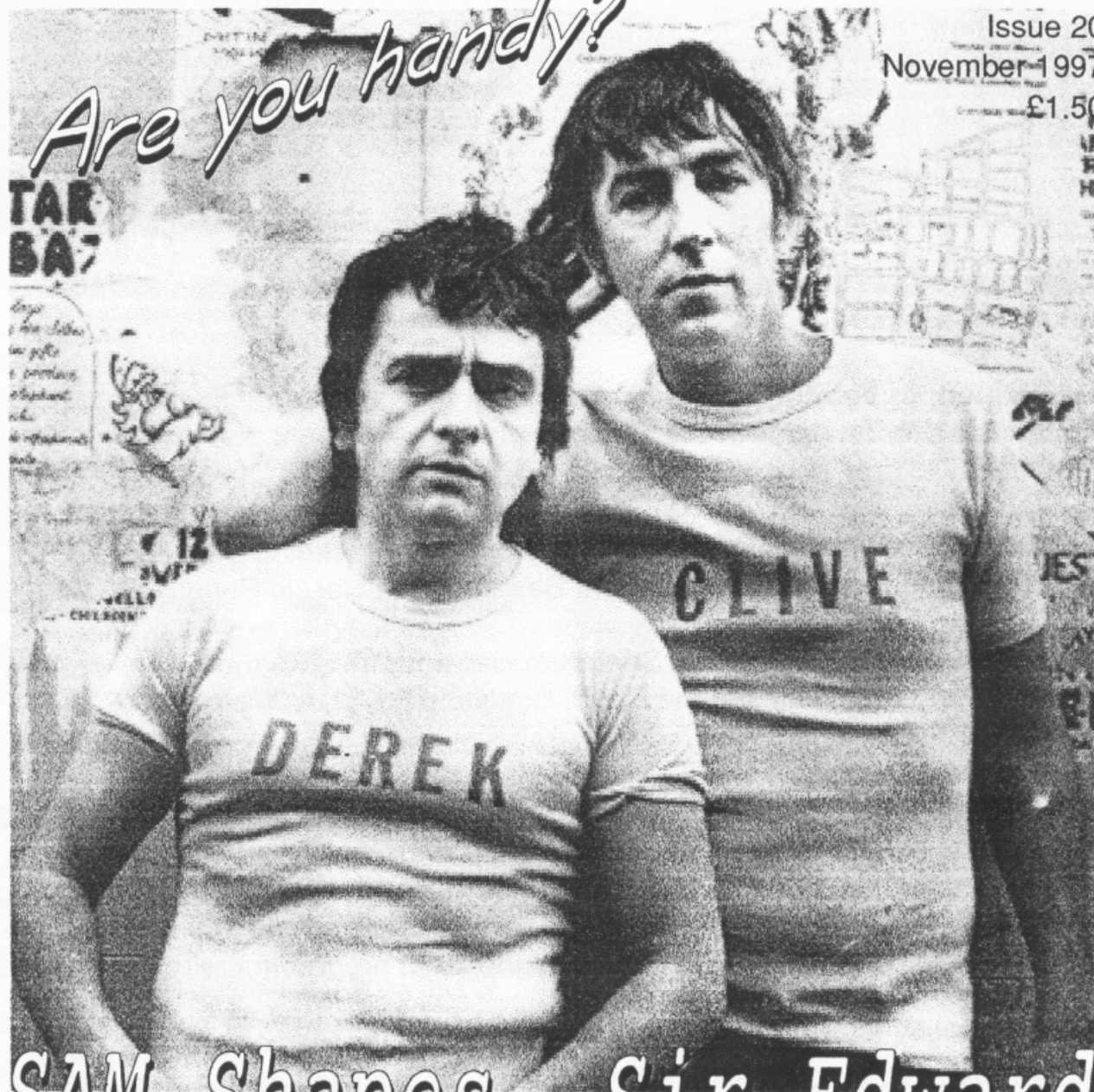


UNDER OLD MANAGEMENT *CRASHED*

Are you handy?

Issue 20 •
November 1997 •
£1.50 •



*SAM Shapes Sir Edward
Reviewed Heath*

Plus all the other usual drivel that you are so fond of.

Persona

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

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MARK SPEAKS...

Well, here we are again. It's been two years since I last spoke to you from this little box, and the first thing I really ought to do is to say a big SORTED, RESPECT DUE to Allan for bringing Crashed so far in the meantime. When I first left, it was only going to be for a few months, then I decided that I wasn't coming back at all, but it would appear that I have, which just goes to show that there's many a mickle makes a muckle, it's a bent paintbrush that paints its own handle, and just why has Murun Buchstansangur been taken off the air anyway?

Coo, 20 issues. It's quite astonishing that we've come this far, and to change Crashed in a big way now would be an act of madness when we're doing so well. It's really up to you what we do next. What would you like to see more of in Crashed? Adventures? Techy stuff? Let us know, and it shall be granted.

One little detail that I want to sort out is rude words. Crashed had never really had a policy over what it does and doesn't print - in the past, we've variously sworn our little socks off, exercised discreet censorship, and most things in between. If you have a viewpoint on this sort of thing, let us know. If no one voices any objection, we'll carry on as we are - not actively avoiding printing anything, but at the same time not going out of the way to offend people. Okay? Okay. How can language be bad anyway, man?

And now for some Growth By Acquisition. (Golly.) Yes, if all goes to plan, as of next issue Crashed will be incorporating Z2, the ill-fated mag that incorporated ZAT and Fish but never got past issue one.

The only slight hitch is that, while the mailing lists exist for the unpublished third and fourth issues of said zine, issue two's seems to have disappeared without trace. If you were owed a copy of issue two, or know of someone who was, please let us know and we'll extend your subs accordingly.

Lastly, it is my sad duty to announce that after this issue, Dave Fountain will no longer be writing the PD section for us. Thanks Dave - you have been and always will be a credit to the Specy, and the past two years would have been a sadder place without you. I think I speak for everyone when I issue forth with a hearty KEEP IN TOUCH, WIERD BOY. We will keep covering the PD side of things as much as we can, but the vacancy for a regular writer/reviewer is open to anyone who wants it. If you're interested, get in touch, won't you?

Love,

Mark.

DELVING DEEPER...

4 Stuff - Some stuff has happened.

6 The Postie's Sack - The sack has some post in it.

7 Robotron - It's an old game, and it really exists.

8 Going Underground - I pulled out the Queen, smiling, beguiling.

9 Retro Reviews - Literally like stepping through a timewarp.

10 Public Exposure - At the end of which, Dave Fountain is deflated, folded up and put back into the box at the bottom the wardrobe - forever.

11 Game On - And, believe me, you will be after you've read this.

12 Shapes - A SAM game which has been reviewed.

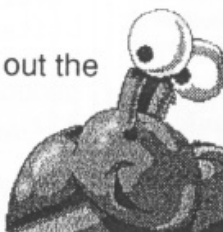
13 X-It / Twist - Another SAM game, reviewed which has been.

16 Tech Time : ROM Modification Part Two - It does exactly what it says on the tin.

17 The Ted Heath Column - We've got all the stars, you know.

18 Post Box - Get it there.

19 Shop - Get it here.



THE TRAIN NOW AT PLATFORM ONE

The Fat Controller - Stewart Skardon
 The Not so Fat Controller - Mark Sturdy
 Really Fat Controller - Sir Edward Heath.
 Delayed Passengers - Joyce Cook, Martyn Sherwood, George Boyle, Leon Brown, Bob Brenchley, Robert Chilton, Malcolm Mackenzie, David Ledbury, Simon Goodwin.
 Write to us - Crashed, Pear Tree Cottage, North Delgton, West Yorkshire, LS22 4EN.
 Call us - (01937) 582837
 Email us - crashed@argonet.co.uk
 WWW - <http://www.argonet.co.uk/users/sskardon>
 Please make cheques / POs payable to Crashed Magazine.

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This issue is dedicated to North Delgton for being Marks home for the past 18 years. Next issue will come to you from the environs of Warwick University. Can you contain your excitement?

ISSN 1361 - 5505
 Last issues readership - 40

stuff

CRYSTAL, CHIPS AND A BLISTER

One of the most interesting things to turn up here recently is a letter from a company, based in the Netherlands but working on an international basis, called Crystal Software And Electronics. Crystal state their main business as "publishing and retailing software, hardware and magazines for computers" - they currently work mainly on mainstream formats like the PC, Amiga and Playstation, but have recently branched out to the Commodore 64, and are very interested in getting into the Spectrum business.

What this means is that they're looking for programmers to work on conversions of games that have already appeared on the bigger formats, and are also interested in signing up suitable original software. They don't give a tinker's trouser whether you're "Bill Gates himself or plain old Joe who hacks away at his Speccy late at night", so if you're a decent programmer, there may be something in this for you. Write to Alex de Vries at Crystal Software And Electronics, Leemveld 158, 9407 GE ASSEN, The Netherlands, or phone 00 31 592 373634, or fax 00 31 592 374697, or slip a tenner under the door of the second cubicle from the end in the gents' at Charing Cross tube station, apart from the last part, which is the silly bit at the end. (MS, with thanks to Robert Chilton)

MARTYN GETS HAMMERED

In a move largely ignored by Mark Swift, the original drummer with Pulp who was a member of the band when it formed at Sheffield City School in 1978 and left two years later in 1980, Leon Brown has closed down his Hammer PD library because of pressures of schoolwork. Hammer's software range has now been taken over by Martyn Sherwood's ever-expanding Prism PD, whose new catalogue should be out shortly after you read this.

Meanwhile, Leon's software house, Galaxy, continues to operate. Their latest release is Sketchpad, a simple art package written by Jonathan Devall. It costs £3 (cheques to J Devall) and is available from Galaxy Software, 43 Gwydir Street, Toxteth, LIVERPOOL, L8 3TJ.

Leon Brown's user group, the 8-Bit Alliance, has also undergone some changes. Its Spectrum magazine, Sinclair Computer User, has merged with its Amstrad equivalent, Amstrad Computer User, to form an umbrella magazine to cover both machines. It should also be expanding to cover the C64 soon. Details from the same address as below. (MS)

I KNOW IT'S GONNA HAPPEN SOMEDAY

As most of you probably know, plans are afoot for a new version of the SAM. West Coast Computers' Bob Brenchley made the announcement in Format earlier this year, stressing that there would be no new machine - just a series of add-ons that expand the SAM's capabilities. At the same time, he appealed for anyone skilled in hardware design or programming who would be interested in working on the project, or anyone who had ideas for what they would like to see in the new machine.

So what's happened in the past few months? Not too much. Bob has been approached by a few hardware designers and programmers, but with nothing that points to a clear way forward. This autumn, however, work will begin on a new, expanded version of the SAM's ROM, which will be developed either with the use of a ROM/RAM board, or using the DOS-based SAM emulator for the PC, Sim Coupe. At the same time, Bob claims that steps are being taken to "smooth out" the legal situation regarding who owns what relating to the SAM.

In the meantime, anyone who wants to get involved with the SAM 2 project should write to Bob at West Coast Computers, c/o Format Publications, 34 Bourton Road, GLOUCESTER, GL4 0LE, or phone (01452) 412 572.

(MS)

NOTICEBOARD

MESSAGE

I see unspeakable vulgarity.
Institutionalised mediocrity.
Infinite tragedy. Rise up little souls
- join the doomed army. Fight the
good fight - wage the unwinnable
war. Elegance against ignorance.
Difference against indifference. Wit
against shit. Apply Box 3..

WANTED:

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

Wanted

A copy of Impact by
Audiogenic (Breakout
clone). Robert Chilton, 61
Sandfield Farm,
Brownhills, West Mids,
WS8 6LW

MESSAGE

Do any Sheffield-based
readers know anything about
Pulp's early days in the city?
I'm writing a book about then
(it's Sturdy here, by the way)
and I'd be interested in any
recollections or artefacts. Get
in touch at the usual Crashed
address

(HERE COME THE) MARTYN MARTIANS

First issue back, and I'm already packing in those Jonathan Richman references. But anyway. Here are the changes (admittedly a bit late) that Prism PD's Martyn Sherwood has made to his service:

PD Power, the 40-page bimonthly Speccy fanzine, has now gone down in price to £1.70. The price now includes automatic membership of the Prism PD club, which gives you the right to swig ginger beer on Saturday afternoons in Martyn's clubhouse at the top of the big tree in his back garden and go on adventures in the enchanted woods of Rugby. (Sound of editor being beaten about the head with a cricket bat.)

Sorry. The PD library, meanwhile, has undergone a complete shake-up and twizzle, with all titles now costing 5p if you include blank media and postage, or £1 if you don't.

And there you have it.

(MS, with thanks to Joyce Cook)

JOYCE WANTS HERE MOM!

In a move unexpected by Don Van Vliet, the respected modern painter formerly known as Captain Beefheart who made a series of acclaimed avant-garde blues/free jazz fusion albums between the late '60s and the early '80s, Joyce Cook has closed down her Spectrum Software Hire library.

Her decision was influenced by a lack of time, space and new software, plus the fact that Speccy games are now available for next to nothing from boot sales and charity shops everywhere.

Joyce has decided to donate her entire 2500-strong collection to the British Film Institute, which is currently setting up a National Representative Collection of video games for generations to come, and also to provide for exhibitions (like the one at the Museum Of The Moving Image a few months ago) and educational purposes.

Once received, software is tested, catalogued and stored away in the BFI's temperature-controlled vaults alongside Charlie Chaplin films and episodes of Doctor Who.

It's not yet clear whether it will be available for loan to plebs like you and me and Tony Bastable, but we'll keep you posted.

In the meantime, anyone who's interested in making a donation or wants to find out more should write to Tony Hetherington at the British Film Institute, 21 Stephen Street, LONDON, W1P 2LN.

Ring (0171) 255 1444, or email Tony@earith.source.co.uk.

(MS, with thanks to Joyce Cook)

HARD DRIVIN' II

Persona are working on what sounds like a rather fine new hard drive for the SAM. At present, Malcolm Mackenzie has a prototype model which slots into the second drive slot of his Coupe, and works rather brilliantly - there's none of the screen distortion or crashes of other SAM hard drives, and all that really needs to be completed is the DOS. It's not known when the drive will appear, but it's a damned exciting development anyway. For more information, write to Malcolm at Persona, 31 Ashwood Drive, Brandlesholme, BURY, BL8 1HF, or phone (0161) 797 0651. (MS)

THE IMMORTAL STORY

Quite possibly the most implausible European conversion job since, er, the last one, Mortal Kombat is on its way to the Speccy.

According to a report in August's edition of top German mag SUC-Session, a foreign programmer has produced a playable demo that runs rings round the likes of Street Fighter 2 in terms of gameplay, presentation and sound.

The original version was supplied on Beta disk, but SUC's Thomas Erbele has converted it to MD-02 and tape format, although the latter's virtually unplayable because of crashes and multiloads.

More I can't really tell you, because the news only arrived a couple of days ago, and we couldn't get a proper German translation in time. Erk.

The details will be in the next issue of Crashed unless unavoidable circumstances prevent them from appearing, like me forgetting my gym shorts or getting a note from my mum.

(MS, with thanks to Thomas Erberle)

Stew's Bit.. Owing to Mark's rather long editorial this issue, my little editorial had to be moved to another page in the magazine, so when I ended up with this nice space, I decided that I would fill it.

The Web Site has now had over 400 visitors, and is starting to look a bit rough in my eyes, so I have now started a campaign to tart it up.

To begin with, I have given the logo an overhaul, and you can see the end result at the foot of page 6 in this issue, or better still visit the Web Site at the following URL : <http://www.argonet.co.uk/users/sskardon>

Hopefully this issue will have made it in time for Christmas, so you can rely on our reviews to help you to decide what to buy your SAM or Speccy for the yuletide period.

Don't forget to keep your trusty Speccy or SAM running. Not only will it provide hours of entertainment instead of watching old Queeny waffle on, but after an hour or so, the power pack can double up as a heater, ideal for all those pensioners out there who can't afford both electricity and gas.

All that remains is for me to say enjoy the rest of this issue, and don't forget to send me a nice christmas card, oh, and any nice expensive presents that you feel may be appropriate...

All the best,



Stewart.

THE POSTIE'S SACK

I was sorting out the Crashed stuff I inherited from Allan, when what should I come across but a folder marked "Unpublished Letters". Luckily, I wiped it off in time (NO. BAD. START AGAIN) Luckily, there's a gap in this issue to fill with them. Hurrah, eh?

ABUSE THEIR POSITION

Dear Mr Clarkson,

As a loyal reader of Crashed for the last ten years, you can imagine my dismay when I read Issue 15 and discovered that one of your contributors has taken it upon himself to abuse their position to make professional attacks on myself.

I refer, of course, to Mr Sturdy's remark that my music is "fey, lightweight drivel", and insinuation that it is comparable to the juvenile bubblegum naivety of Bis. May I remind Mr Sturdy that my first solo album, *Debut*, sold 2.5 million copies, and my second received even greater commercial success. My achievements are not only financial, however; both albums received widespread critical acclaim, including two BRIT Awards, or it may have been more, I can't remember.

I think Mr Sturdy is speaking out of place to criticise another person's music writing ability, when I know for a fact he himself only knows ONE CHORD SHAPE on the guitar (C) and freely admits to having stolen one of the compositions submitted for his GCSE Music examination from ESI's Shocked megadem0.

I would like to take this opportunity to formally warn Mr Sturdy that, should he continue to publish such libellous

remarks, I shall eat him.

Björk (Mrs)
London

PS Boo!

I'm brilliant on the guitar actually. I can play more Pulp songs than you've had hot dinners. And Roadrunner by Jonathan Richman. And Hey Joe. And Design For Life, and Ten Years Asleep by Kingmaker, and Parisienne Walkways, and Sweet Jane, and Heroin, and Alright Now

and Life In The Fast Lane and Psycho Killer and Virginia Plain and Indian Summer and Femme Fatale and What Do I Get? and Boredom and The Ballad Of Karen And Barney. If you continue to make these silly statements, I am fully within my rights to do a thing, and then you'll be sorry.



THAT LANKY BASTARD

Dear Mr Clarkson,

I should like to complain in the strongest possible terms concerning Mark Sturdy's letter in Issue 15 of Crashed. In the section of his letter numbered 6, he insinuates that he has slept with me. It is true that, in the past, I have indulged in sexual activity with Dave F, John Wilson, David Ledbury and Linda Whittle, but I draw the line at that lanky bastard and his funny keks.

I feel it only right that I should warn Mr Sturdy that, should he continue to make such libellous, not to say insulting remarks, I am quite within my legal rights to confiscate his hands, by laceration or otherwise, to render him unable to continue his campaign of filth. And then I shall eat him.

Lizzy (Mrs)
North Deighton.

PS It is, however, true that Mat is incapable of sustaining an erection.

If you continue to make such filthy scurrilous remarks in my magazine, I shall be forced to sue myself for libel, and then you'll be sorry.

YOUR ENTIRE LIFE

Dear Clarkson and Sturdy,

You're both as sad as each other.

ALLAN: You are not going out with Pamela Anderson. I sincerely doubt you have ever met her in your entire life. Belt up.

MARK: The Pamela cover may not have been as good as the Steve Pick ones, but it's better than any of the ones you were responsible for. Belt up.

Kenneth Brannagh
Stratford-upon-Avon

But it's not as good as this one.

Ed.

But that's because I did it, Mark.

Stew.

Ed.

PROPER REAL SHIT

Dear Editor,

It was a shame to find out that you don't get many letters, especially like what Format does, like. So to rectify this situation I'd like to write you a letter, and remark on what St. John said, like.

Pringles, whatever flavour, cannot taste like shit because only proper real shit, say from a donkey or a crocodile, can taste like shit, and I should know because I did it once for money. Shit tastes rather bitter, and not like a Pringle at all. Maybe St. John would like to go into business, selling slithers of his own deep fred stool in crinkly bags with colourful writing on. Like.

Erm . . . oh yeah, isn't Wild West Seymour really smashing. Sorry, that's the best I could come up with.

Claire
New Cross
London

I think you're really cool.

Ed.

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



CRASHED
magazine

Ed.

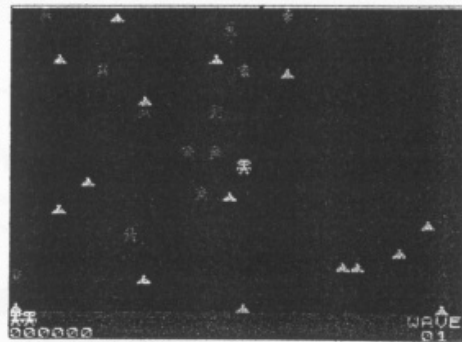
Robotron

BY Krypton Force

PRICE Varies

AVAILABLE FROM Anywhere
OUT The 1980s

Reviewed By St. John



What a busy little screenshot. In other words 'oh hell what do I put here'.

As I'm sure most of you remember, 1993 saw the last-ever issue of that lump of hilarious wibble and crapness known as YS. In that issue was an article called The Games That Time Forgot where they laughed at us for being unable to play Robotron. "It hasn't been released!" they chanted. "We're the only ones with a copy!" they gloated. Luckily, in the grand tradition of YS, they were wrong. It has been released, I have got a copy, and I have seen other copies for sale.

Robotron is an arcade conversion from the days when arcades didn't have just three machines - driving games, one-on-one fighters and Op Wolf-type games. There is a Robotron machine in one of the Youth Hostels in the Cotswolds (Ironbridge, I think), or at least there was two years ago when I went. And it has to be the best arcade machine ever. It was as exciting and absorbing as anything around today, plus it had a superb control system with two joysticks - one for moving and one for shooting - so that you could move in one direction and shoot in the other. All for

10p a go! What more could you want? It even made me miss the famous sights of Ironbridge (a bridge made of iron). Damnation buggery flip, I muttered. As I was dragged away from the machine.

*"If you ever
catch sight of
Robotron, whip
out your wad..."*

The game is based on a very simple idea. But I should be able to describe it in a confusing, convoluted and crap way. (Really? An unsurprised reader)

You are placed in the centre of the screen amongst various monsters and naughty people and you have to shoot them all. Once you do, you can progress to the next screen populated by larger numbers of different enemies. All will kill if you come into contact with them, some spew missiles at you, some home in on you, and some innocuous-looking ones transform into marauding tanks. There are also little pink people running around who you are supposed to 'save' by running into. However, it doesn't seem to matter if you kill them as well. This is just as well because little pink people are the last thing on your mind when four large



Bulks have cornered you. 'Just kill everything', that's my motto. Except Les Dennis, of course, because what would become of that thing called humour without him?

Robotron is the prequel to the excellent Smash TV. But it's even more excellent, dude. What it lacks in graphics compared to Smash TV, it makes up for with a larger variety of enemies, a higher difficulty level and more frenzied action. As if that wasn't enough, it's even more addictive.

If you ever catch sight of a copy of Robotron, whip out your wad, wipe it on the counter and hand it over. You won't be disappointed. Unless you prefer C64 games to good games (the Spectrum is better than the C64, and don't you forget it).

CRASHED

Looks	●●●○○ (3)
Feels	●●●●● (5)
Sounds	●●●○○ (3)
Final Score	●●●●● (5)

Stewart

Robotron is, how can I put it, simple in terms of graphics, but it's a bugger to play. One problem that I found with the game is that the baddies move too quickly (well for a crap game player like me), and the game is over before it's begun. Once I started playing the game, I was determined to get to at least stage 5. Needless to say, I'm still trying. Hurrah, a game that keeps me hooked for more than an hour.

So, the graphics may be simple, and there might not be particularly amazing sound effects, but this game is one that just goes to prove that a game doesn't need to be flashy to be good.

●●●●○ (4)

GOING UNDERGROUND

Well, really. Students these days. Tsk.

Mark S left about 8 lines worth of the word 'Intro' in this space, and I assume that it wasn't a joke, so I deleted them and put this bit here which is just as much of a waste of space.

Anyway, on with a look at yet more SAM and Speccy disc 'zines with the two Marks. . .

Fish2 • Spectrum (tape/Plus D) • Irregular (next issue due September) • £1

MARK S *Fish2* started out as a supplement to the splendid paper-based 'zine *Fish*, and was last heard of (like *Fish* itself) about two years ago. It's since been resurrected by a new editor, and issue 6 (out now) is the first issue under the new regime.

So what's in it? Not very much, sadly. Apart from a few good articles left over from old issues of *Fish* that didn't get printed at the time (album reviews, general wibble), all you get is some very weak humour (which is saying something coming from me), some Multiface pokes, and that's more or less it. What makes it irritating is that, even though the sections are quite short and the whole magazine would probably fit in memory, each part loads separately, which takes ages.

Also, every section seems to be bookended with identical information about requests for contributions and ridiculously over-the-top copyright warnings. Issue 6 is also full (literally full) of typing mistakes, to the extent that there are sentences that simply don't make sense.

Fish2 has the potential to be a nice little 'zine, but needs to have more

effort put into it to make it worthwhile. 4/10

Fred • SAM • Monthly • £2

MARK B What to say about *Fred* 79. Well, I suppose the best way is to start at the beginning, or in other words the Freditorial, which this month is quite an interesting read. Amongst other things, it informs us that Allan (Clarkson, that is) is off to America on a working holiday (jammy sod), and Colin (Anderton) makes rather a poor attempt at apologising to Malcolm M. The usual letters slot this month is very light, with only three rather short letters

In the coveted Slot D is an updated version James Curry's game, *Blast Turbo*. Yes, it is a faster version, slightly better than the one that was on *Fred* 56, but not enough to justify conning people by putting it on twice (even though it is a great little game, so there).

The first of this month's utilities is a 3D engine that supposedly generates 3D landscapes. I say supposedly as I couldn't get the blasted thing to work. Oh well, must be me. The other utility is called *Cat Two*, and helps you keep track of your disks and their contents - small, but very handy to have.

As for the rest, there's the usual E-Tunes and mods, and the adverts, which I won't mention, apart from the Format one. I'm sorry Bob but come on, get a new one - this one must be at least four years old! Lastly, *Bits And Bobs* are, well, bitty and bobby.

Overall, this month's issue is well below *Fred*'s usual standard, what with a couple of rather specialised utilities, a re-hashed game and bog-standard others. Mind you, it is summer and thus there are less

contributors, but still a disappointing issue. 3/10

MARK S I've seen this issue, and I have to say that, while it is very thin on content compared to the *Freds* of two or three years ago, I don't think it's too bad. There are a couple of nice bits, and compared to other disk mags, *Fred* does have a professional finish to it, and an indefinable sharpness and stylishness that make it stand out from most of the rest. 7/10

Soundbyte • SAM/Quazar Surround • Monthly • £2

MARK B For those of you unfamiliar with the format of *Soundbyte*, this monthly disk mag caters for the Quazar Surround soundcard. Each issue has a main feature item, and other programs that range from utilities, through music demos, to games.

This issue has a compressed sample of the Monster Mash song (yes, all three minutes of it). It plays at an incredible 16-bit, 11kHz which, although not the same quality as a CD, is very close. It is compressed using a piece of software Colin wrote called Adaptive Differential Pulse Code Modulation - basically speaking, it means it is doing something never before seen on the SAM, decompressing it in real time and playing very clearly a song, if not compressed, would take up 3.9 megabytes. The song loads in one 490K chunk.

Also on the issue is a further free update of the sample player (v3.2) and a very nice mod. The editorial is combined with the front page on a split-screen setup, and has rather a nice Quazar sampled song playing along while you are reading. Overall, a good magazine and an essential companion for any Quazar Surround owner. Admittedly, it is a little light on contents (largely because Colin is the main writer for it), but in the end it's more important to have quality than quantity. 7/10

Next time! a roundup of all the Speccy PD libraries, and maybe the SAM ones as well.

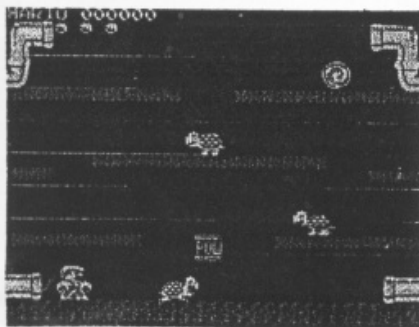
retro review

Come on Eileen, I swear I'll come clean, at this time, you mean everything . . . oh, hello. Here's Leah, Robert and Mark with a page of reviews of old computer games. We hope you enjoy it.

Mario Bros / Ocean (1987 (I expect))

LEAH These days the idea of a Nintendo game on any other format seems a bit bizarre, but then that's the '80s for you. The second game to feature Mario (after *Donkey Kong*, which also came out on the Speccy) was simple platform-bubblegum-no-plot larks. Actually, there probably was a plot, but being (as I am) a member of The Slacker Generation (copyright The Sunday Times), I just can't be arsed getting up, walking to my cupboard and glancing at an inlay.

Anyway, it was a flip-screen affair where you had to jump on the heads of a load of turtles and things, unless I dreamt that. Occasionally you got a bonus level where you got to pick up a load of coins, and the



I hate to ask, but what exactly is so nasty about a few turtles?

computer would crash. Hmm.

Quite fast-paced and well-animated, but ultimately rather dull nowadays. Still, eh? It's not like a positive review of this game would actually provoke anyone to go and find a copy or anything, is it?

●●○○○ (2)

Drillertanks / Sinclair (1983)

FIVE RETRO THINGS WHICH AREN'T REVIEWS

1. Adidas trainers
2. Skinny T-shirts
3. Elastica
4. Space hoppers
5. Jonny Briggs. Remember that? My mate's boyfriend is the brother of Humphrey out of Jonny Briggs. It's completely true.

ROBERT The idea behind this game is to stop firebreathing head monsters escaping from underground caverns and trashing your home, the Taj Mahal. You drive a tank with a big drill on the front and have to turn monsters into stone before they gang up on you and smack your bottom. If you try to beat the game on its own level (that is, playing within the caverns) you will not succeed. To win, just wait by your house on the top level. The

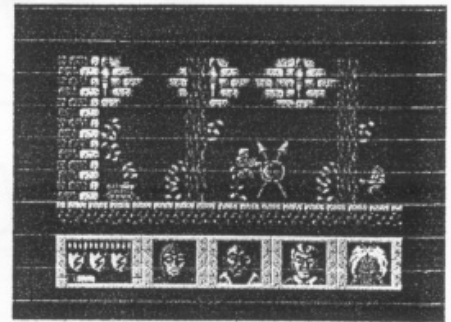
baddies eventually come to you one at a time, and it becomes easy.

This is just a mediocre game, not relying on anything other than keeping you occupied for 15 minutes. The gameplay is blocky and mistakes in defence and attack moves are all too frequent.

Overall, it's too much of a challenge playing properly and too much if you cheat, so unless you like pulling your hair out on a regular basis, or are collecting Speccy games for the future, leave this one alone.

●●○○○ (2)

SAM Defenders Of The Earth / Enigma Variations (1990)



Flash - Ahhh ahhh! And just what did you expect me to put in here then?

MARK This was the very first-ever commercial SAM game. It was released about six months after the machine itself, around the same time MGT went bust, which is probably as much as you need to know about how the SAM got where it is today.

The failure of Alan Miles' business skills to rise to Bransonesque proportions aside, DOE is a perfectly nice flip-screen shoot-'em-up. As Flash Gordon, you have to hop around a castle in order to give Ming The Merciless a damn good battering. The monotony of hopping along, shooting big end-of-level monsters and collecting power-ups is broken by having certain obstacles where you have to call on one of your mates (The Phantom, the magician chap and, ah, the other two) to get you past. The graphics are colourful and detailed, the sound acceptable, and the whole thing's nicely paced.

When this game first came out, reviewers carped a bit at the fact that it didn't quite compete with games on the Amiga and ST, which goes to show how much things have changed in the past seven years. With a handful of early exceptions, nothing we've had since has matched the quality (in terms of graphics, gameplay or sheer competence of programming) of - let's say it again - the SAM's very first release.

Makes you feel rather sad, really.

●●●○○ (4)

And that is all. More next issue, unless we can find a more worthwhile filler. (Oh what a giveaway.)

CRASHED
Magazine

Public Exposure



NEVER AGAIN IN ASSOCIATION WITH FOUNTAIN PD.

Two years, eleven columns, x number of reviews, y number of vulgar jokes and z number of jokes that we just didn't understand at all (where $y = 4x$ and $z = y$ squared). All good things must come to an end, and so must this intro. For quite probably the last time ever, here's DAVE FOUNTAIN.

FIRST ASSOCIATION

PREVIEW by Omega Software Graphics.

It's been a long wait, but finally the FA project is off and running. Penciled in for a 2.1.98 release, Omega is hoping all active coding groups (and maybe even some golden oldies) will contribute to an aimed-for two-disc Eurodemo. If you like your AY music dark, disturbing, distorted and nasty, load this up for a neck jerk. Weedy sods who cannot code need not apply, and I am Spartacus in that respect.

DIGISYNTH 3 by K3L Team

Much delayed but now upon us, and not worth the wait if one has to be brutally honest. The difficult third demo, as in book, film, album or single. Demo collectors will clasp it to

bosom, but it has to be said, this is a great disappointment.

YOLKA 97

They could have got away with it if it wasn't for that pesky interrupt video contention. Depending on your Spectral model, this demo will last various amounts of seconds before exploding, which is a shame, because what you can just about see is brilliant, and soundwise, you've never heard such a chirpy gay disco track in all your loadings. A charming little work, a veritable banana longboat accidentally topped with poo rather than hundreds and thousands.

BRAIN SURGERY by Dream Makers

A very classy follow up to Vibrations, and that was demo of the year contender by a long shot in the first place. The only worrying moment comes in the intro scroll text; they welcome letters but don't want to swap software. Excuse me whilst I clear throat over several octaves, but wasn't that what demo making was all about? If you have a beardy chin,

scratch it. If you shave your testicles then you have too much spare time on your hands.

INSANE by 3SC

A return to the old stylee Spectrum demo: plip-plop up and down music (unless you blast it through the hi-fi where it almost makes sense) and a distinct lack of ideas. It has to be said that it is executed very well, but this geezer is for completists only. Top marks for the hi-hat sounds, they have just about emulated the Roland 606 where all before have hissed and failed. P'ting-iss ...

A brief note (or a very obvious space filler.)

Dear Readers,

Owing to the utter, dare I say, incompetence of Mr Fountain, we have been forced to release this issue of Crashed approximately 3 months later than scheduled, owing to the noticeable lack of screenshots for this article.

A very long story, but basically the screenshots that Dave sent us were totally useless, corrupted, and could not be salvaged.

After endless pestering, Dave still didn't provide us with the screenshots in a format that was remotley helpful, so we took the brave decision to go ahead and print the magazine without these rare and valuable screenshots.

We do hope that this doesn't spoil your enjoyment too much.

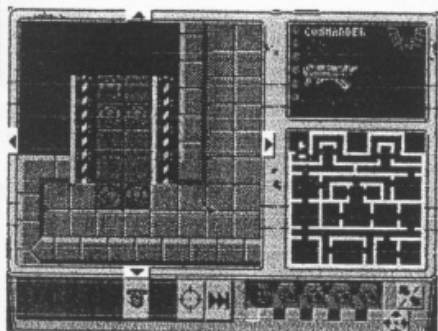
Signed,

'da management.

Game On...

What-oh! people. Back again to help you lesser mortals complete your Speccy games without the difficulty of completing them yourselves.

Having to rely on experts like me, so you can tell the ladies how you cracked the games and they will fall into your arms in total awe of your game mastery - their lives are yours to do with what you will. If that's how it works, then I don't mind helping you out with the women.



SPACE CRUSADE

I bet you've all played Space Crusade, enjoyed its excellence. But I wonder if you've found out about this tip/cheat.

Whilst playing each level, try not to reach the mission objective too quickly. Wander around a bit until you get Master Controls. This helps you open doors. Once you have this, go for the objective.

The tip is, when you open a closed doorway, don't go in with guns blazing. Just place four of your troops across the door, then open the door.

The aliens are revealed and you can pick your targets. Once you've wasted a few, close the door and make your move. On the alien move, they just wander around not realizing you're there. So next turn, just open the door, blast 'em, then close the door. You're safe from aliens. When all of them are dead, move into the room.

Master Control also allows you to crush the lone alien in the doors. Close them gently - we don't want to make too much mess, do we?

If you're having a bad game, press DELETE and Q to make your troops vanish in a puff of smoke.

ASTRO MARINE CORPS

Here's a tip to impress the females. Dim the lights and load up AMC. You play it first, get killed, and enter your highscore as CREEP. Make your excuses for a poor performance and let her play the next game. She will have infinite lives without knowing it. When she completes the first part, you jump for joy saying "I've wanted the code for Part 2 for ages. Thank you my darling, you're brilliant." Hugs and kisses and lights out.

This tip also works for women who want to make their man feel secure about his gameplaying. You women don't need tips on how to complete games, do you? Women are hard. (Oh, and the Part 2 code is DAGOBAH. Sorry to spoil your fun.)

ALIENS US

A while back, I asked for help with level one. You know it! The epileptic-fit-inducing, land-the-craft-on-LV426 level. Follow the rings to stardom. Well, nobody sent any help. So I had to curdle my brains and complete it myself.

I got so pissed off I went and done the complete whole game.

I know your strategy. Nobody knows the codes, so wait until Bob's had enough of level 2. He'll get mad and complete it, then give us the codes when he's done. I'm in a nice mood, so here's the codes:

- 2761G
- 7163H
- 1506E
- 7140E
- 2727H

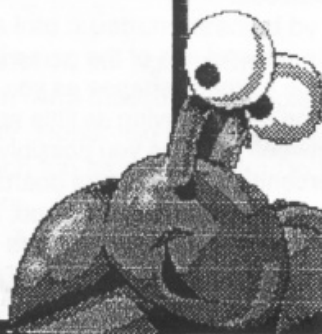
They're not in the right order, so you can figure them out for yourselves.

STEG

This week I've been mostly playing . . . Steg The Slug.

So here's the level codes.

- 2 - RDNUHCCMGU
- 3 - EDOUTIOCKO
- 4 - HDPFUVLCCM
- 5 - ODQMFUVLIC
- 6 - MEBHETPIAG
- 7 - LECGODTRHK
- 8 - NEDGFLDVRL
- 9 - OEFVHAGHLV
- 10 - PEGTTHIGLD



DELIVERANCE

Last week, I was mostly playing . . . Deliverance.

Not much of a challenge. But here's the codes for levels two and three. They are :

RSJAREVA
and
RZILRVED.

That's enough from me for now. Let's hear from you. Are there any games you want help with? Level codes, Multiface pokes, playing tips and the like. Drop us a line and I'll help you out. I like doing maps. Go on mate, gissa map. I can do that. Gissa map.

Full of sayings, me. Television hasn't affected me yet. Until next time.

BOB'S GONE.

Shapes

BY Supplement Software

PRICE £5

AVAILABLE FROM Supplement Software

OUT Now

Reviewed By Stewart

The most exciting SAM game since, oooh, the last one that I reviewed, and that wasn't even a SAM game really.

Is it just me, or do producers of SAM games seem to have lost their sense of adventure and their imaginations?

All of the latest SAM games are based around old Speccy games, or loosely based on another game, and Shapes has not broken the mould.

Ok, so it's a SAM game and you don't see many of them these days, but come on, this is getting ridiculous.

The general aim of the game is to place as many shapes as you can on to the board leaving as little space between them as you possibly can. A percentage of the game board that you must cover is set for you, and to win the round you must reach the target, shock horror.

It's certainly more fun than all of

those boring Tetris variants. Oh hang on, wouldn't you class this as a kind of 'flat tetris'?

Admittedly I found the game quite a challenge at first, but after the first five odd games, I soon got bored.

It's a shame that I couldn't define my own key's as well, as I'm one of those people who just can't play a game using the keys that someone else sets. The set keys are in a position on the keyboard that would require you to be a contorsionist.

What's worse is when you get the keys muddled, and do something that you didn't want to do, such as place a block instead of rotating it.

The ingame music is about the most frustrating thing about this game. It's so annoying, I instantly pressed the 'mute' button on the television, and put on my favourite CD instead. Argh!



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

Maybe it's just me, perhaps I'm hard to satisfy, but when I buy a game I expect it to keep me going for months, not half a day.

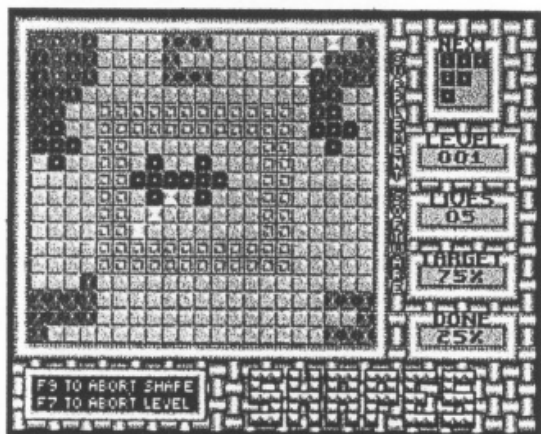
Refund please... Hang on, I didn't pay for it, so I can't do that.

Still, all in all, it's not an expensive game, and you do get your money's worth. No game is ever the same, so there's no way you can cheat other than to hack the program and change it to give you one big square to cover the whole board.

Hmm, now there's an idea!

LOOKS - 82
FEELS - 67
SOUNDS - 43

FINAL SCORE - 64



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

8BIT

THE MAGAZINE FOR ALL 8-BIT COMPUTER USERS

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X-It

BY Daton

PRICE £5

AVAILABLE FROM Supplement Software

OUT Now

Reviewed By Chris B

In the alternative world of wonder presented here as X-It, you take the role of Horace - though not a revival of the legendary Hungry one, sadly. As central characters go, he's no Mario, but neither is he an anonymous

Sleeperbloke figure, so that's encouraging for starters. Anyhow, you, as Happy H, have been set the task of shoving spheres - 'Orbs from Zorb' if you will, bails if you won't - down black holes in order to create a walkway amongst the crazy paving of whichever planet and thus reach the EXIT. A metaphor for man's millennial angst-ridden existential Sisyphean

search for a purpose in a meaningless world in crisis, perhaps? Err, one would doubt it. A fictional premise for a computer game? More likely, you'd think. And you'd be spot on, clever clogs.

Heartening yet brutal, just as it should be . . . Hallelujah.

Addictive? Difficult? X-It? As in "Feck-It", one would imagine. This is what the word fiendish was invented for. Fiendish in a just-one-go-before-bedtime kind

of a way. So addictive it'll take an armful of Nicorette (TM) patches before you can even think of dragging yourself away to higher things. Add to this an irritatingly perfect soundtrack which Daft Punk

would have been proud of and you've something good on your hands.

Course, it has its faults. The delay between levels is like waiting for next year's Christmas, and the way in which it's so damn easy to cave in when Horace makes his umpteenth Wyle E Coyote-esque plummet into oblivion dust as you're just about to crack it, simply because you've prodded the key a little too hard. But what the hey - a little bit of pain does you good (tho' not too much, obviously, or we'd all be in Ballard's world of crashing cars for kicks).

So, it's the biz, then? I dunno. Maybe - rare tho' it is - I'm just in a good mood or summat. Heartening yet brutal, just as it should be . . . Hallelujah.

CRASHED

Looks	●●●○○ (3)
Feels	●●●●● (5)
Sounds	●●●○○ (3)
Final Score	●●●●● (5)

Twist

BY Daton

PRICE £5

AVAILABLE FROM Supplement Software

OUT Now

Reviewed By Chris B

Hypothesis: nostalgia is reactionary, kids. Think about it: EVERYTHING which makes more than a hint of a nod towards the junk of the past automatically obliges itself towards the status of an utter stinker. Proof? We have the proof and we're damned if we won't use it.

EXHIBIT A: BBCTV's Oh! Doctor Beeching. Comedy and crap breached from the wrong direction. Flogging a dead duck.

EXHIBIT B: Ocean Colour Scene. Well, it had to be, didn't it?

EXHIBIT C: The matter in hand, a suspect item named Twist. Wilting from the stench of every puzzle game ever made, only so derivative it's dilute, with a flair as original as Bjorn Again and their cabaret pals. Such lack of ambition is frightening.

You control a cursor (we'll call it Martin, just for the sake of it) whose task it is to rearrange a grid

of tiles into a pattern directed by the panel on the right of the screen. And thassit. So simple it's fun? Nope. So fun it's tedious. As much fun as a WH Smith Do It All store. As much fun as a Sylvia Plath. As much fun as . . . well, you get the gist. It's indefensible, lazy trash. Less than mediocre.

Save your money. Gamble it. Lose it, for Christsakes. Just don't stand for this. In fact, don't go anywhere near it. BE ALERT. BELIEVE EVERY WORD.

Portentious? Me? So it goes . . .

CRASHED

Looks	●○○○○ (1)
Feels	●○○○○ (1)
Sounds	●●○○○ (2)
Final Score	●○○○○ (1)

FPD

Fountain PD Library

CRASHED

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Who will you meet at the third Northern SAM & Spectrum Show?

Incorporating 8-Bit Show

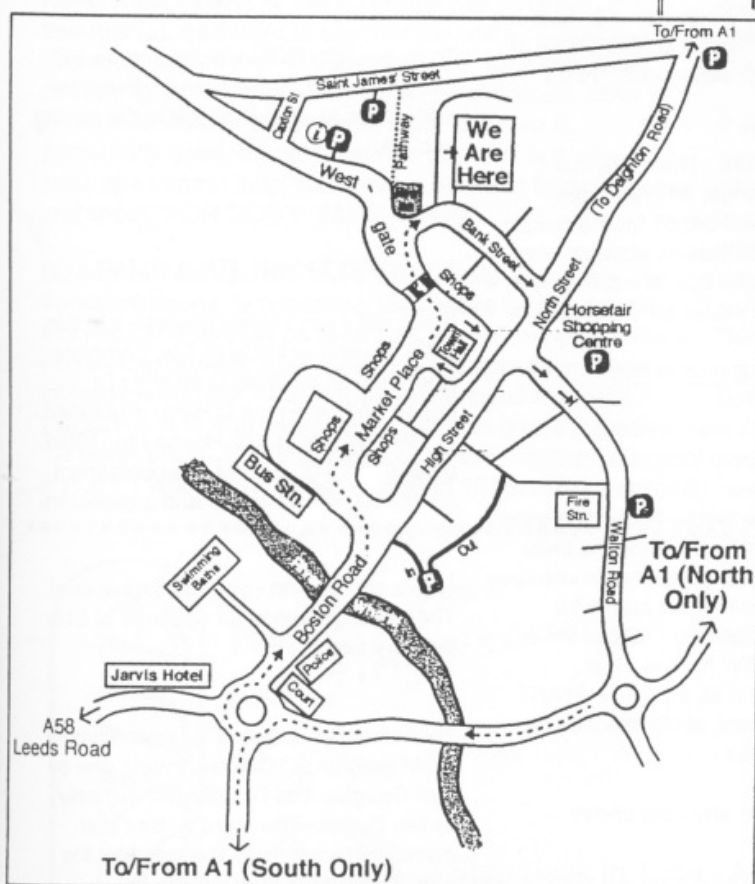
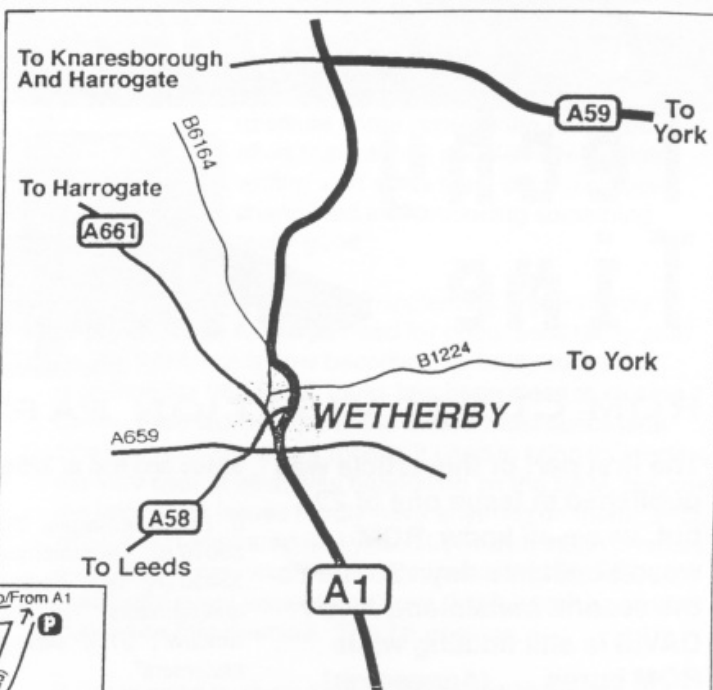
Just about everybody by the looks of things. Most major SAM & Spectrum companies have been invited, including **Alchemist Research, Format Publications, Fountain PD, Fred Publishing, Persona, Crashed...** and many more! This show is a must for any SAM & Spectrum owner who wants to see the scene at first hands. There'll be exclusive new releases, special offers on software and hardware, opportunities to see works in progress, and some very special guests have been invited...

So don't miss out. Be there on the 20th September 1997.

For more details, call George on 01937 583827 (after 6pm)
or fax (0161) 476 3377

Or send an SSAE to NSSS, 32 Barleyfields Rd, Wetherby, W Yorkshire. LS22 6PN

By car: Follow the A1 towards Leeds
Coming from the North, take the last exit to Wetherby, which is also signposted for the A58 to Leeds. Turn right at the junction, then you'll find yourself at the bottom-right-hand roundabout on the map below. Coming from the South, take the first exit to Wetherby, then you'll find yourself at the bottom-left-hand roundabout on the map below.



Take the top exit of the left-hand side roundabout, go over the bridge, then turn left. Follow the road round right then left, then take the first right after the pedestrian crossing. The hall is on your left.

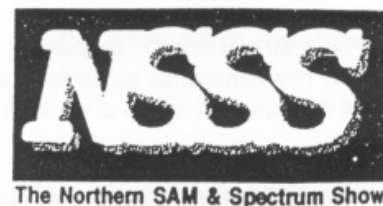
Parking: • Turn right after the bridge (200 spaces, free)

- Go straight ahead after the bridge, and park in the Horsefair Shopping Centre car park further up on the right.
- Take the second right after the pedestrian crossing (after the church).
- Take the third right after the crossing, then right again. There's a car park further down on the right.

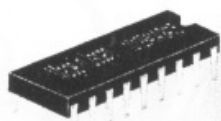
Public Transport: Some National Express coaches run to Wetherby. Call them on 0990 808080 for details. Trains, National Express and other coaches run to Leeds, York and Harrogate, all of which are close by. From Leeds, take either the 99 or 98 (from across City Square, which is outside the train station), or the 760 (from the bus and coach station). Both run every half hour. Local transport offices are in both the train and bus/coach stations.

In Wetherby, you'll end up at the bus station, which is just above the left-hand side of the river on the map. Turn left when leaving the station, walk across the pedestrian crossing, then turn right down Bank Street.

Entry is £1.50 for adults, £1 for under 14's, under 5's are free.



Techy Time



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0011
1101
1010
1001

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ROM CUSTOMISATION PART TWO

The first part of this article was published in issue one of Z2, but, as we all know, ROM wasn't built in a day. So here's the second instalment; **ANDY DAVIS** is still fiddling while ROM burns... (Aaaaaargh! Several readers).

VISUAL CUSTOMISATION.

Leaving the bugs for a moment, let's look at tidying up some other areas.

1. The font. Who designed the Sinclair font? Was he a plant from Commodore? EVERY 8-bit computer has a nicer font than the Spectrum! So, without any further ado, select a font of your choice from ASW or FPD and load it to address 45616. Ensure that the font length is 768 bytes though.

2. The copyright message. You shouldn't really change this, but for your reference only (Bollocks! Change it anyway. Anarchy Ed), you will find it starts at address 35433 and runs to 35460. Remember that the final character has 128 added to it, to show that it is the end of that block of text. So, if you end on a space, the ASCII value will not be 32, but 160.

3. Keywords. Like above, all but the last letter of the keyword will be in ASCII. If you do alter them, remember to add 128. Keywords start at 30150 and run to 30516. What you change the keywords to is completely up to you, but here are some suggestions to get you started: COS, CSN; CHR\$, CHAR; MERGE, JOIN; PAUSE, WAIT; PRINT, WRITE; COPY, DUMP; RUN, GO. Remember to pad any new commands containing less letters with spaces (usually at the end).

4. Filing messages. Text like "Press PLAY and REC, then any key" begin at

32466 and end at 32546.

5. Error messages. They begin at 35010 (O: OK statement) and finish at 35430 (R: Tape loading error). Suitable amendments: "Out of screen", "Out of window"; "STOP statement", "HALT statement".

6. Screen colours. There are two locations to change, 34710 for the screen colour and 34557 for the border. Try POKEing the screen address with either 32 or 7 (and border address with 4 or 0) to make it easier for the old eyes!

OTHER AREAS.

You could take a look at address 30000 which is the startup 'program'. 33756 is the COPY routine. 33807 is a routine which clears the printer buffer and exits the COPY routine. 34223 is the error 'rasp' routine. You can alter the contents of the register to make it rasp a bit quicker! (Whoopie doo. Sarcasm Ed). 34535 is the NEW routine. It is commonly known as a WARM START on other machines, since it leaves the systems variables

alone, as well as any data above RAMTOP.

It is advisable to get hold of a disassembler to examine these areas. I use the Multiface-resident Genie program, but others are available.

TRYING YOUR WORK.

When you've done all that you wish, press F10 and the X to access the extra functions. Press S to save memory block and then enter the following hex addresses:

Start address: 7530

Length: 4000

Screen or memory: MEMORY

Filename: MYROM.BIN

When you've finished, quit from the emulator and then re-start it by typing: Z80 -xr MYROM.BIN. To see the new ROM, you will need to press F9 and then choose option 1 for a 'true' 48K Spectrum.

LOADING A SAVED ROM.

To re-load the ROM which is now a PC file, press F10, X and then L. Enter the addresses as shown above in the saving section.

FURTHER READING.

If you are even slightly interested in this topic, try and get hold of The Complete Spectrum ROM Disassembly by Dr. Ian Logan and Dr. Frank O'Hara. Published in 1983 by Melbourne House Ltd. ISBN 0 86161 116 0. Expect disappointment as this book is very rare and a collectors item.

I have two and no - you can't have one! They change hands for upwards of £10 but very secretly!

Try Alchemist Software for three custom ROM programs. One by myself, one by Ben Douglas and DISKBASIC (+3 only) by Ian Collier. The ones by Ben and myself were originally designed for the +2A/+3 but work very well on the emulator! An article on ROM disassembly, with details of useful routines and areas to examine are featured. Alchemist Software or Fountain PD for a wide range of wonderful fonts and comprehensive disassemblers. Alchemist Research for three custom ROMs, suitable for the Z80 or JPP emulators.

(Parts One and Two of this article were copyright (C) Alchemist Research 1996, and reproduced with kind permission. Cheers.

He's grumpy, he's frumpy, he's got decaying teeth. Who could it be but...

SIR EDWARD HEATH



absolute crime considering the amount of effort that various people have put into writing stuff since then, but hasn't been channelled into producing something really good.

For years, Supplement has brilliantly fulfilled a need for good, solid techy stuff

on the SAM, but is now becoming so badly starved of contributions that Dave Tonks has been close to closing it down. Fred didn't become the SAM's most successful zine by accident - every month, it used to bring its readers the very best of what was happening on the SAM, but now the infrequent issues hardly have anything on them. Blitz, when it first appeared last year, showed so much promise, but a lack of new material, and the resulting lateness of practically every issue, has meant that it hasn't been able to build on this promise. The list goes on.

If you wanted to show a non-SAM owner that your machine still had a very active and healthy user-base, what would you show them that's been made in the past two years? Our computer could have a long and worthwhile future, but that won't happen unless we get our act together and organize ourselves into producing something worthwhile. As Jeremy Thorpe once told me, "No, that's just the way my trousers hang."

But that's another story.

Sir Edward Heath

SAM diskzines? Shmam smisksmines, I say.

How many of them are there? About seven or eight.

And how many SAM users are there in the entire world? Nine.

Now I know a thing or two about the machinations of the free market, and I would say that this state of affairs was decidedly silly. When Saturn Software, for example, is publishing three supposedly 'monthly' diskzines, none of which ever comes out on time, none of which is particularly good, and at least one of which is a pile of crap, one cannot help but throw one's head back in the air and shout "FOR GOD'S SAKE, WHY?"

No one can escape the fact that the SAM scene, like the Spectrum scene, is becoming less active by the day. If this decline is ever to be reversed, it won't happen while a decreasing number of programmers is spread out over an increasing number of diskzines. When was the last time you saw a zine that had enough good stuff in it to justify the cover price, AND that came out more than three times a year? I would say probably around 1995, which is an

[HTTP://WWW.ARGONET.CO.UK/USERS/SSKARDON](http://www.argonet.co.uk/users/sskardon)

Next Issue

*In the next
exciting issue
of.....*

CRASHED
Magazine



Step Back In Time - A look back at some of the greatest licensed Speccy games throughout the ages.



The latest SAM and Speccy software reviewed.



Techy Time, the gorgeous Sir Edward Heath, plus all of the latest hot gossip.

Software houses and suppliers

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 Arrow Software (Spec) 15 Danebury Drive, Acomb, YORK, YO2 5EQ
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 Kobrahsoft (Spec/SAM) Pleasant View, Hulme Lane, HULME, ST3 5BH 01782 305244
 Leo Software (SAM/Spec educational) 25 Chatsworth Gardens, SCARBOROUGH, YO12 7NQ 01723 372621
 Locoscript Software (Spec) 10/11 Vincent Works, DORKING, RH4 3HJ
 MDL Software (SAM) Holmrigg, Wester Essendy, BLAIRGOWRIE, PH10 6RD 01250 884309
 Microspec Software (Spec) 22 Bond St, INNERLEITHEN, EH44 6HW 01896 830560
 Mira Software (Spec) 48 Lodge Close, Marston, OXFORD, OX3 0QP 01865 204706
 Mungus! Software (SAM) Moorview, Leigh Rd, CHULMLEIGH, EX18 7BL
 Persona (SAM) 31 Ashwood Drive, Brandlesholme, BURY, BL8 1HF 0161 797 0651
 Revelation Software (SAM) 45 Buddle Lane, EXETER, EX4 1JS
 SD Software (Spec/SAM) 70 Rainhall Rd, BARNOLDSWICK, BB8 6AB
 Saturn Software (SAM) see Fred Publishing above for address
 Sintech (Spec) see Spectrum-User-Group below for address, or Trading Post below for UK distribution
 Steve's Software (SAM) 7 Narrow Cl, Histon, CAMBRIDGE, CB4 4XX 01223 235 150
 Supplement Software (SAM) 37 Parker St, Bloxwich, WALSALL, WS3 2LE 01922 406 239
 Sword Software (Spec) 19 Great Leaze, Cadbury Heath, BRISTOL, BS15 5AT 0117 983 2522
 Tasman Software (Spec) Hilton Court, 2 North Hill Road, LEEDS, LS6 2YY 0113 243 8301
 Trading Post (Spec) see under Spares and Repairs for address
 Westsoft (Spec) de Hennepe 351, NL 4003 BD Tiel, Netherlands
 W Hall & Sons (Spec) 147 Gladstone St, WINSFORD, CW7 4AU 01606 551925
 Zenobi (Spec adventures) 26 Spotland Tops, Cutgate, ROCHDALE, OL12 7NX

PD Software

Alchemist PD (Spec) 126 Hayward Rd, Redfield, BRISTOL, BS5 9QA
 MDL (Spec) 249 Dunbarton Rd, Old Kilpatrick, GLASGOW, G60 5NQ
 Prism PD (Spec) 13 Rodney Cl, Old Bliton, RUGBY, CV22 7HJ 01788 817473
 SAM PD (SAM) see F9 Software above for address
 WoMo PD (Spec) Pennigsfelder Weg 98A, D-51069, Köln, Germany 00 49 221 685946
 Zedd PD (SAM) see Zodiac fanzine for address

Hardware and consumables

AL Bennett (SAM) Holwell Hyde Farm, Holwell Hyde Lane, WELWYN GARDEN CITY, AL7 4AA 01707 325210
 Bakewell Limited (Z88 and accessories) 24 Putnams Drive, Aston Clinton, AYLESBURY, HP22 5HH 01296 630617
 BCS/Softcat (Spec/SAM) see under Software for address
 BG Services (Spec/SAM) 64 Roebuck Rd, CHESSINGTON, KT9 1JX 0181 3970 763
 Capri Marketing (Spec) see under Software for address
 Chris Box (external 3.5" +3 drives) 31 Stanley St, Semilong, NORTHAMPTON, NN2 6DD
 CLP Computer Supplies (Spec) Units 7-8 Holland Way, BLANDFORD, DT11 7TA 01258 459544
 DCP Microdevelopments (Spec) Edison House, Bow Street, Great Ellingham, ATTLEBOROUGH, NR17 1JB 01953 457800
 EEC (Sinclair) 6 Ravensmead, CHALFONT ST PETER, SL9 0NB 01494

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 Emily Software (Spec) 21 Landycross Road, Langdown, Hythe, SOUTHAMPTON, SO45 3JR
 Greenwell Electronic Components (Spec/SAM) 27 Park Rd, SOUTHAMPTON, SO15 3UQ 01703 236363
 Holdfast Computing (SAM) Park View, Queenhill, UPTON-ON-SEVERN, WR8 0RE 01684 594728
 Quazar (SAM) 204 Lamond Drive, ST ANDREWS, KY16 8RR
 Romantic Robot (Spec) 54 Deanscroft Avenue, LONDON, NW9 8EN 0181 200 8870
 Rooksoft (SAM) 38 Squires Lane, Tyldesley, MANCHESTER, M29 8JF 01942 886084
 SD Software (SAM) see under Software for address
 SRS (second-hand computers, including Spectrums) 94 The Parade, WATFORD, WD1 2AW 01923 226602
 West Coast Computers (SAMs and accessories) Format Publications, 34 Bourton Rd, GLOUCESTER, GL4 0LE 01452 412572
 Woodpecker Disks, Stumblehome Lodge, Rusper Road, Highfield, CRAWLEY, RH11 0LQ 01293 871357

Spares and repairs

City Computer Services (Spec) Units 4-6 Adderly Estate, 197 Adderly Rd, Saltley, BIRMINGHAM B8 021 327 3176
 CPC Components (official suppliers of all Sinclair parts) Component House, Faraday Drive, Fulwood, PRESTON, PR2 4PP 01772 654455
 Electronic Services (Spectrum repairs) 33 City Arcade, COVENTRY, CV1 3HX 01203 224632
 Heath Computers (Spectrum repairs) Unit 3, Speeedwell Trading Estate, Kings Road, Tysley, BIRMINGHAM, B11 2AT 0121 772 1200
 HEC (Spectrum repairs) 47-9 Hindley Street, LEIGH 01942 672424
 HS Computer Services (Spec) Unit 2, The Orchard, WARTON, PR4 1BE 01772 632686
 J & P Electronics (Spec) see under Software for address
 JRC Camera Repairs (Spec) 2 Forge Cottage, High St, EWELME, OX10 6HQ 01491 834403
 KPR Micro-systems (Spectrum repairs) Specringfield, CHELMSFORD, CM1 5YP 01245 468554
 Sword Software (Spec specares) see under Software for address
 TIS (Spectrum repair/service manuals) 76 Church St, LARKHALL, ML9 1HE 01698 883334
 Trading Post (Spec) Victoria Rd, SHIFNAL, TF11 8AF 01952 462135
 WTS Electronics Ltd. (Spec) Studio Master House, Chaul End Lane, LUTON, LU4 8EZ 01582 491949
 West Coast Computers (SAMs) see Hardware section for address

Publications

8Bit (all 8-bits, £3) 'Harrowden', 39 High Street, Sutton in the Isle, ELY, CB6 2RA 01353 777006
 Adventure Probe (all formats, £2) 52 Burford Rd, LIVERPOOL, L16 6AQ 0151 722 6731
 AlchNews (Spec tape/disk, £1 or free with medium and SAE, SAM version available from Persona for £1.25) 62 Tithe Barn Lane, Woodhouse, SHEFFIELD, S13 7LN 0114 269 7644
 Bernadette Dowsland (Multiface poke mag, £2) 26 Elsie Street, GOOLE, DN14 6DU
 Blitz (SAM disk, £2) See Persona (under software) for address
 Classix (Spec, £1.20) Sherwood Lodge, 16 Drummond Road, Boscombe, BOURNEMOUTH, BH11 4DP
 Fish2 (Spec tape/Plus D 3.5" disk, £1) The Rectory, Lorton Rd, COCKERMOUTH, CA13 9DU 01900 823269
 Format (SAM/Spec, £1.75) see West Coast Computers for address
 Fred (SAM disk, £2) see Fred Publishing above for address
 JDH Direct (Spec) 40 Rosarie Place, GRIMSBY, DN33 2JS
 Network Sigma (SAM, £1.50) see Saturn Software for address
 Outlet (Spec, £3.50) 34 Saltersgate Drive, Birstall, LEICESTER, LE4 3FF
 PD Power (Spec, £1.70) see Prism PD above for address
 SAM2SAM (SAM disk, £1.50) see Saturn Software for address
 SAM Supplement (SAM disk, £2) see Supplement Software for address
 Soundbyte (SAM/Quazar Surround disk, £2) see Quazar (under Hardware) above for address
 SUC-Session (Spec, 5DM) see Spectrum-User-Club for address
 The Thing Monthly (non-computer, top comedy gubbins, free with SAE) 46 High Rd West, FELIXSTOWE, IP11 9JE 01394 273178
 The ZX Files (Spec, £1.20) 30 The Rowans, WETHERBY, LS22 5EB
 Zodiac (SAM, 50p) New House, Holbear, CHARD, TA20 2HS 01460 62118

User groups

8-Bit Alliance (Spec) see Hammer PD for address
 Chic Computer Club/Spectre, PO Box 121, GERRARD'S CROSS, SL9 9JP 01753 884473
 Discovery Users Group (Opus drives) 57 St Savours Rd, WEST CROYDON, CR0 0181 689 1439
 INDUGsee West Coast Computers for address
 SAM Users New Zealand, 124 Orowaiti Road, Westport 7601, South Island, New Zealand
 Sinclair Geb. Group, Croningen, C Ballintijn, B Boermalaan 7, NL-9765 AP Paterswolde, Netherlands
 Spectrum Profi Clubsee WoMo PD for address
 Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany 0049 711 77714
 Zucchini, 59 Lyndhurst Grove, Fulking Hill, Nomansland

Corrections and additions welcome at usual address.

The Shop

CRASHED back issues

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

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

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

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

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

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

Issue 12 - BACK IN STOCK - but supplies are still limited! With it's controversial cover, this issue had an accompanying tape/disk with it, but it's not available now, so tough. Inside there's part 1 of our Bob Brencley interview, a review of the Quazar Surround, and FLM for SAM.

Issue 13 - Includes an Edinburgh show report, Game on, part 2 of the Bob Brencley interview, Retro Reviews and a look at our rivals in Going Underground.

Issue 14 - Grubbing for Gold, Rat Salad, Dead or Alive reviewed, Spec Tec Junior ressurected, Brian Watson interview, and controversial letters, plus lots, lots more!

Issue 15 - Manic Miner and Jet Set Willy graced the cover. There was also a look at the Spec on the .net, reviews of Atomix and Ice Chicken. Plus an exclusive interview with Jupiter Software's boss, and lot's more.

Issue 16 - Preview of Kaboom!, Burglar Bob reviewed, 'Diary of a spectrumbite', plus about 4 pages of now useless NSSS information.

Issue 17 - Crashed celebrates it's 2nd birthday, stunning NSSS pictures and reviews of Momentum and Quadrox.

Issue 18

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

Issue 19

Allan's final issue, sob. Excellent cartoon of Colin Anderton, but I'm not saying who by. Retro Review, an impromptu interview with Ian 'Axe' Slavin, and a controversial review of SAM Elite, which is an excellent read, if I don't say so myself.



CRASHED posters STILL ONLY £2.99

High quality A3 sized posters of Crashed covers. Poster 1 features issue 10/11's cover 'Amalthea', and poster 2 features issue 14's 'Grubbing for Gold' cover. Both posters were drawn by Steven Pick.

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- Knuckle-Busters
- Legend Of The Amazon Women
- Majik
- Micro Mouse
- Milk Race
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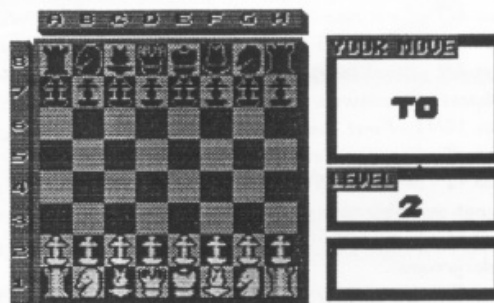
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PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

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:

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