.ACROPOLIS.GR/~ICARUS](http://WWW.ACROPOLIS.GR/~ICARUS). Theo Develegas' pages (remember the Sound Demos 1-10 in *Sinclair User*?) Very well designed and pretty, but is rather slow due to the distance and the fact that there's loads of graphics.

[HTTP://WWW.MAMEDIA.ANET.CZ/FF](http://WWW.MAMEDIA.ANET.CZ/FF) - Fuxoft's pages (a PD demo bloke) you'll need to select the 'X' to get inside.

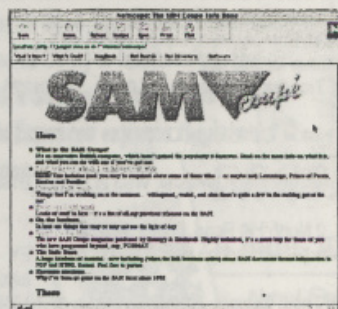
[HTTP://WWW.CS.BHAM.AC.UK/~DMB](http://WWW.CS.BHAM.AC.UK/~DMB) - another section of pages with lots of stuff, several different topics too including *Emulate*, the Speccy magazine on the 'net that seems to be doing well.

One of the first things you might want to do is search out the games that have been snapshoted and are

available to download for you to play. You'll need either a Spectrum emulator (I recommend the brilliant Z80 for PC compatibles (I've got *Mac Spectacle - Ed*)) or a program that can somehow convert it into something your Spectrum can read (a disk or RS232 to Speccy for example). Lots of this information is on the FAQ list (see above). The .SNA snapshot is the most basic and most emulators can read it (it's very similar to a +D snapshot). They're usually compressed to conserve space, anyway.

I'm sure that will keep you busy for ages (if you can afford the phone bill - luckily I get a free connection at university). That's it for this time. Maybe (if I'm not so lazy, and Allan thinks there's room and he wants it) there will be more from me in another issue.

Feel an urge to contact me? My e-mail is jmg7@ukc.ac.uk - remember about university holidays. Direct all enquiries via the usual *Crashed* address, but to write to me direct then post the offending envelope to: JOHN GARNER, THE ORCHARD, MOOR ROAD, LANGHAM, COLCHESTER, ESSEX, CO4 5NR.



Software houses / suppliers

Ace Software/Alan Cresswell (Spec) - 18 West St, Geddington, Northants, NN14 1BD
 Adventure Workshop (Spec Adventures) - 36 Grasmere Rd, Royton, Oldham, Lancs, OL2 6SR - Tel. 0161 652 7565
 Atomik Software (SAM) - 20 Grove Road, Hoylake, Wirral, Merseyside, L47 2DT
 Betasoft (SAM) - 24 Wyche Ave, Kings Heath, Birmingham, B14 6LQ
 Brendan O'Brien (Spec) - 22 Garron Cr, Larne, Co. Antrim, N. Ireland, BT40 2AT
 Capri Marketing (Spec) - 9 Dean St, Marlow, Bucks, SL7 3AA - Tel. 01628 891022
 Chilsoft (Spec) - 61 Sandfield Farm, Brownhills, West Mids, WS8 6LW - Tel. 01543 360819
 Dreamworld (Spec adventures) - 10 Medhurst Cl, Gravesend, Kent, DA12 4HL
 Elyzium Software (SAM adventures) - 50 Chadswell Hgts, Lichfield, Staffs, WS13 6BH
 Everglade (Spec) - 68 Telford St, Inverness, Scotland, IV3 5LS - Tel. 01463 240 168
 F9 Software (SAM) - 18 Mill Lane, Glenburn Rd, Skelmersdale, Lancs, WN8 8RH - Tel. 01695 731163
 Fish (Spec) - 3 Station Rd, Birch Vale, Stockport, Cheshire, SK12 5BP - Tel. 01663 743397
 Flexibase Software (Spec/SAM) - 20 The Parklands, Droitwich, Worcs, WR9 7DG
 Fred Publishing (SAM) - 40 Roundhill, Monifieth, Dundee, DD5 4RZ - Tel. 01382 535 963
 Grafix Wizards/Jonathan Cauldwell (Spec) - 5 Helmsley Dr, Eastwood, Notts, NG16 3RS
 Jupiter Software (SAM) - 2 Oswald Rd, Rushden, Northants, NN10 0LE
 Kobrahsoft (Spec/SAM) - Pleasant View, Hulme Lane, Hulme, Staffs ST3 5BH - Tel. 01782 305244
 MDL Software (SAM) - Holmrigg, Wester Essendy, Blairgowrie, Perthshire, PH10 6RD
 Microspec Software (Spec) - 22 Bond St, Innerleithen, Perthshire, Scotland, EH44 6HW - Tel. 01896 830560
 Mungus! Software (SAM) - Moorview, Leigh Rd, Chulmleigh, N Devon, EX18 7BL
 Persona (SAM) - 31 Ashwood Drive, Brandlesholme, Bury, Lancs, BL8 1HF - Tel. 0161 797 0651
 RDS Software (Spec) - 24 Chelsea Park, Easton, Bristol, BS5 6AG - Tel. 01227 555064
 Revelation Software (SAM) - 45 Buddle Lane, Exeter, EX4 1JS
 SD Software (Spec/SAM) - 70 Rainhall Rd, Barnoldswick, Lancs, BB8 6AB
 Sintech (Spec) - see Spectrum-User-Group for address
 Spectrum Software Hire 33 Dursley Rd, Trowbridge, Wilts, BA14 0NW - Tel. 01225 775446
 Steve's Software (SAM) - 7 Narrow Cl, Histon, Cambridge, CB4 4XX - Tel. 01223 235 250
 Supplement Software (SAM) - 37 Parker St, Bloxwich, Walsall, WS3 2LE - Tel. 01922 406 239
 Tasman Software (Spec) - Hilton Court, 2 North Hill Road, Leeds, LS6 2YY
 Wizard Games (Spec) - 1 North Marine Rd, Scarborough, North Yorks, YO12 7EY - Tel. 01723 376 586
 Zenobi (Spec adventures) - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

PD software

Alchemist PD (Spec) - 126 Hayward Rd, Redfield, Bristol, BS5 9QA
 Fountain PD (Spec) - 11 Camel Rd, Silvertown, London, E16 2DE
 Hammer PD (Spec) - 43 Gwydir St, Toxteth, Liverpool, L8 3TJ - Tel. 01517 289084
 Impact PD (Spec) - 36 Budge Rd, Wokingham, Berkshire, RG40 1PJ - Tel. 01734 891292
 MDL (Spec) - 249 Dunbarton Rd, Old Kilpatrick, Glasgow, G60 5NQ
 MGPd (Spec) - 1 Pelham St, Sutton in Ashfield, Notts, NG17 2EF
 Prism PD (Spec) - 13 Rodney Cl, Bliton, Rugby, CV22 7HJ - Tel. 01788 817473
 SAM PD (SAM) - see F9 software above for address
 Womo PD (Spec) - Ermastrasse 33, D-51069 Koln, Germany
 Zedd-PD (SAM) - see Zodiac fanzine for address

Hardware / consumables

BG Services (Spec/SAM) - 64 Roebuck Rd, Chessington, Surrey, KT9 1JX - Tel. 0181 3970 763
 Chris Box (external 3.5" +3 drives) - 31 Stanley St, Semilong, Northampton, NN2 6DD
 Colin Piggot (SAM) - 204 Lamond Drive, St. Andrews, Fife, KY16 8RR
 Datel Electronics (Spec) - Govan Rd, Fenton, Stoke-on-Trent, ST4 2RS - Tel. 01782 744 707
 DCP Micro-Developments Ltd, Edison House, Bow Street, Great Ellingham, Attleborough, Norfolk, NR17 1JB - Tel. 01953 457800
 EEC (Sinclair) - 6 Ravensmead, Chalfont St. Peter, Bucks, SL9 0NB - Tel. 01494 871319
 Entropy/Rooksoft (SAM) - 1 Dovey Close, Astley, Tyldesley, Manchester, M29 7NP - Tel. 01942 886084
 Greenweld Electronic Components, 27 Park Rd, Southampton, SO15 3UQ - Tel. 01703 236363
 Romantic Robot (Spec) - 54 Deanscroft Avenue, London, NW9 8EN - Tel. 0181 200 8870
 SD Software (SAM) - see software houses for address
 SRS (second-hand computers, including Spectrums, Spectra? Sod it.) - 94 The Parade, Watford, Herts, WD1 2AW - Tel. 01923 226602
 West Coast Computers (SAMs and accessories) - Format Publications, 34 Bourton Rd, Gloucester, GL4 0LE - Tel. 01452 412572

Spares and repairs

City Computer Services, Units 4-6 Adderly Estate, 197 Adderly Rd, Saltley, B'ham B8 Tel. 0121 327 3176
 Electronic Services (Spectrum repairs) - 33 City Arcade, Coventry, CV1 3HX - Tel. 012 224632
 Heath Computers (Spectrum repairs) - Unit 3, Speedwell Trading Estate, Kings Road, Tysley, Birmingham, B11 2AT - Tel. 0121 772 1200
 HEC (Spectrum repairs) - 47-9 Hindley Street, Leigh, Lancs - Tel. 01942 672424
 HS Computer Services, Unit 2, The Orchard, Warton, Lancs, PR4 1BE - Tel. 01772 632686
 Infotech & Stree (repair/service manuals - £15 - for the Spec) - 76 Church Street, Larkhall, Lanarkshire, ML9 1HE - Tel. 01698 883334 / 888343
 JRC Camera Repairs, 2 Forge Cottage, High St, Ewelme, OX10 6HQ - Tel. 01491 834403
 KPR Micro-systems (Spectrum repairs) - Springfield, Chelmsford, Essex, CM1 5YP - Tel. 01245 468554
 Trading Post, Victoria Rd, Shifnal, Shropshire, TF11 8AF - Tel. 01952 462135
 WTS Electronics Ltd., Studio Master House, Chaul End Lane, Luton, Beds, LU4 8EZ - Tel. 01582 491949
 West Coast Computers (SAMs) - see Hardware section for address

Publications

8Bit (all 8-bits, £2 per issue, or £1.50 if 10 or more issues are ordered at once) - 39 High Street, Sutton in the Isle, Ely, Cambs, CB6 2RA - Tel. 01353 777006
 Adventure Probe (all formats, £2) - 52 Burford Rd, Liverpool, L16 6AQ - Tel. 0151 722 6731
 AichiNews (Spec tape/disk, £1 or free with medium and SAE) - 62 Tithe Barn Lane, Woodhouse, Shetfield, S13 7LN - Tel. 0114 269 7644
 Blitz (SAM disk) - See Persona (software) for address
 Crashed (SAM/Spec) - ...and a big old garage thing 'round the back...
 Format (SAM/Spec, £1.50) - see West Coast Computers for address
 Fred (SAM disk, £2) - see Fred Publishing above for address
 JDH Tipskip (Spec) - 40 Rosarie Place, Grimsby, S Humberside, DN33 2JS
 Outlet (Spec, £3.50) - 34 Saltersgate Drive, Birstall, Leicestershire, LE4 3FF
 PD Power (Spec, £2) - see Prism PD above for address
 SAM2SAM (SAM disk, £1.50) - 65a Norman Crescent, Sunnyfields, Doncaster, DN5 8RX
 SAMDisk (What d'you think?, £2.00) - see Atomik software for address
 SAM Supplement (SAM disk, £2) - see Supplement s/w for address
 Sinclair Express (Spec, £1.75) - 7 Manor Drive, Merriott, Somerset, TA16 5NT
 Spectrum UK (Spec, £1.50) - 28 Rockingham Dr, Melton Mowbray, Leicestershire, LE1 0LQ
 SUC-Session - see Spectrum-User-Club for address
 The Thing Monthly (lots of humorous wibble with a section on old computers, SAE for new-look promo issue) - 46 High Rd West, Felixstowe, Suffolk, IP11 9JE - Tel. 01394 273178
 Zodiac (SAM, 50p) - New House, Holbear, Chard, Somerset, TA20 2HS - Tel. 01460 62118

User groups

8-Bit Alliance (Spec) - see Hammer PD for address
 Chic Computer Club/Spectre, PO Box 121, Gerrard's Cross, Bucks, SL9 9JP
 INDUG - see West Coast Computers for address
 Spectrum Profi Club - see Womo PD for address
 Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany - Tel. 0049 711 777142

This thing just keeps on getting bigger and bigger (ahem)! Phew

NOTICE BOARD

MESSAGE

The Russian Strikers
 - cheers for FD2 you
 Milwall poo-bag.
 Love, the Relegated
 Horns.

MESSAGE

A new era in
 crap specy
 fanzines
 finally
 happened on
 20th April.

WANTED

Issues 12 & 14 of
 16/48. Swap or sell
 issues 4, 5, 6, 7, & 13.
 St John Swainson, 7
 Upper Hill Rise,
 Rickmansworth,
 Herts.

WANTED

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

MESSAGE

Don't put your sons
 in the Army, Mrs.
 Ward - you know
 they'll only waste
 away (oh-oh).

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CRASHED back issues

Issue 1 -
Crashed's first
ever issue, with

the crappiest ever cover! Jonathan Nash interview, Reviews of Dalek Attack, Street Fighter 2 and Nigel Mansell's Grand Prix.

Issue 2 - It's A Goal and Rotor reviewed, a letters section and some other stuff.

Issue 3 - Lammings and Fireview 2 reviews, interview with David Ledbury, Highly Recommended, Whittle's Wibble oldie reviews, Playing Tips.

Issue 4 - Lookback at 1994, PD software reviewed in Public Exposure, Sinclair User in Nostalgia Corner, Dave F interviewed.

Issue 5 - Simon Cooke interview, Gloop, The Addams Family and The Witching Hour reviewed, Crash in Nostalgia Corner.

Issue 6/7 - First nice-looking issue! Home Computing Weekly appears in NC, Interview with the Shaw Brothers, Gloucester Fair report, TNT and Fishpaste vol 1 reviewed, Tech Niche Extra, plenty of News.

Issue 8/9 - Mark leaves in a blaze of no glory whatsoever, a stupid Atari machine in Nostalgia Corner, fanzine roundup, Ball Games and Fishpaste 2 reviewed, John Wilson interviewed, Public Exposure returns, the Crashed awards are announced.

Issue 10/11 - First colour cover, preview of Kälcol, exclusive Alton Towers pics, Amalthea and Tango/Magic Dice and SC Word Pro reviewed, Linda Barker interviewed, Public Exposure exposes PD, Sinclair Research's 1984 catalogue in Nostalgia Corner, and lots more!

Issue 12 - BACK IN STOCK - but supplies are still limited! With it's controversial cover, this issue also has a free tape/disk with it, available now only if 50p or blank tape/disk is sent with order. Inside, there's part one of our Bob Branchley interview, a review of the Quazar Surround soundcard, and FLIM on the SAM.

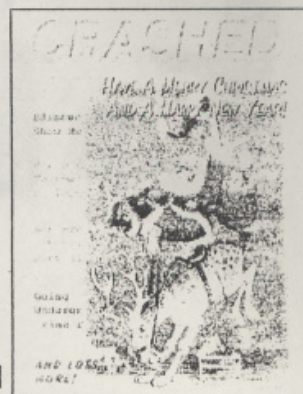
Issue 13

The Christmas issue - complete with piccy of Santa on the cover. Inside we have a report of the Edinburgh

show, a review of Hop N Chop/Football Glory, games tips in Game On, part 2 of the Bob Branchley interview, a look at the rivals in Going Underground, a double helping of Retro Reviews, and lots, lots more!

Issue 14

Grubbing For Gold adorned this issue's cover (which no-one understood to be a European flag), and a review appears inside, along with reviews of Rat Salad, Dead Or Alive, the resurrection of Simon Cooke as Spec Tec Junior, Brian Watson (editor of 8Bit) is interviewed, The Postie's Sack gets controversial, and Public Exposure exposes the latest PD software.



CRASHED posters

A BARG AT £2.99 each

New! Fresh! Lovely! Adorn your walls with these full colour glossy A3-sized Crashed posters. Poster 1 features issue 10/11's cover artwork, 'Amalthea' (or 'the guy with the gun'), and poster 2 has issue 14's Grubbing For Gold cover, both drawn by Steven Pick. All posters are of high quality - better than the covers themselves!



CRASHED
t-shirts
A SNIP AT
£4.99 each

Yes, you too can have the Crashed logo plastered across your chest. These high-quality white t-shirts sporting the new Crashed logo in colour are only available in very limited numbers, so order now! Last few reduced to £4.99 - show your support!

CRASHED mail order software

Yes, that's right - Crashed is now offering the following games for sale. They've been bought as a job lot (ie. there's many copies of each title), hence the low prices. (most of it goes on postage). All games are new and boxed with instructions, inlays, and any freebies (such as badges, maps, etc.) included.

60p

- Barry McGuigan's World Championship Boxing
- Cubey
- Die Alien Slime

- Enterprise
- Leviathon
- Protector
- Rad Ramp Racer
- War Recruit

80p

- Angle Ball
- Canyon Warrior
- Chronos
- Collision Course
- Colony
- F-16 Fighting Falcon
- Gregory Loses His Clock
- Hacker 2
- Jackal & Wide
- Jonah Barrington's Squash

- Knuckle-Busters
- Legend Of The Amazon Women
- Majik
- Micro Mouse
- Milk Race
- Prowler
- Pulse Warrior
- Raid (Over Moscow)
- Rapid Fire
- Rasterscan
- Rebel
- Rescue On Fractalus
- Shard Of Inovar
- Strike
- T-Bird

£1.00

- Agent X

- Cauldron 2
- Dun Darach
- Federation
- Marsport
- Tetris
- Tir Na Nog
- Trailblazer
- Xenon
- Zub

£1.20

- Cisco Heat
- Stifflyp & Co.
- Teenage Mutant Hero Turtles (the platform one)
- Welltris

And that's yer lot! (for now...) Nb: Delivery within 28 days.

In the next issue of CRASHED, we've got reviews of the SAMDAC & Quazar Sampler, Spec Tec Jr. and Postie's Sack return, Speccy and SAM emulators feature, and lots more!

CRASHED issue 16 - £1 from the usual address

Eight and
a half
inches of
pleasure.



Birch Vale, Heaton Mersey, Brandlesholme.