

CRASHED

- * Free Headliner manual
- * Belated birthday fun
- * Horace gets well hung
- * Big gay gangster rap

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THE ALTERNATIVE ZX SPECTRUM FANZINE

EDITORIAL

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DISCLAIMER
 Views are like bum holes, everybody's got one. The people who bring you Crashed every two months have extremely lovely bum holes. They may not be right all of the time, but they're not often wrong either. Now wash your hands. Now wash your hands.

SUBSCRIPTIONS
 The next 3 issues for £5 or the next 7 issues for £10 which is a slightly tremendous saving of money and up to seven individual letters asking for the latest copies. Cash or uncrossed blank postal orders ONLY please, stop sending me cheques as banks don't like me at all.

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 Full page £10, half page £5, quarter page £2. Lineage adverts up to 50 words free (space permitting). Insertions in three issues will cost only twice those sums. All adverts must be pre-paid and ready to paste in with a Pritt Stick.

BACK ISSUES
 Limited stocks of back issues for £1.50 each (includes p+p): 23, 24, 25, 26, 27. Issue 23 came out really crap, so don't buy that one.

Hats must be tipped to Miles Kinloch this issue, as my printer decided to let fly with an enormous fart right in the middle of resizing the Stunt Car Racer graphic. So quite an international event this time out - designed and written in east London, mastered in Edinburgh and photocopied in south London. You can't whack that for glamour. These unsung hero types from the Spectrum world just never let you down. And if this issue has turned up about a week late, now you know why so don't mean.

Crashed is going out on the road for the first (and quite possibly last) time since all those tepid Format events and somewhere north of Leeds piss-ups. True to form, the venue is in the middle of nowhere but has the secret ingredients of common sense, enthusiasm and good old showbiz. You can read all about it somewhere else, and I'd like to invite all car driving Crashed readers to come along, say hello, play with the Crashed staples girls (turned out as characters from Metal Gear Solid I might add) and attend one of the best-organised retro-computer meets you'll ever behold (until the next one). Back issues will be available, I'll be running the latest demos and games, plus asking poor bastards to stand in for me when I need a slash. Yes, Crashed has been critical of computer meets in the past, but as I have a problem with only wanting to be involved with the best people who know their asses from their elbows, this means I'll only involve Crashed with the best. Call me shallow, fickle and generally fussy, but never second rate. Anything but that.

THE CRASHED GAY BOY BAND



DAVE FOUNTAIN
 Manufacturer. Proof pudding that Crashed can seriously damage your health. Carrying 6 bags of it back from the printers keeps knocking his back. Stop buying it, you're killing him. At £2 an issue he could get a taxi.



RICHARD COULTHARD
 Staff writer. Kingstonian ground hopper. Always has a cheeky grin and a quip for the ladies. The sort of bloke you could take home to your parents. He'd compliment mother's shop-bought Angel cake heartily.



MARK STURDY
 Entity. Eater of fast food for its nutritional value and free gifts. Likes to collect spools of solder and rubs them up and down his stick-like legs. He gets in such a frenzy after this he simply can't think straight.



MATTHEW WESTCOTT
 PD internet git. Wears socks that leave very heavy ribbing marks above his ankles. Downloads hard anal but has written a brilliant hot key routine to hide it from curious onlookers. Still writing Pondlife.



PAUL HOWARD
 Programming type. Jumps off dusty wardrobe tops for fun. His favourite thing ever is an incomplete 1974 squashed box copy of Battling Tops, which he acquired for 50p at Wargrave Car Boot. Sex case.



PAUL WHITE
 Staff writer. Intricate painter of his own Subbuteo squads. Very keen cleaner of TV and VCR remote controls. Won't be buying a Dreamcast because you can't look at shaven vagdes off the Internet with it. Shame on Sega.

THE NEWS

A BIT MORE BRITMEET

After the success of last summer's meet, Britmeet 3 has been announced and it's on the move south. The new venue for the annual CCN UK Classic Video Game convention is at County Hall, Pegs Lane, Hertford. This boys' day out takes place on Saturday 24th June 2000, so you've plenty of time to make your salmon spread sandwiches and flask of weak lemon drink.

Take note show organiser failures, CCN plan video screenings, retro quiz sessions, game playing competitions and separate trade and auction areas plus a museum area. It's called doing it properly and making an effort to at least realise that it isn't a 1950's jumble sale. No proper address available for enquiries as yet other than <http://www.britmeet.co.uk>.

RUSSIAN POLITICAL CORRECTNESS

Forget all those compatibility problems trying to run TR Dos Spectrum programs from Spectrally active Russia, you need a PC and the updated emulator SPEC 256 v1.2. Written by Inigo Ayo Blazquez, which sounds Spanish above all else, this update is possibly the best around for PC tinkerers. You can download the program from: www.emulatronia.com/emusdaq/ui/spec256/index-eng Try saying that sober. I translated this news from German and I don't speak a word of it myself.

OLD CODGER GETS NEW SHAFT OF LIGHT

Zilog from the USA has recently announced a brand new version of the Z80 chip, the eZ80. Whilst the old one keeps Spectrums, Master Systems and GameBoys chugging along, the updated technology allows never-before-seen performance from an 8-bit central processing unit. The eZ80 provides 16 times the performance and includes multiple operating modes (including the ability to run original source code). Other features include 16MB linear addressing, Internet-ready TCP/IP stack, Multiply and Accumulate engine, Debug interface, an 80MHZ top speed, and lots of other things I don't understand.

The next question almost asks itself: Will we see a Spectrum +4, with the speed of an Amiga that runs all the old games at four times the speed? Course not, this is reality you old fool! For those requiring up-to-date information so you can build a new super Speccy, contact: Zilog, 910 E. Hamilton Avenue, Campbell, California, USA. (Source- Andy Davis).

SAM COUPE NEWS, UPDATES AND IDOL GOSSIP

Following the recent revelations concerning the attitudes of one highly-dishevelled Sam Coupe outfit (see letters page), Alan Bennett is going solo to provide some essential hardware products.

External battery backed clock - £12.50
Internal battery backed clock - £10.50
256k memory upgrade - £10.00
Disk protector (fits inside) - £6.50
SPC 3 - £18.50
SPC 4 - £21.50
EDDAC, cased, plug in and play - £10.00
Atom hard drive interface - £30.00
Atom connector board - £7.50

All hardware is built on printed circuit boards and uncased, apart from the EDDAC. Allan is very keen to hear from anyone who has recently bought any hardware from Persona, as it's his stuff and he hasn't seen a penny lately. For further details contact Len at the following selections: Bennett Electronics, Holwell Hyde Farm, Holwell Hyde Lane, Welwyn Garden City, Herts AL7 4AA. Email: bennett@kilblain.freemove.co.uk.

SAM COMMUNITY newsletter 2 came through my letterbox recently, as positive as ever and with some nice ideas and thoughts in the pipeline. Anyone who still uses a Sam and hasn't yet written to Gavin, what are you like? The Coupe scene needs a new focal point to organise from (run by genuine enthusiasts and not money-grabbing capitalists), and it's looking like Sam Community wants to gear up and accept the challenge. Best of luck say we, it's a complex job but someone's got to have a stab at it.

ODYSSEY

Saturday 27 November

How could anyone resist the chance to come and meet the Crashed team (well, me at least at time of writing). For the first time under the new regime, the Crashed roadshow is coming to town. I'll be selling back issues, farting about and running all the latest demos and games. As is usual for this sort of thing, the venue couldn't be more obscure and difficult to reach, but the hardy travellers among you have several treats in store. Forget the lo-fi no-expense-spent Format meets, this is the real hardcore McCoy.

The event is called ODYSSEY, and as previously reported in Crashed, has been jointly organised by Graham Howden at Retro Classix magazine (the biggest selling UK retro zine) and sponsored by Ebay, the internet retro auction specialists, and CEX, the multi-chained retro computer shops in London and beyond.

Unlike the usual dozen pocket money hobblers you'd get in Gloucester, ODYSSEY will be attended by serious retro dealers and collectors for all manner of consoles, computers, handhelds etc. You can expect to see some rare gems up for grabs and the running displays and stalls include ZX Spectrum (Crashed flying the flag for all things Sinclair!), C64, Atari 2600, Famicom, MSX, Colecovision, Saturn imports, Vectrex, NeoGeo, etc.

It's more than just a bring and buy and show me what your computer can do show, there will also be retro quiz sessions with some top prizes and the head-to-head battles so popular at last summer's Britmeet. Go up against fellow retro fans, joysticks and pads at the ready. Let's get ready to fumble with...BOMBERMAN on

the SEGA MEGADRIIVE, WARLORDS on the ATARI 2600, TRACK AND FIELD on ATARI XL and I might even rack up a CHAOS session if there's time.

**THE TIME THE PLACE
10 AM to 5 PM**

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CENTRE
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BEDFORD MK45 4DT**

**TICKETS ON THE
DOOR AT £4 EACH
CRASHED READERS
GET £1 DISCOUNT**

For further info you can contact Jon@wibble.powernet.co.uk or the Ebay and Retro Classix Web pages (do a search or something). Failing that you could always give me a bell for further details if you think you need persuading.

HOW DO I GET THERE

Little bit tricky if you don't drive, but if you do, you need to find the A6 which runs between Bedford and Luton. You can't really miss it from the M1 or the A1. By public transport you can forget it, the nearest train station is probably Flitwick, then you'd have to take a long cab ride.

Last issue it was Tomb Raider, this issue I feel the need to prove that a game called PUSSY with Kate Winslet in it wasn't a result of too much brandy, too many cigars and a disgusting fantasy. Yes the letters came in about that one, I made it up you said. Here's the latest exclusive screenshot from a game taking Euro land by the short and curlies. From the very top to the very bottom, it looks lovely and with any luck it'll play well too. Do you believe the rumours concerning Leo's huge knob? That's just not fair, although I don't have a problem in that department, probably.

RADIO MANAGER is promised before Christmas. How would you like to run your own radio station, hiring DJ's and shock jocks, deciding on giving the locals music or chat (but please no dial a mediums) and generally having to cope with advertising and the like? Converted from a C64 0000h years ago, and hidden in a book for five times as long, Radio Manager is being updated and spruced up for Spectrums everywhere. Could almost be as much fun as Tommy Boyd, Danny Baker and Arthur Stott's Flitix phone in, all rolled into one.

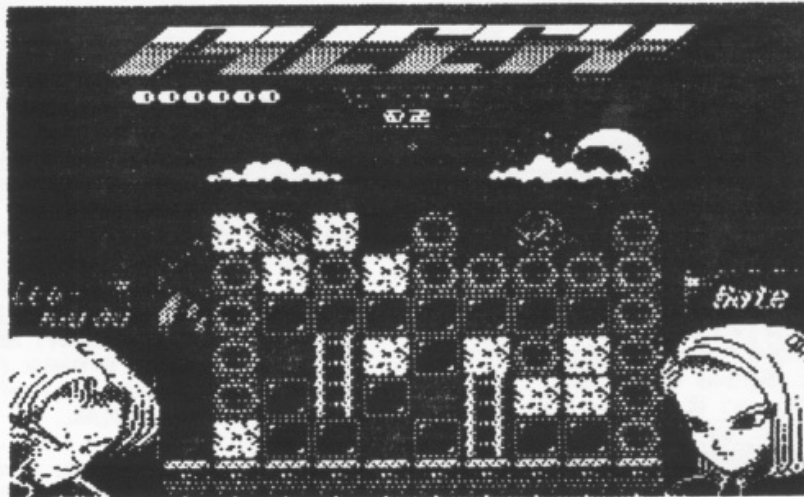
LEGACY OF THE ZER EMPIRE, the game that has been in production for at least four years! Well, when's it coming out? Don't ask me (demo version promised around February), but at the bottom right is the latest released screenshot. The girl on the bed looks like a modern minx of a lady (at least I hope it's a girl), all bobbed hair and equal rights - just how we like them here at Crashed Towers. Will we be able to play the game before we all die? Will we get to shag the girl on the bed? Let's hope so, because the game boasts an incredible new 50 frames per second animation routine and copious amounts of hard sex, drugs and violence, Weyheyl

All those great obscure Ashley Greenup railway games that only me, Bernadette and Rob Chilton admit to liking, will finally surface in the new complete Crashed PD library (coming to a doormat near you in the year double zero). There's everything here from Signal Box simulators,

On the Soft

NEW SOFTWARE PREVIEWSt and other stuff too

Maintenance Shed simulators, train driving simulators and big dirty great Deltic locomotive management games. You haven't lived until you've overshot Kings Cross Platform 7 (straight into a brick wall). As an ex-British Rail Guard myself, I can vouch for their authenticity. Many's the time I've been stuck outside Charing Cross on a red, absolutely busting for a big hard poo. Have you ever crapped in a carrier bag? Fun isn't what I'd call it.



ME SO HORNY is a new series of demos featuring Hentai, and for those of you who don't speak Japanese, that means porny Manga pictures, converted from PC to Spectrum screen images. Preview screens have gone down a storm here at Crashed, we purely love those shaven bush baby vixens. More demo news from CrazyTronic, new demo REINJECT is out now (where's my copy?) and INFUSION is

coming for Christmas. You gotta believe me, these guys rock. AWAKEN, the Elite beater, is currently 50% complete, and will feature 3D solid-filled vectors, 15 3D planets and up to 50 starships and craft. We can't wait, especially as the rumour going around at the minute suggests there will be a full English version too. Blimey.

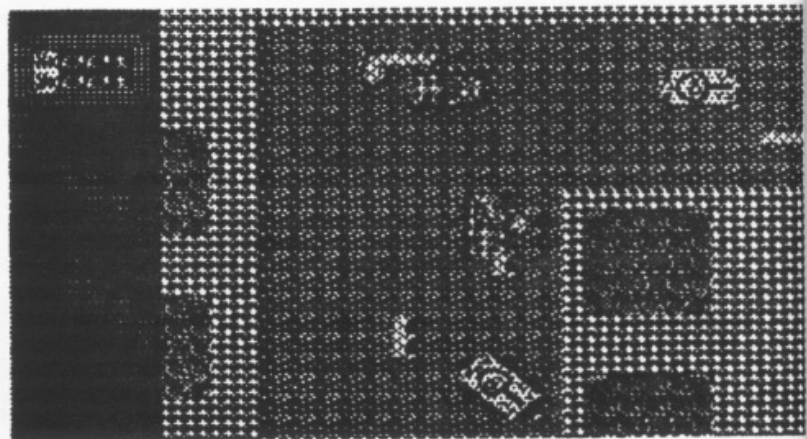


software

IRON ATTACK
Public Domain
Origin: Russia

It's just too good to resist... all those jokes about gay West Ham fans, but you've heard them all before. I've been attacked by an iron, both mentally and physically, and it's no fun. I've not yet been hunted down by a tank, but I can imagine if that gun goes off in your face, you'd rather take your chances with a lipping Upton Park local. Probably not...

Tigers Claw has unearthed this pucker little game from 1997 and given it the kiss of life from the virtual coffin of the Russian TRD disk format (it's like putting petrol in a diesel car, man). You can get your hands on it from the latest issue of SCENE or wait until the Crashed PD library does games and that, in January (doubtless it's also doing the emulator rounds). It's another turn-based war game strategy thing, this time using tanks as the action sprites. Command and Conquer, Warzone 2100 and Vigilante 8 on the Spectrum? Nah, one cannot go as far



as that, not even a fraction of the way I'm afraid to say, but you didn't expect such feats. Yer Iron Attack involves moving tanks around town, hunting down the opposition and killing them. What a fine premise for a video game, you don't get many of them to the pound these days.

Programming wise, the computer opponents are quite intelligent, they certainly put up too much of a fight if you ask me. Graphically the game is rather pretty, shades of pink layer the battlefield, which gives the game a slightly surreal edge. A lot of work has gone into the backgrounds, though, and Christ knows what graphical method they've used as it eats up memory like wildfire. I spent quite a pleasing couple of hours mucking about with this one, it's far from Battlezone territory, but let's not go splitting hairs at this stage.

CRASHED RATING 3/5

+ RATHER NICE TO LOOK AT
AND PLAYS AS WELL AS
YOU'VE COME TO EXPECT FOR
A GAME THAT COSTS
ABSOLUTELY NOTHING AT ALL

- UNORIGINAL, A BIT GIRLY IN
COLOUR, A BIT TEDIOUS IF YOU
LIKE REALTIME TANK-EM-UPS

КЛАВЫШН УПРАВЛЕНИЕ ИГРОМ

Q	ВВЕРХ
W	ВНИЗ
A	ВЛЕВО
S	ВПРАВО
SP	ВЫСТРЕЛ
ENT	ОТВЕТНЫЙ
F	СТРЕЛЫ
H	КАРТА
II	СЛЕДУЮЩИЙ
B	ЗАКОНЧАНИЕ
1	ПАМЯТЬ
H	ПОДСКАЗКА
I	ИНФОРМАЦИЯ
E	ПЕРЕДАЧА КОДА

Options? I'll have half. I heard that. Pardon?

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BABYLON 5 Unknown Spectrum 128k

How many times have you been too pissed to go to sleep and you switch on the telly in the middle of the night to avoid spewing up? Me, loads of times, and everytime I do, I either end up trying to focus on Baseball, terribly unsexy softcore porn or Babylon 5. Can there be a poorer man's Star Trek, I ask myself?

The initial feeling I got was this was going to be in the vein of Activision's excellent Alien game. I can put the faces to the pixelated faces, look there's the bloke with the tragic windows peak, the almost attractive woman and the token black guy in space. Listen up, by the time we get to live in space like this, with any luck we'll all be a funky grey colour, and thank Christ for that - no more National Front and your Grandad saying things he shouldn't, but does anyway to annoy your right-on girlfriend.



The game itself is completely unplayable, mainly because the cursor doesn't work properly, there are no instructions, the whole thing's written in Chinese (figuratively speaking) and I can't stand Babylon 5 at the best of times. So I just reviewed the game as a thinly-veiled attack on crappy sci-fi shows, and you fell for it, suckers! Not really. I just thought you might like to know things like this exist even if you can't play them. I dunno, reviews ain't what they used to be...I'll go now then.

SOLITAIRE Unknown Spectrum 128k

That Leszek likes his card games, and he's shown us this one now, not the Chinese Chequers game so lovingly converted by Miles Kinloch (which wasn't a card game but was called Solitaire), but a same-named traditional patience-style card game version. Are you still reading? With card games on a computer, there's not a lot you can do presentation wise other than make it look as attractive as possible, it's just a bunch of cards with numbers and shapes on. It helps if the game is addictive, and this version is certainly that, so odds on at the moment for a gentle three-hour session of tomfoolery. Call me fussy but I like a good rear of a card; a nice design or checkerplate hatch, not too fussy, but it has to be nice. The desert island trade mark palm tree in here is one of the best I've seen (but have you seen Mark Sturdy's peck he smuggled back through customs?). I sat down for a gentle play, and three



hours later (blimey that was a good guess earlier) I was still going strong, determined to beat the bastard. Which I never quite achieved it must be added.

I dare say it could do with something in the background other than purest white, it shouldn't be too difficult to superimpose the action over some old bimbo with her tits hanging out. All in all you can't whack something like this, good clean fun and no mess no matter how hard you try to make some.

Both games come with issue 35 of the Austrian diskzine SCENE, not available from crap PD libraries. You know who they are. For real!



HORACE HAS LEFT THE BUILDING

The letters editor in the Official PlayStation Magazine has verbal diarrhoea at the best of times (his answers are always longer than

the original letters), he had this to say when quizzed about the chance of a Spectrum compilation appearing for the Sony wonder machine... "Many of you seem eager to have 48k colour-clashing monstrosities sloping from your 32-bit behemoth. Developers, listen up. Forget trying to cram in montage after montage of ever-changing polygons into your games. Just create a single-coloured blob. Create a way for the player to move it left and right, then have some slalom-type flags slowly scrolling up the screen. Call it Horace Goes Skiing and stick it out at £45.99. Evidently you will clean up."

I play with my PlayStation almost everyday and I love it, I rarely play games on the Spectrum anymore, maybe once a week I'll have a good session. There is a dubious image of modern computer game fans, that we're all far too busy doing exciting things, cramming fast food down our throats in milliseconds, we only like games that are equally as fast and furious... that's so not true. Slow down out there, it's only in the minds of those still suffering from peer pressure.

Many people will display ignorance as listed above concerning old computer games. If a game doesn't have real-time 3D then it must be either boring, crap, retarded, fossilised or otherwise crippled. I know hundreds of games that fit those descriptions, software age or hardware machine is no barrier either. The Spectrum gave the world slightly more than Horace, it

created the games scene in the UK for starters (where would that Editor be now with his University degree, working for Woman's Realm instead?) Developers actually 'developed' game styles, to be improved on as years went by. Arcade games on an Atari 2600 leave me cold, Space Invaders, Defender and Pacman have me slitting my wrists in boredom, I don't like that hoary old quote that old games were better than new ones because they had more playability. Some old games were great - the majority were awful. Some modern games are brilliant - the majority are mediocre.

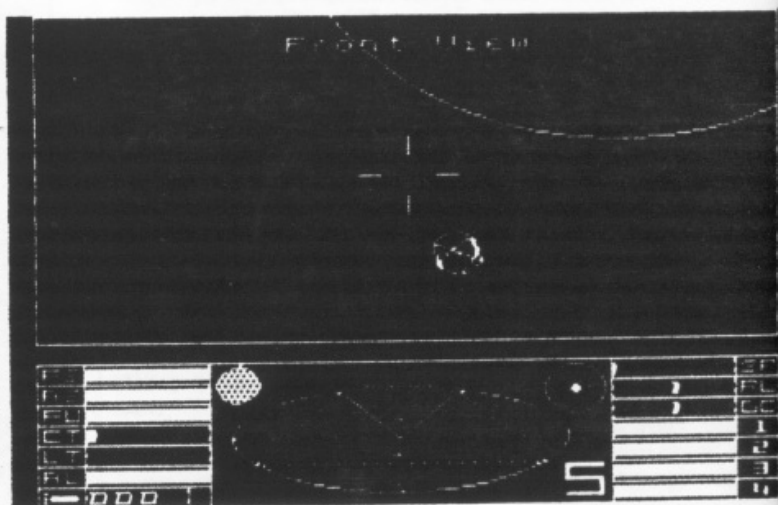
A little knowledge is a dangerous thing. I would like to read modern games magazines written by people who have experienced the whole computer games scene from 1981 to 1999 (by the way, it's called ARCADE and available in your local newsagent!) I would like to see conveyor belt Journalist trained ex-students to be a touch more objective, subjective, and even have a mind of their own once in a while, but it doesn't often occur.

Crashed brings you the awards ceremony that doesn't have Japanese models dressed up as schoolgirl fighter characters (more's the pity), there are no designer labels and no fake tans. This is how it is, you get what you see... and Horace had his huge head set on fire by Spectrum fans about 17 years ago, you dork.

BEST GAME EVER

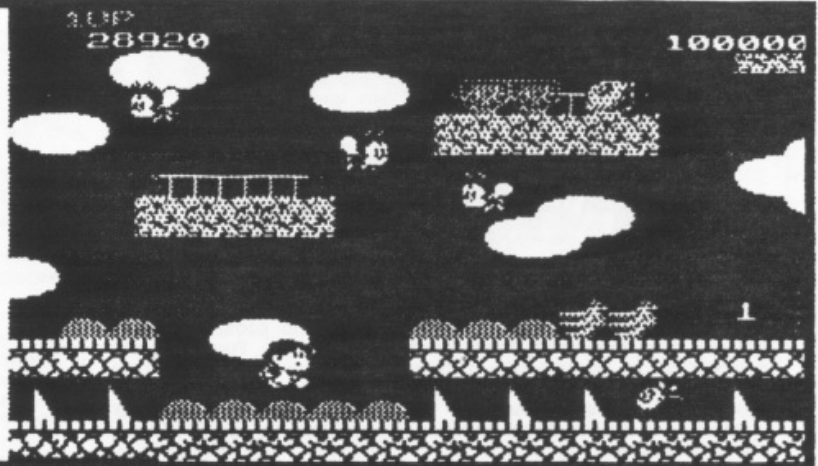
Elite

OK, so a bit obvious really, but that doesn't make it any the less true. Go anywhere you want, trade nicely or become a pirate in space, upgrade your ship, never go out anymore. Trading and exploration are two things humans have done since they walked on two legs. Elite hasn't been done on modern consoles because it can't be done, it can't be done properly anyhow. It's too difficult to recreate convincing infinite space on a 32 bit console... but not a 32k BBC computer. It may seem overly repetitive these days, but when there are 4 pirates after your fur and there's only one missile left, it's as grippingly nasty as ever. Runner up: Head Over Heels.



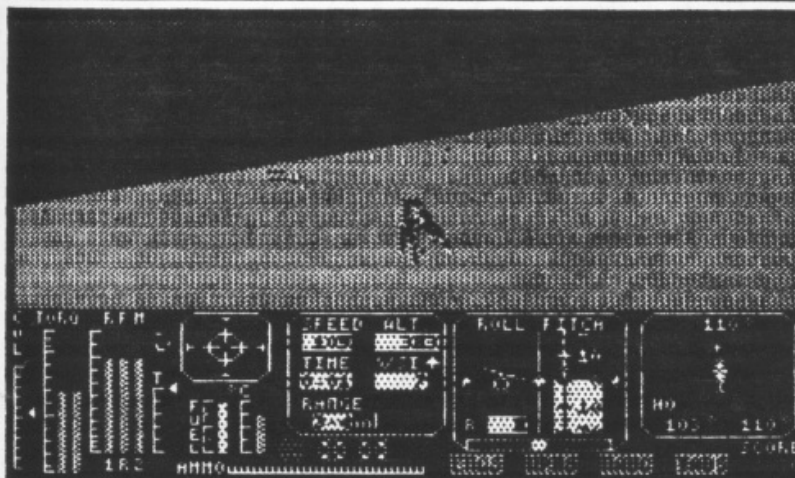
BEST PLATFORMER Rainbow Islands

How can a Spectrum fire rainbows with all that colour clash? Easy, just use monochrome rainbows but make sure the game runs as fast as the arcade original. This is a game for people who don't normally like platformers; it starts off reasonably easy then gently cranks it, dragging you in with cuteness. The almost predictable nature of the enemies doesn't seem to matter, they're still better than you. The Somewhere Over The Rainbow tune doesn't do your head in either. Honourable mentions: New Zealand Story, Hudson Hawk, Manic Miner, Bomb Jack.



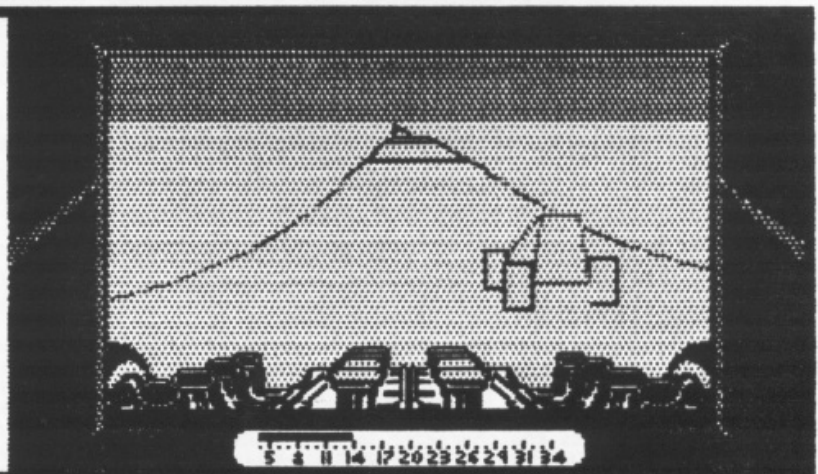
BEST FLIGHT SIM Tommahawk

All these dials and levers, and it's a helicopter too, bloody thing takes a mathematician to get it moving and a magician to slow it down and land it. Add a smattering of mission-based war game tasks, air-to-air and ground combat, night and day plus weather, navigation skills and not forgetting the task of mastering the flying of a mechanical dragonfly about the shop, you could almost be there (if you were 2cm high and made out of pixels). Honourable mentions: F16 Combat Pilot, The Dambusters, Chuck Yeager, Project Stealth Fighter.



BEST DRIVING/RACING GAME Stunt Car Racer

Put aside what might be considered feeble graphics, they are feeble. Get the fun with the creaking suspension, the 128k rear of the engine, jousting with the computer car over the huge banked race tracks (the rollercoaster circuit was actually frightening), this had the lot. Destruction Derby later mercilessly ripped all the good ideas from Geoff Crammond's Amiga original, here lovingly converted by Pete Cooke, the best Spectrum programmer by far. Honourable mentions: Wec Le Mans, Ivan Stewart Super Off Road, Crazy Cars, Chase HQ.



BEST UTILITY SOFTWARE Art Studio 128

All you budding pixel manipulators get the business here. An art package has to have every option possible, it has to be nippy in execution, adaptable for whatever printer you're using and contain loads of extras you never use. Honourable mentions: 3D Construction kit, PAW, GAC, Artist 2, YS Megabasic. More next time!

Make your own Headliner Fanzines

Headliner (HL) is a graphics and text design package written specifically for use with Wordmaster (WM) and Typeliner (TM). A full range of drawing and plotting functions are provided, though since the main function of the program is to produce titles, headlines and logos, you may find these to be less flexible than those of a more comprehensive design package (like Art Studio). There are currently 57 HL fonts available. These can be used in various combinations of width, height, bold and italics, allowing great variety in design.

Load Headliner! and the first font on your disk/tape ROMAN .H All fonts have been archived in upper case with the ninth and tenth characters consisting of a full stop and capital H respectively. When loading a file make sure you also include the relevant number of spaces for a 10-character filename. After loading, press Q to list the files in memory. If Headliner and the Roman font are not both listed then you can't go any further in this article!

After 'Getting' Headliner from the main menu in Wordmaster, the screen will be cleared to the current default colours and the main menu of HL displayed. Whenever you quit HL, the current screens will be lost forever so make sure you save them first if needed later. First of all we are going to play around with printing up a font on screen. Press (A)lter and we enter the Screen designer (fully explained later).

FONTS

The font selection is reached from the Screen Designer menu by pressing (TRUE VIDEO). As with other menus, (INV VIDEO) will quit this function. You are asked for the name of a font currently residing in memory. Two font sizes are available and are prefixed in the files listing by >Fnt1 or >Fnt6. These refer to normal size Spectrum fonts and the special HL fonts that are six characters high. Inputting an empty filename will select the normal ROM Spectrum font.

Once a font has been selected, a line cursor appears and can be moved about the screen with the standard cursor keys. Typing a character results in the character being printed to the screen. If you wish to change the font at any time, pressing (TRUE VIDEO) again returns you to the Font input. Fonts must already be in memory if you wish to use them! Let's try some different styles:

Sym shift + Q - Letter spacing values range from 0 to 15. Default is 3 but this looks a little too wide, try 1 or 2. Zero value would have the letters touching each other.
Sym shift + W - Toggles letter width between 1 and 2. The 1 setting prints the character in half-width.
Sym shift + D - Toggles letter depth between 1 and 2. The depth of the cursor alters accordingly.
Sym shift + E - Toggles emphasised or bold. Letters will appear thicker when emphasised.
Sym shift + I - Toggles italics. If italics are set on the cursor will assume a right slant angle.

To delete any letters, use the cursor keys to position and the (DELETE) key to smoothly back erase. It should be noted that HL fonts are not complete. To save on memory, rarely-used characters have been left out (dollar, percentage etc.) and not all fonts include both upper and

lower case. Use the FONT6EDIT program to customise existing fonts for your own needs. See FONT6EDIT.

Your own fonts (of the standard 768 byte variety) can be loaded after conversion with the Convert! extension program. Don't load unconverted character sets or other fonts from different packages - nasty things might happen to the general running of the software, plus they won't work anyway!

You can store one screen in memory rather than going through the hassle of externally saving to disk or tape. This is handy if you want to make a few adjustments but keeping the original close to hand in case of problems. (ENTER) stores a screen and (EDIT) will restore it. To swap the two screens press (EXTEND).

To see if we've all got the hang of it so far, as an example, print to screen the word Bastard, using a letter spacing of 1, width and depth of 2 and no bold or italics. This is what you should see on screen:

Bastard

What we need to do now is turn it into a graphic file so we can use this headline in the TL page layout software. As with grabbing areas of graphics or whole Screens, the principle is the same with designs created from text etc. Get back to the first HL menu screen with the (INV VIDEO) key and you'll find the following options:

(Q)uit - Takes you back to Wordmaster file handling.
(GRAPH) - Loads in a Screen# from disk or tape.
(A)lter - Takes you into the Screen designer.
(S)ave - Saves a Screen# to disk or tape.
(G)et - Gets a file from memory.
(C)reate - Create a graphic file from the design or screen currently held in the Screen designer.
(K)List - List of files currently in memory.

So, press C to create a file, name it Bastard for easy reference, and grab it like before with the Q A O P key for direction, the cursor keys for box area and ENTER to finish. When designing titles, always do so at the top left of the screen. This makes it easier to grab the graphic without wasting memory space grabbing empty areas of the screen. Memory is tight when playing about with graphics depending on the complexity of course. When quitting back to Wordmaster itself, you should now see your Bastard file in memory. You can 'get' it like a textfile to have a look at it again. There it is, you've just created your first banner headline.

You may get a flashing NO ROOM message in the Screen designer - it's an approaching memory limit warning rather than a dead end. Ignore it and carry on, no one's watching...

SCREEN DESIGNER

As mentioned earlier, Headliner can also be used as a standard art program, but to be honest, you'll be much better off tarding up your text and designing logos in Art Studio, Artist 2 or Icon Grafix to name but three. The use of standard Screen\$ currency makes this all the more convenient. But if you fancy fiddling about with HL other than for just creating text designs, here's a run down of all the extra features (and the only one I ever use is V to quickly clear a Screen area).

- (INV VIDEO) - Quit back to WM file handling.
- (ENTER) - Store screen\$.
- (EDIT) - Restore screen\$.
- (S) - Swap Screen\$ (different to EXTEND).
- (Q A O P) - Move pointer.
- (X) - Reset origin pointer.
- (4) - Exchange pointers.
- (CAPS SHIFT) - Slows down pointer movement.
- (1) - Mode 1 Radial.
- (2) - Mode 2 Follow.
- (3) - Mode 3 Parallel.
- (I) - Inverse.
- (N) - Over.
- (D) - Draw.
- (C) - Circle.
- (B) - Box.
- (R) - Arc.
- (F) - Fill.
- (GRAPH) - Select fill pattern.
- (SPACE) - Plot.
- (M) - Mask.
- (V) - Clear screen.
- (E) - Enlarge function.
- (TRUE VIDEO) - Font selection.
- (K) - Colours.

THE POINTER SISTERS

Two pointers appear in the display; the large RELATIVE pointer and the smaller ORIGIN pointer. The way the two pointers move about the screen depends on the MODE setting. The Q A O P keys are used to move the pointers. The shape of the pointers can also be customised with the Pattern! extension file.

Pointer MODE is set by pressing keys 1,2 or 3 and determines the way the ORIGIN pointer interacts with the RELATIVE. In Radial mode, the origin pointer remains stationary and permits the drawing of lines radiating from this point, or equally as useful the drawing of concentric circles. In Follow mode, if a line is drawn the origin pointer follows this line to the position of the relative pointer. The last mode is parallel, where both pointers are moved in a parallel fashion maintaining the same relative position on the screen.

DRAWING AND PLOTTING

Inverse and Over duplicate that of standard Spectrum Basic. Pressing (D)raw creates a line from the origin pointer to the relative pointer. You can do this whilst still moving the pointers. For circles, the origin pointer represents the epicentre and rectangles can be drawn using relative pointer positions. With Arc, a third pointer will appear, which can be moved to represent the height of the arc. Pressing Space aborts actions.

There are 21 fill patterns available on (GRAPH)+A to U. Fill will occur at the position of the relative pointer. Make sure the area you want filled with a pattern is enclosed or the whole screen may well get filled in!

Single pixel plotting is achieved using Symbol shift or

Space keys, depending on the current pattern. The cursor keys can be used to move the whole screen up, right or left, but not down for some reason. The whole screen will wrap scroll anyway. Masking will 'grid' colour the attributes so you can plan future coloured areas. It does wipe out previous colour settings so use with caution.

ENLARGE

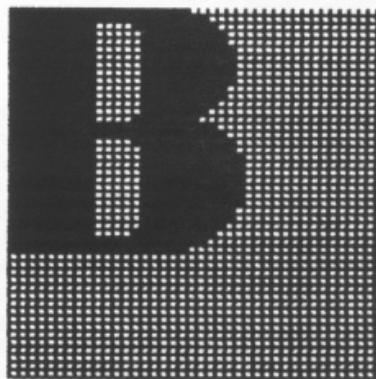
Probably the most useful function in here is Enlarge. On pressing E a box appears which may be moved with the Q A O P keys over the area of the screen to be magnified. Pressing (ENTER) will enlarge the area and (SPACE) to quit. Whilst enlarged, pixels can be toggled with Caps Shift and Space keys.... Now what was I saying about Art Studio...

COLOUR

This sub-menu is reached by using the (K) key. The colour of any single attribute square can be set by pressing (SYM SHIFT) or (SPACE). The current Ink and Paper colours are displayed in the lower menu and are incremented by pressing (X) or (C) respectively. Ink 8 refers to the standard Spectrum INK 8 mode setting, in which the Ink colour of an attribute is transparent (unaffected by any Paper colour changes). The whole screen can be filled with a colour by pressing (F).

FONT6 EDITOR

With 57 Headliner fonts to choose from already, you're bound to easily find half a dozen that instantly appeal to you. Take a look at TIFFANY.H or TOPAZ.H though and you'll say "I can do better than that crap", and so you could along with the one-armed Baboon. What you need is the handy dandy Headliner font editor (available last



issue). Using a 40x48 grid, you can enhance existing character sets or create brand new ones from scratch. You could start your own software house churning out new fonts and charge money for them (on second thoughts, don't do that, make them PD instead). Time consuming, yes, but you can use a Sinclair joystick to speed things along, all you need now is some inspiration and talent. Don't look at me.

What's that you say, this is dragging on a bit? Well, what do you expect for nothing? Not everyone wants to read this stuff you know. Send a good quality (i.e. unused) blank C60 minimum cassette tape or a formatted 780k +D disk to the usual address for the entire Headliner font collection. A SAE or return stamp would be greatly appreciated. Next issue: The big one - lovely page layouts using everything you've learnt so far. What do you mean you'd prefer to learn how to create web pages for ICI? Are you looking for a smack in the laughing gear, sir?

EUROSCENE

THE BUNNIK MEETING 2.10.99 - NETHERLANDS

Report by Wolfgang Haller, Im Tannenforst 10, D51069 Koeln, Germany.
Email: womoteam@t-online.de



Hello Crashed readers and specially the SAM users of you. Bunnik - where is Bunnik? And what kind of meeting? We guess, the lot of the Newsletter readers unfortunately never have heard about. The Bunnik meeting is up to 4 times yearly in a small Dutch town and is organised by the HCC. In this case it is a meeting for Spectrum and SAM lunatics, the last are what we are interested in.

In the years we have visit Bunnik the meetings has lost in persons to come, but still Bunnik is a meeting point for some Dutch SAM enthusiasts as Edwin Blink, Stefan Drissen, Martijn Groen and Robert van der Veeke. All well known names in the scene. At last we, the WoMo-Team from Germany's biggest Spectrum club (and the only one with SAM support) SPC are usually there. So also this time and we bring you, the "humble" SAM users since Malcolm's sudden death hopefully some very good news.

Meeting Martijn and Robert there we come in held of some very new and interesting programs. However - the meeting was yesterday and we had only used them in Bunnik. But they are very impressive. Since the first release of the SAM there are two add-ons which had become furious: the hddisk and the possibility to use a CD-ROM. But both of them becomes only interesting with useful software for it. Here goes our thank to some Dutch and German programmers. But enough of it, what's new?

B-DOS 16 (by Edwin Blink). This is the latest release of the DOS which

lets you drive your hddisk in an easy way. B-DOS has got some new features and supports now the access to a CD-ROM driver. A detailed information in form of a read.me file is supported.

REDBOOK AND YELLOWBOOK (by Martijn Groen). Two programs which gives you access to CDs in your CD-ROM player. Redbook is for using Audio CDs and Yellowbook is for CDs with datas, screens, programs and so on. Also informations comes within the programs.

SPECTRUM EMULATOR (by Martijn Groen). This is a new version from the previous 2.1. The great improvement is, that you can load now Spectrum programs not only from Plus D disks or hddisk as before, but also direct from CD (there are a lot of CDs with Spectrum programs on the market). Nearly all formats are supported such as .Z80, .TAP, .SLT, .SNP or .SP to name some.

NEW MOD-PLAYER (by Stefan Drissen). Someone who is a MOD freak as we are, had missed to load MOD(ules) directly from the hddisk. The old MOD-Players could read SAM and DOS-disks (the last with only 720 MB). With this new MOD-Player you can also use your hddisk as storage media and we guess it is only a matter of time for a version which loads MODs from CD.

And here are two informations which have other sources than Bunnik.

ATAPI DRIVER (by Slawomir

Grodkowski). This is the first program which would make use of CD-ROM. It is not as nice as Redbook or Yellowbook, but it is the base of them. Written completely in Basic every SAM user can show how it works. When typing in "help" by using the program you get a list of all commands. It makes it easy to load something from CD and to store it on a disk or a choosen Record on your hddisk.

CPM22QED (by Jarek Adamski). As the name images, this is CPM running on the SAM. Under this you find another Spectrum emulation system based on some great ideas for a new operating system for the Spectrum itself. The advantage of CPM22QED is also, that a lot of programs under CPM can be used and some wonderful little programs, written mainly by Jarek, makes access easier to the lot of different disk formats (also PRODOS) which exists under CPM.

The good side of this described programs is, that they are free (except them from Jarek, which are not limited in useable, but Shareware). People who are interested in these programs can write or mail us to get the programs (for formatted disk and SAE or via email as .dsk). We are also interested in contacts to re-activate the SAM Scene. We hope to do this as supplier, but also with the help of Gavin Smith from SAM community.

Greetings to all SAM friends, your WoMo-Team from SPC.



Now We Are

5

MARK STURDY AND MAT BEAL TAKE US BACKWARDS THROUGH TIME, GOING ALL WOOOOOO! WOOOOOO! LIKE IN A DICKENS NOVEL ABOUT CHRISTMAS.

16th August 1999 was Crashed's fifth birthday. Two months late, as is customary, here are those last five years wrapped up in a birthday boy special. Will we make it to 2004? Will we fuck as like...

IN-TER-VIEW! IN-TER-VIEW! AND WE ALL LIKE IN-TER-VIEW! WE'RE GONNA SCORE ONE MORE THAN YOU! ENGLAND! Crashed has always prided itself on its interview pages, which began in issue 3 with an interview of hapless tosser David Ledbury, which Mat Beal originally wrote for Fish, which was 'postponed' at round about the same time. Beal then continued writing the column until issue 14 in March 1996, when he fell out with The Sturdy and the job was taken over by yours truly. Here we have picked some of our favourite quotes from the Crashed interview...

"I've never seen a copy of ZAT, but I assume it is written by people with very bad haircuts." Fountain PD's Dave Fountain (later to become a Crashed scribe himself) has a pop at ZAT (later to finish and return as Z2, which in turn merged with, er, Crashed, just as Dave was leaving. Spook!), December 1994.

"I could be in my shed, with a few friends round, playing Mozart or the 1612 Overture, and it would be perfectly legal for them [the police, presumably] to come and arrest me." Your Sinclair writer and Entropybloke Simon Cooke (later to become a Crashed scribe himself) explains the 1994 Criminal Justice Act to the Specy world, January 1995.

"I'd like to die by standing next to a certain former Conservative Prime Minister with a live hand grenade, pulling the trigger and stuffing it down said person's throat whilst singing There She Goes Again by The Velvet Underground. How's that for starters?" Shaw Brothers coder Graham Shaw forgets that Thatcher is the Antichrist and therefore cannot be killed, February/March 1995.

"The name Balrog was given to me by Mike Gerrard [Your Sinclair journo] and is a play-on-words - there used to be a comedian called the Rochdale Cowboy. Mike just christened me the Rochdale Balrog... how wrong he was." Owner of sadly missed Zenobi Software John Wilson swiftly clears up the issue of his mysterious nom-de-plume, April/May 1995.

"Is there intelligent life on other planets? I bloody well hope so, 'cos there's bugger all down here on Earth!" Former YS editor Linda Barker makes subtle allusion to Monty Python's The Meaning Of Life which was completely wasted on Allan, who substituted 'bugger all' for 'none', June/July 1995.

"I personally have always thought that anything that's worth having is worth paying for." Walrus of love Bob Brenchley disproves long hair/beard-associated "old hippie" assumptions at a stroke, December 1995.

"What would I like to be reincarnated as? Princess Diana's next dose of thrush." Editor of now-defunct 8Bit magazine and ex-Beach Boy Brian Watson somewhat prematurely assumes he is going to be outlived by aforementioned hideous toff, March 1996.

"The last time I was really drunk was the 15th of March.

A load of us from college went out one night and didn't get back till the following morning. No, I didn't have a hangover." Jupiter Software's Terry Ekins proves that computer programmers are as 'ard as the next man, July 1996.

"I have no banjo. I have no cow, come to that. I could hit a cat's arse with an acoustic guitar." Former Z2 editor and Mat 'Blimey! It's Captain Spectrum' Beal explains why he couldn't hit a cow's arse with a banjo, April 1997.

"Do I object to Bob Brenchley? Not in general. I mean, Bob's just one guy." Fred's Colin Macdonald openly discards all conventional wisdom on the matter, May 1998.

WHO ARE YOU? WHO, WHO, WHO, WHO?

Since Crashed's conception it has had a large and ever-changing line-up of contributors. Here, for your reading pleasure, we explain just who they are and what they did...

Chris Bailey (Reviewer. Made a couple of appearances in the early issues, and a shock return in 1997. Maybe he refused to write anything while Allan was editor. Or something). Chris B (as he has commonly been referred to for the last four years, due to the fact that he used to write for Fish which had two writers called Chris at the same time, but has now reached the extent that in a recent issue of Crashed his byline read "Chris B" despite the fact that there was no other Chris with whom he could potentially be confused without such identification) is quite possibly the funniest person ever to own a Specy, let alone write for a fanzine thereof. And he also has a nice voice. His role in Crashed was minimal to say the least, but he is first on the list because of his general beauty and our firm belief that less is more. Oh, and his surname begins with "Ba" and his first name begins with a "C", which is nearer the start of the alphabet than "D". Just. Chris B's body of work also includes contributions to the following: Fish, Fish2, Z2, Gwyneth (his own rather ace indie pop fanzine, which really should get a plug in Crashed one day).

Daniel Bailey (deputy Ed or something under the Clarkson regime). Daniel's involvement in Crashed is, on the face of it, even more minimal than Chris B's, consisting, as it does, of absolutely nothing. However, he is referred to in at least two issues with the acknowledgement that "...without whom, Crashed wouldn't be here". Quite why was never specified. He left after The Sturdy's return to the Ed seat, possibly because he hated him. And he once dubbed Mat "Mat Beal, balls of steel" and we like that. When asked to compile a list of other Specy fanzines Daniel has assisted with, our team of researchers drew a blank. The fat twats.

Matt Beale (reviewer, interviewer and author of the legendary That Was The Year That Was 1994 article. Also edited the articles which appeared as a result of Z2 being incorporated into Crashed). Matt contributed to Crashed regularly from issue 3 in November 1994 to issue 13 in December 1995. Shortly after that issue went to press he sent Allan a letter of resignation (which was printed in the following issue), which was due to a feud with Mark which had been going on for some time, but came to a head when The Sturdy accused him of writing a piece of software he didn't write, and

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spelling his name incorrectly, or something. Matt's involvement has also blighted the following publications: Fish; Fish2; Z2; The Thing Monthly; Gwyneth; Amiga Wibble; The New Mills Sixth Form Centre Alternative Prospectus; YS2; The Kinder Edition; probably quite a few others.

Mark Bennett (reviewer). Mark became a Crashed contributor by default after a chance encounter with Sturdy and Clarkson at the 1995 Gloucester Show. Despite the numerous reviews he contributed over the past two years, Mark has the rare distinction amongst Crashed writers of having more photos of himself printed in the magazine than actual articles. Possibly. For this, we salute him.

Robert Chilton (occasional reviewer and tipster from 1995 to '97). The famously Brummy Robert, has one of the largest collections of Speccy games in the world, and as a result was roped in by Mark to write the tips page and, later, retro reviews. He also introduced (by proxy) the word "tarrarabit" into Crashed's vocabulary. For this, we salute him.

Allan Clarkson (editorial/art contributor from issue 3; deputy editor from issue 6/7; and editor from issue 10/11 to issue 19; wrote issue 16 virtually single handed). Aside from all his obvious achievements - making Crashed look nice, generally turning it into a professional outfit, successfully and efficiently editing it for a long period, etc etc - what is often overlooked is the fact that Allan's editorial contributions are easily the funniest out of anyone listed here. As well as the celebrated line "Let's just hope the MB02 looks nothing like this", he also came up with the classics (of Bonfire Night) "It was invented by Guy Forks, a Sheffield steel worker, when his cutlery factory caught fire in 1876" and (of Russell Grant) "It just goes to show that any talentless twat can get a job in the press!". He's also a lovely bloke, sounds like Jarvis and is in a pub rock band in which he plays the bassline to Mustang Sally in various working men's clubs in Leeds barefoot. Allan, Allan, we love you. Allanspotters should also check out back-issues of Fred (he edited it for a while); some others. Possibly. Don't know to be honest.

Simon Cooke (wrote Spec Tec Jr. article in issue 14). How we rejoiced when we discovered that Spec Tec, Your Sinclair's ace techy advice column cum fab detective pastiche, was to be resurrected in the pages of Crashed. Allan got us all excited, spent hours lovingly recreating Andy Ounstead's original YS page layout...and then dropped the thing after one issue because nobody was sending any letters in (Cookie's a top lad anyway). Got a hankering for more long-term concerns of Simon's? Get it satisfied! With YS; YS2; Based On An Idea; and maybe a few others. Our research team got bored at this point. Ho ho.

Gary Coulsen (reviewer, issues 13 and 14). It is a little-known fact that Gary in fact never existed. He was in fact a handy pseudonym which allowed Allan to write a particularly vicious review of SAM compilation Rat Salad and avoid getting any shit for it. For this, we salute him.

Toby Cooley (cartoonist, issues 12-15). The enigmatic Toby was responsible for the comic strip serial that launched a thousand "eh"s, Bodge Fredd. No-one (except, possibly, those of us who read 2000AD) knew what the hell it was about, but it was lovely anyway. For this, we salute him.

Andy Davis (occasional contributor and regular in the "thank you..." bit of the credit box). Andy's valuable involvement with Crashed has generally been unusually consistent, except for one point in early 1995 when he threatened to sever connections with the magazine after getting offended by the idiot boy Beal's blessed That Was The Year That Was feature. Grovelling apologies followed, and the incident was forgotten. (Apart from

the fact that we keep mentioning it. Like this.) Andy has also popped up in these mothers: AlchNews; ZAT; Z2; Sinclair Classic; PD Power (ho.ho.ho. Bit of a 'joke' there).

Dave Fountain (wrote Public Exposure section in its entirety from issue 8/9 to issue 20; returned to become editor from issue 23 to the present day). He comes from East London, he supports Millwall, he loathes the middle classes, he likes Helen Love, he talks about sex a lot... an all-round 'good egg', as my mother might say (although probably not to describe someone who wanted to massacre the bourgeoisie and went on about shagging incessantly, come to think of it). Left temporarily after Mark's return to power. Possibly because he hated him. (An interesting point to note is that The Sturdy has probably caused more contributors to leave Crashed than join). Made heroic comeback when Sturdy decided he'd had enough of the whole thing, and saved Crashed from certain death. Hurrah! Dave's words of wisdom can be found running riot through back numbers of the following: Sinclair Classic; Subliminal Extasy; ZX Files; Classic; AlchNews; The New York Times (Stop lying. A reader)

Sir Edward Heath (wrote his own column in issues 20, 21 and 22). Wide and snide, grumpy and frumpy, cheap and goes deep, obscene and unclear, shuffles in socks down by the docks. Who else could it be? Only the former Tory Prime Minister and Father Of The House, that's who! Ted has also contributed to any number of political periodicals. We expect. Our researchers couldn't be arsed finding out.

Paul Howard (has been doing the crossword since issue 22; has done various techy things from issue 6/7 to the present day). Paul does the crossword. For this we salute him.

Steven Pick (did cover artwork for issues 10/11, 14, 22, and quite possibly some others we've lost, because we're crap). Steven Pick is the only SAM owner ever who can draw. Which is why whenever there's any drawing to be done in the SAM village, he's the guy to call. As, in fact, Allan did. Steve's words and images can also be found in that diskzine he used to do and none of us can remember what it was called; everything else.

Jon Rose (wrote something which turned up in issue 21. May return. Don't know, to be honest). Not really a Crashed person at all, actually, Jon wrote for the ill-fated Z2, many articles from which Ledbury sent to Crashed after its assimilation of the Referendum Party of Speccy publishing. Interested? Want to find out more about this Rose guy, eh? Then get your ass over to ZAT; Z2; not much else, according to our (generally fallible) researchers.

Stewart Skardon (did internal design from issues 17 to 21; deputy ed on issues 20 and 21; and editorial contributor). Anyone who's interested in Stewart can look at his website, www.argonet.co.uk/users/sskardon, which reveals (among other things) that he enjoys cheesy disco music and is a bit of a pisshead, by all accounts. We tried getting our researchers to find other mags Stewart has managed to get his fingers on, but instead they just produced the 1994-5 timetable for the Settle-Carlisle railway line. So we killed them. Was that wrong?

Mark Sturdy (edited issues 0 to 8/9 and 20 to 22. Contributed something to almost every issue, the notable exception being issue 12. Coincidentally, this was the first issue to sell out). Well, The Sturdy. What can we say. A legend in his own teatime. Conceived the idea of Crashed in the first place, and therefore responsible for everything that happened, good and bad, in its five-year history. What a man. Also, quite frankly, a cunt, as he attacked me in the street last week when he was drunk and I'm still visibly scarred. "What other publications has Mark shook his funky journalistic stuff for?" I hear you

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cry in unison. WELL I'LL TELL YOU, SHALL I? These: Fish (once, briefly); Z2; Top Comedy Gubbins; The Thing Monthly; Jammy Jezzabelle; Gwyneth (sort of); and the forthcoming Pulp biography and HMS Dreadnought of rock publishing, Truth And Beauty.

St. John Swainson (reviewer, on and off from issue 5). St. John (pronounced "Sinjun", NOT "Saint John", for the love of God) always appears in Speccy fanzine letters pages, inexplicably. Despite (or possibly "as a direct and inevitable consequence of") being a contributor, he has made frequent appearances in Crashed's own. Also has a well-documented staple fetish. Wrote v.funny line, "I'll have a hopping antelope, I hear you cry. Who let that hungry lion in here?". On second thoughts, maybe you had to be there. I'll get me coat. But not before I've told you what other magazines Singe has written for, oh no: Fish (we think. Dunno really); The Thing Monthly (er, ditto); ZAT; Z2; and the letters section of every Speccy fanzine ever.

Mr Teapot (staff writer). Mr Teapot has been knocking round the Speccy scene for about four years now, ever since his debut in one of Chris B's reviews in Fish. In that time, he has made a number of appearances in various publications, and Crashed is forever inundated for requests of a complete list of these appearances. So here, for your delectation, is the full, unabridged Teapotography, courtesy of our new, improved research team. Explaining the plot of The Witching Hour in issue 3 of Fish; doing that very same thing, only differently, in issue 5 of Crashed; penning Mr Teapot's Demo Corner in issue 8 of Fish; lending his name to the same feature in issue 1 of Z2; writing a guide to making a PD demo in issue 5 of Fish2; reviewing every issue of Fish in issue 9 of the same mag; narrating the Crashed story in issue

17 of Crashed; assisting with this very article you are currently reading; quite probably hundreds of others. (So not 'full' at all then. Arse.) Fanzines Mr Teapot has written for besides Crashed: Have you not listened to a word I've said? Or is it just that you're a cunt? Yeah, that's right, a cunt. You heard, cunt. Is that what you are?

Leah M Wetbat (Interviewer and general contributor). Took over from Mat's role in issue 14 of Crashed. Typically enigmatic, very little is actually known about her, although in the first issue she appeared in, Allan revealed her to be "very cute, except for her chin", and in The Crashed Crew (ill-fated Joystick Jugglers carbon copy which made one appearance in issue 15) she was said to be 16, living near Manchester, enjoying propping up bars and ringing Allan when he wasn't in, and had nine GCSEs and one appearance on The Big Breakfast. Leah has also tossed pearls to swine in the pages of Sick Happy Idle; and absolutely no other Speccy-related 'zines whatsoever. Which is unusual. Although commendable.

Linda Whittle (credited as a contributor from issue 3 to issue 10/11, and made a brief but exciting reappearance after an absence of about three years). Began with her own eponymous column, Whittle's Wibble (which later mutated into Retro Review), an honour granted only to her and Ted Heath. So she's in good company. Something of a sex symbol, Linda was lusted after by sad menopausal fuckers John Wilson and Dave Fountain, despite the fact that they had never met her or, indeed, seen a photograph of her. Which isn't bad going. As well as Crashed, Whittle has wibbled for the following bad boys: Fish; Z2; Underlay Monthly. Except for the last one which was, in time-honoured tradition, a lie.

back issues

Crashed numbers 1-22 are now completely out of the cupboard, and probably won't ever be reprinted, as it will up the price of the originals by 1p every year. All back issues now £1.50 inclusive of a stamp and an envelope this end...better be quick kids.

CRASHED 23 - Mad Max coverstar / Zulu Wars / Garfield / ZX81 Emulation on a Spectrum / Headers explained / Poorly organized computer fairs get a kicking / Soundtracker manual / Football PBM's

CRASHED 24 - Peking coverstar / Wrong year on the cover (WOW, collectors item!) / Boovie 2 / Wec Le Mans / Double Top / Fish / Euroscene / Joyce Cook / D+H Software / Richard's foul mouthed joke

CRASHED 25 - The Heroquest cover / Hamon 4 / Mezi Vezemi / The +4+1

drive switcher / Sex on the Spectrum / Sam Coupe font story / Make your own games / Nonce Internet quiz

CRASHED 26 - Scary kitten cover / Readers' games / Twister / Smiley / Postman Pat / Tasword Man / Crashed PD demo catalogue / Internerder / Optimising Basic programs

CRASHED 27 - Fairy bitch cover / Tomb Raider / Laser Squad / Armageddon Man / Collectors' hardware prices / Wordmaster manual / Matthew Smith interview / Top Telly Totty

SUBSCRIBE TO CRASHED FOR 3 ISSUES AT A FIVER OR 7 ISSUES FOR A TENNER. I CAN'T DO MY SUMS - YOU GET TO READ A SPECTRUM FANZINE THAT LIKES TO KEEP UP WITH THE TIMES AND SPELL THINGS PROPERLY. CRASHED - THE ONLY COMPUTER FANZINE THAT MENTIONS SEX AND SHITTING FAR TOO MUCH.

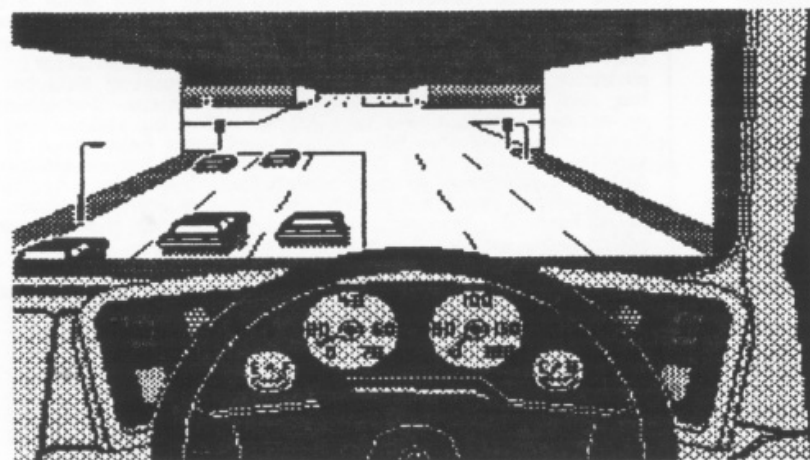
20 YEARS
OF VIDEO
GAMES

EXCUSE ME Have we met?

20 YEARS
OF VIDEO
GAMES

TURBO ESPRIT - DURELL SOFTWARE - 1985

Durell software were very paranoid about software piracy. Their tapes' lead-in strip came embossed with their logo. Better have another look at that tape you bought off the market stall for a quid, sonny. Drive around one of five living breathing US cities, try to run people over, top up at petrol stations, carry out slightly dubious tasks against a criminal underworld scenario. Original little game that did reasonably OK sales wise, but strangely not as well as it should have done. There was nothing



else like it and it was a very ambitious project to undertake at the time. The traffic lights worked and you even had indicator lights on the car itself. No sound to speak of, probably for the best. Bizarre viewpoint though, you were sort of flying up the road after yourself in a space ship. Sort of. Or a rocket-powered hot air balloon. Shooting other cars at traffic lights was fun but you couldn't get out the motor and explore your surroundings on foot. Not that you'd want to, there was nothing to explore. Very hard game, but it's lost none of its charm.

DRIVER - REFLECTIONS - PLAYSTATION 1999

Two years in the making from the people who brought you the utterly superb Destruction Derby series, it had actually been fourteen years in the making - that or they just nicked the idea several years later. Let's not complain or act silly, it's a great game. Drive around four living breathing US cities, try to run people over but you can't, carry out very dubious tasks as an undercover cop infiltrating a criminal underworld. Yes, the Spectrum digitised version of a PlayStation San Francisco looks a bit crap, you'll just have to use your imaginations, or better still, join the human race and be normal - try it yourself you tight-arsed throwbacks. It is fast becoming the most owned and cherished PlayStation game, ever! (until the next one comes along). You can pretend to be a cab driver in Miami, New York, Los Angeles or San Francisco, doing the knowledge in your throbbing VB, wiping jism off the back seats and saying 'man' a lot. You still can't get out and explore on foot, and this time you want to - there are sex shops in downtown LA.



THE GREAT SPACE RACE Legend Software Spectrum 48k

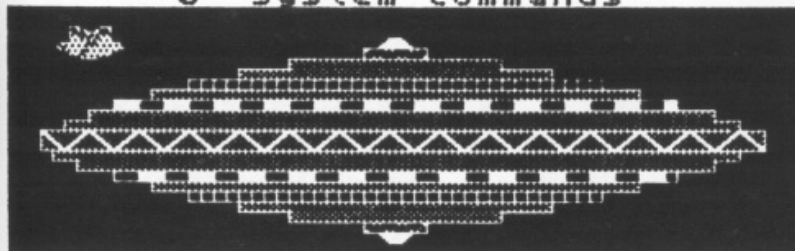
Under the hammer this week is one of the Spectrum's focal points from the early years of home computer entertainment. Time indeed for a fresh look at possibly the worst game ever made - or was it?

Re-reading the instruction booklet had me thinking this was a nice idea for a game, a strategic decisions game where you chose four pilots to deliver lager to far flung space stations. Maybe it wasn't lager, but it didn't give you a hangover and actually supplied the body with useful vitamins and the like. Groovy, and this was for kids? The instruction manual itself was a chunky affair and included a cartoon strip which gave you clues as to the best pilots to hire to get the job done. The packaging was large and weighty, well worth £15 in 1984...erm, nothing was worth £15 in 1984, except maybe Tasword and a large Scando porno pack.

It stuck in people's throats because of the very nature of the beast. It was a game that was advertised and critically acclaimed by Legend before it was programmed, it was one of the very first super-hyped titles. Legend has it that Legend the software house hired a country mansion, filled it with programmers and instructed them to make a game that would be the Christmas number one best seller. The storyboard was all there, and a solid

```
VIEW: Dos at Arak
1 Dos
2 Haberdaber.
3 Noxin
```

⓪ system commands



It's all go in Badly Drawn Spaceship world, Dos parks up at yet another planet and gets pissed.

CLASSIC software

LEGEND

THE GREAT SPACE RACE

premise it was too, now all they had to do was match the hype with actual code. Even if you didn't already know the outcome, the script virtually writes itself.

Possibly the best way to describe Great Space Race is to describe what it didn't have in relation to the claims. It wasn't a 'true computer movie', it was a collection of under-drawn faces whose eyes spun a little bit when they were pissed. Each character didn't have their own lives and emotions, they just didn't like each other and you had to work that out anyway. It wasn't a space-based arcade shoot-em-up because all you did was make multi-choice decisions for your pilots to follow (which they might not follow anyway).

It was an ambitious project that fell flat on its face. The programming wasn't good enough, the artwork was appalling, and after releasing a game as good as Valhalla, Space Race was a shocking throwback to the bad old days. But I still sort of enjoyed playing it again... I liked the way it wouldn't run properly unless I had my printer switched on, I liked the limited options available and I liked Meena's dress and hair. I wouldn't have liked paying £15 for it, but it only cost me 10p a couple of years ago and it's now worth a fiver. Get in my son.



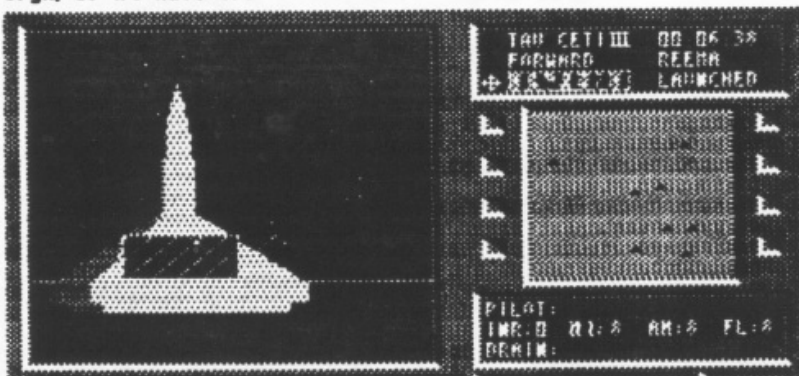
Sinclair Years

1985

In 1985 I was a bit of a rake with the ladies, but elsewhere the BBC computer fades out gracefully as the Spectrum, C64 and Amstrad get a major foothold in bedrooms across the country. Big film and TV licences came to the fore as programmers ran out of original ideas again. US Gold kept shoving American games down our throats (quite good games though). Hewson and Gargoyle were upping the stakes with complex, and some say original, arcade adventure games, and the mighty Digital Integration turned the Spectrum into a helicopter flight simulator. Elsewhere we finally got Elite, and now you couldn't really get into it without a joystick. The next generation home hobby computers had almost arrived, and the future was 16 bit, but that would take a while to get established whilst everyone waited for the prices to come down.

In the arcades, Commando, Ghosts and Goblins, Paperboy, Gauntlet and Green Beret proved that Space Invaders really was just shooting little blobs with plippy ploppy sound effects after all. And the people in the arcades - you might call them Townies, or beer boys, or lads...they were all wearing purple tank tops and had funny long fringe-flick haircuts. What wankers you were! I was left wing and had a copy of City Limits tucked into my long overcoat. Man, I thought I was cool.

Time to save up your money for the new 128k Spectrum, and look forward to the launch games Daley Thompson Supertest and the lovely Neverending Story. Now we could compose stunning three channel music on Music Box. Urgh, do we have to?



Tau Ceti, the game that out played Elite in places for strategic arcade adventure thrills. A lost classic, more depth than Jo Brand's fanny. You wait and see, better still, load it now and beat the rush.

NEW COMPUTERS

ATARI 800XL: Extra large? 128k memory was nice, but Atari had had enough of smelly little 8 bits by now. This was checked at the market rather than sold. Who would release a new 8 bit computer now that 8 bit was last year's news? What's that? Did somebody say Sam Coupe three years later?

ATARI ST 520: Whoever keeps whining that the ST was great and still is for Midi, please shut up now you pony-tailed tosser, so was the Roland 303 in its day. Quite a bargain for £750, get them while they're still hot. Where's the games then? Bollocks.

COMMODORE AMIGA: In the days when £1000 could buy you a small house in Doncaster (hey, it still can), you could have a new super home computer with no games. Am I twiggling something here? Spectrum fans want one of these and no mistake. The end is nigh already.

SPECTRUM 128k: It sings and dances at last. Where's that printer buffer region in the ROM? Let's get rid of it and watch a fair few old games struggle. We wanted more memory and better sound, we got them. We also wanted higher pixel resolution mode - we didn't get it. £179. P'ching! (that was a cash register by the way).

NEW CONSOLES

NINTENDO: It's an unassuming chunky box with a Mario plumber game. This will never take off outside of Japan...

Lovable egghead boff, Clive Sinclair, lets the world see his electric vehicle of the future, the CS. People ahead of their time always get coated off by the media so no reason to worry. In October he calls in the receivers and sells to Alan Sugar. Shit.

The Government bans alcohol from certain football grounds, but this doesn't affect the rich bastards drinking champagne in the directors' boxes. Bradford City catches fire and Liverpool fans kill 41 Italians and Belgians. Calm down, calm down. Thatcher is blamed for creating a new race of chauvinist English facists. Now there's a thought.

Boris Becker, a tennis player with ginger eyelashes (yuck) wins Wimbledon at just 17 years old. I hate Tennis more than Cricket even.

Bernie Grant outrages middle England with the statement that the police got a bloody good hiding at Broadwater Farm, Tottenham. The police were out of control, they were doing what they wanted, and when they got some of their own medicine, they didn't like it up 'em. Hurrah!

Fifty four people were killed when a Boeing 737 exploded at Manchester airport. This really is crystal clear by now, people do not belong in the air nor in or on water, we have not evolved for such things. Understand?

George Graham turns Millwall into second division hopefuls rather than 4th division certs. What do you mean you're not interested?

The FA bans all English clubs from Europe just as West Ham might qualify. Never before have I laughed so long and so loud.

BBC journalists strike over the Government telling the BBC that it couldn't broadcast an interview with Martin McGuinness. Instead of the News at 9 we got It Ain't Half Hot Mum instead.

Live Aid finally happens, and Bono from U2 climbs up a pole and waves a flag like a self-important dickheaded twerp. We already knew that though.

Sir Winston Churchill The Meddling Right Wing Very Dead Old Fart

Ted Heath was the voice of reason with a positive agenda - I'm just a fat old bastard who hated women and children. Crashed has been looking for Ted's replacement for quite a while now. They tried a misfit with a dog's arsehole for a mouth, and they tried to make up letters in order to get certain topics onto the public agenda. But they knew what was needed was a troublemaking gossip shit stir like Matthew Wright out of the Daily Mirror. My name is Winston Churchill, and if you're a wanker, a con artist, retard or unspecified other, I'm on your case toss-rag.

The latest craze gripping the UK by the brain stem is POKEMON. Most other territories of the world have already fallen to this mechanical evil. Quite interesting when you think about it, though. It's an 8 bit game with graphics not as impressive as any Codemasters' title from Dizzy to Captain Dynamo, in fact the graphics are awful. Jesus, and that font... Christ! It plays on an 8 bit handheld that continues to almost outsell most modern 32 and 64 bit consoles. I'm not being silly, I'm not suggesting that everybody should still be engrossed in their crappy old shite, but what it does prove is that when you've got a good idea, you don't really need all that much else. A genius with slitty eyes helps I think, don't trust 'em meself. I have yet to indulge, but an afternoon spent training and fighting monsters, ahhh, the memories...Hands in de hecken!

Getting a Dreamcast are you? Look, don't be a complete fanny all your life, wait until the price comes down, wait until there is more choice available on the games front - it's all shoot shoot shoot and run jump bounce at the moment, wait until there's a Command and Conquer Battle



Of Britain game, I'd be good at that. Better still, wait for the PlayStation 2, with its customised chips and DVD player, it's the most powerful thing on earth. In two years' time you'll be shuffling about in computer game shops trying to find a Dreamcast section. You know it's true.

Someone wrote in the other day (sorry, forgotten who the fuck you were now) asking who won the competition from issue 23. Now here's a thing, at the time only two people bothered to try a stab at it, one got it completely wrong, and the other one made out he didn't know the correct answer. You bastards. I guess that's why there haven't been anymore. Hmmm. The prize was checked in the bin along with two Microdrive units, two Interface 1's and thirty-odd soon-better-days cartridges. Serves you all right if you ask me.

Hope you're enjoying the current free software giveaway, there is plenty more where that came from. Any requests for future free giveaways and manuals, you know what to do. And one more thing, if I see any more refugees begging outside tube stations, I'm going to piss on them. Bear with me on this one, it's a London thing.

Typeliner is finally explained, the repair manual finally appears, there's lots more even dirtier pictures than this one, Richard will be telling a really awfully nasty foul-mouthed joke, and you'll be first to know if anything interesting is going on where Spectrums are concerned. I don't half wish I was you.

CRASHED 29
January 10th 2000

NEXT ISSUE



LETTERS

Send your pearls of wisdom to: 11 CAMEL ROAD, LONDON E16 2DE.

You just know that any letters not marked private will be considered for publication and probably shortened and edited to make you look stoopid. Just like every other fanzine, then...

Dear Crashed,
Congratulations on finally making the mag a regular occurrence, but whatever's happened to the ramblings of Sir Edward Heath? If you can't manage to coax the old codger out of retirement, please consider head-hunting one of the up-and-coming stars of the Tory party - I would love to hear the enlightened views of somebody like Ann Widdecombe for example. Garry Lancaster, Bristol.

We had to let him go. His replacement won a war, you know.

Dear Crashed,
Afraid I've still not received my MBO2+ even though it was ordered in early January. One day I might get it, let's not give up hope. Sad to see Outlet go but all good things must come to an end sometime. I must applaud Brian and Ron Cavers for setting a firm date for its demise and not just disappearing without warning like some others have done. Bernadette, Goole.

Ann Robinson wouldn't be interested. Come on Sintech, have a word with yourself, give the lady what she bought. This is no way to encourage confidence in your company.

Dear Crashed,
I phoned Colin McDonald (ex-Fred) to ask him what's happened to Bob Brenchley and Format. Colin's a v.nice fella and is as likely as anyone to know what Bob's up to. Apparently Bob has had various health and business problems, and has taken some time off to reassess things and get himself sorted out. Last time Bob spoke to Colin, he was adamant that Format would continue, but after a break. Please don't be too harsh on

him, he may be an obstinate old bugger but he's done a lot to support the Spectrum this decade, and there'd be no Sam if not for him. Mark Sturdy, back in Wetherby.

Bob is, and always will be, a business man. He likes money, especially other people's. Format won't return because he wasn't making money from it anymore. It really is as simple as that. Too many people have told me he never promoted other people's Sam products, he had it by the balls and he strangled his own badly-chosen computer business. Too many people tell me they sent him money and received nothing. You're only as good as the last good thing you ever did. Onwards and upwards as they say.

Dear Crashed,
Please accept the enclosed £20 towards overheads. The disk enclosed is a copy of the +3 version of Wordmaster. Somebody might like it since your write-ups will be likewise for both versions, I reckon. It is truly an amazing piece of excellent in software terms, but one which I have still yet to come to full grips with. Your WM write ups might just do the trick for myself. Keep up the good work. Colin Bibby, Manchester.

Crashed has the best readers! Thanks Colin.

Dear Crashed,
Seeing as Crashed was the first to expose the Boyzone man as gay (before any newspaper), what's the word on Sparty Spice and where do you get your information from? Matthew, Kentish Town.

She's got a well known bulldyke in her backing band, but I'd have to say no, she's straight. Only one more thing to add - Adam Ricketts. Next.

Dear Sam Users,
This message I am sending to as many Sam users as I can find. Let me tell you a bit about myself first.

I have had a lot to do with the development of the Atom hard disk interface, and as far as I know, am the only one assembling them. I also make other items of hardware for the Sam, designed by myself. All these were distributed by Persona through Malcolm McKenzie, with whom I had a very good business

relationship and personal affection for. One thing we had in common was the fact that we had (and in my case, still have) physical disabilities that prevented us from living a normal active life, and so by having extra time on our hands we could put more effort into what we did for the Sam computer.

My part in this involved the purchase of all components, materials for making printed circuit boards etc., which would make a big hole in my disability benefit. However, I would supply the hardware to Malcolm for no more than it would cost me, so that he could hopefully make some profit for Persona.

At the beginning of this year I sent Malcolm extra items which he wanted to sell at the February computer show. This amounted to all that I had made, of which the value to me was about £150. There was a time in January when I asked Malcolm to return some of these so that I could renegotiate prices, some of which would have been to his advantage. As we all know, Malcolm sadly passed away before the show, so I did nothing about getting them back for a few months. Then, after a few gentle reminders and pleas to get these returned, things started to get ugly with the Persona people. It was suggested to me that I had not sent as much stuff as I had said, and the threat of their lawyer sorting out mine was made. Just the other day I received a message from a certain childish member of the Persona team to "Fuck off!!".

To this day I have not had my property returned. What I intend to do now is put this matter into the hands of my lawyer, and in the meantime, any of the hardware projects can be purchased direct from me at the same prices that I charged Persona.

To end with, I would just like to say that Persona are not the only ones to get up my nose. There are others who start something off, and after getting your money, don't deliver. No names mentioned, but I have heard from a reliable source, of software suppliers and other companies who have left the Sam scene because of "missing funds". And how much longer do we have to wait for issue 2 of Sam Community newsletter?

Malcolm is greatly missed, and without people like him, the Sam scene is dead. Please feel free to mail me on these subjects, giving your views, good or bad. Leonard Bennett.

The great Sam Coupe post mortem starts here - have you ever seen a more disease-ridden corpse? I think it's about time people named names, and Crashed is here with the bottle to do just that. Go easy on Sam Community though, he's one of the good guys. Sam users, stand up and be counted. Write or forever hold your peace.

smalls

Advertise your smalls ads, events, gossip and fluff here, up to 50 words free. You can sell or seek anything you like, from computer games to unused K-Tel products from the 70's. The line is drawn at animal pornography and broken Betamax video recorders. All adverts and messages printed subject to space on a first-come rotation basis.

COLLECTION FOR SALE. Largest known collection of original Spectrum games now up for grabs plus assorted hardware. Too many rare items and complete runs to list. Offers around £7,000. Serious enquiries only to Robert Chiltern. Telephone (01543) 360819. West Midlands area.

EBAY. The internet auction site. Everything from ZX81 to Dreamcast. www.ebay.co.uk

COMMODORE SCENE. Bi-monthly magazine dedicated to C64 users. £3.50 with optional covermounts. Alan Bairstow, 14 Glamis Close, Garforth, Leeds, W.Yorks LS25 2NQ. Tel: (0113) 2861573.

ACE SOFTWARE. Large lists of retro software on most formats, including Spectrum, C64, BBC, Atari, Amstrad, ZX81, MSX, Amiga, Atari ST etc. Send SAE stating list required to: Alan Creswell (CRASHED), 18 West Street, Geddington, Northants NN14 1BD.

MESSAGE: HACKERS HANGOUT 8 available now.

MESSAGE from Andy Davis: September Alch News will be a bit late this year.

MESSAGE: Sam Community newsletter 2 is out now and well worth £2 per year.

WANTED: Epson or similar late model high quality 24-pin dot-matrix printer. Somewhat urgent as Crashed needs one like yesterday. Contact Dave at usual editorial address/phone. Thank you most kindly.

WANTED: A IV EVOLUTION game for PlayStation, the train set simulator. Must be A1 condition, will pay up to £20 for mint copy. No smelly pirates. Contact Dave at usual editorial address/phone. Thank you again.

DEMOTOPIA: For Spectrum demo enthusiasts online. www.demo.eu.org.

POSTBOX

PERIODICALS - MAGAZINES - FANZINES - MANUALS

ALCH NEWS: 62 Tithe Barn Lane, Sheffield S13 7LN.
-Tape/diskzine. Spectrum/Z88. Price: £1.00
CRASHED: 11 Camel Road, Silvertown, London E16 2DE.
-A4 fanzine. Spectrum. Bi-monthly. Price: £1.50
DESERT ISLAND DISKS: 32 Dursley Road, Wilts BA14 0NP.
-A4 fanzine. Spectrum. Quarterly. Price: £2.00
HACKERS HANGOUT: 29 Dent Dr, Wakefield, W.Yorks WF1 4J6.
-A4 fanzine. Spectrum. Monthly. Price: £1.00
MULTIFACE POKES: 26 Elsie Street, Goole DN14 6DU.
-A5 fanzine. Spectrum. Editions. Price: £2.00
OUTLET: 34 Saltersgate Drive, Birstall, Leicester LE4 3FF.
-Diskzine. Spectrum. Monthly. Price: £3.50 (to Dec 99)
PD POWER: 13 Rodney Close, Bilton, Rugby CV22 7HJ.
-A5 fanzine. Spectrum. Bi-monthly. Price: £1.70
QL TODAY: QBranch, PO Box 7, Portslade, Sussex BN41 2ND.
-A4 magazine. QL. Bi-monthly. Price: Annual subs £25.00
RETRO CLASSIX: 4 Chatterton Avenue, Lincoln LN1 3TB.
-A4 fanzine. 8 bits/arcade. Monthly. Price: £1.50
RETROGAMER: 52 Kingfield Road, Liverpool L9 3AW.
-A5 fanzine. 8 bits/arcade. Bi-monthly. Price: £1.75
RETROGAMES: 61 Baccara Grove, Milton Keynes MK2 3AS.
-A4 fanzine. 8 bits/arcade. Monthly. Price: £2.00
SAM SUPPLEMENT: 37 Parker Street, Walsall WS3 2LE.
-Diskzine. Sam Coupe. Occasional. Price: £2.00
SCENE+: Pragerstraße 92/11/12, A-1210 Wien, Austria.
-Diskzine. Spectrum. Bi-monthly. Price: £1.00
THE SPC: Im Tannenforst 10, 51069 Köln, Germany.
-A5 magazine. Sam/Spectrum. Monthly. Price: Annual £13.00
THE SUC: Gastackerstr 23, 70794 Filderstadt, Germany.
-A5 magazine. Spectrum. Monthly. Price: Annual £13.00

USER GROUPS - PUBLIC DOMAIN LIBRARIES

ALCHEMIST RESEARCH: 62 Tithe Barn Lane, Sheffield S13 7LN.
-Spectrum/Z88 user group. Emulator support.
CHIC COMPUTER CLUB: PO Box 121, Gerrards Cross, SL9 9JP.
-Spectrum and most other 8 bit computer groups.
CRASHED PD: 11 Camel Rd, Silvertown, London E16 2DE.
-Spectrum public domain library. (Full library Jan 2000)
PRISM PD: 13 Rodney Close, Bilton, Rugby CV22 7HJ.
-Restricted access Spectrum public domain library.
WOMO PD: Im Tannenforst 10, 51069 Köln, Germany.
-Sam Coupe and Spectrum public domain library.

REPAIRS - SPARES - SHOPS

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

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



**Colin Piggot,
204 Lamond Drive,
St. Andrews,
Fife, KY16 8RR.**

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Software includes many games: **'STRATOSPHERE'** - my stunning mode 4 line vector game -and it's receiving rave reviews and being quoted as **THE BEST GAME EVER FOR SAM!**

As there's not room to print details of everything here then send a SAE for a 12 page catalogue which is packed full of information, screenshots and all the latest news about new and forthcoming products.



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The **QUAZAR SURROUND** is a powerful sound card for the Sam range of computers which offers a whole new dimension of sound for the Sam. The Quazar Surround offers **6 SOUND CHANNELS**, at a quality up to **16 BITS** - matching top PC soundcards. (The Sam sound chip can only play digital (i.e. sampled) sound up to a quality of 4 bits). Also, the Quazar Surround provides **FULL SURROUND SOUND** giving a total immersion type feeling so you really feel in the middle of the action!

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You can connect up to 4 speakers (either amplified or through a hifi) to the Quazar Surround. If only two speakers are connected then all the sound will be played as stereo, or if 4 speakers are connected then the sound is full surround sound. The Quazar Surround also has an expansion port for the stereo **SAMPLER MODULE** (see later!) so you can record your own sounds.

The Quazar Surround comes with a full manual and several disks of software:

INTRODUCTORY DISK - Introductory Software demonstrating what the Quazar Surround can do, featuring 16 bit samples plus some full sequences made with Quazar Sequencer. There is also full testing software.

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

SOUNDBYTE - a free issue of the monthly Quazar Surround support disk - currently on issue 55 (October '99). Packed with games, utilities and music **ONLY** for the Quazar Surround! **** *Now the Quazar Surround is also packaged with a free three month subscription to Soundbyte giving you even more software to get started with!* ****

"Overall the Quazar Surround is a very professional piece of hardware. The Quazar Surround is, in my opinion, a very good buy."
Alan Hawes, March 1996 Format.

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

"The Quazar Surround is an outstanding piece of hardware. Every Sam should have one!"
Terry Ekins, Jupiter Software.

"Buy a Quazar Surround - or else!"
David Ledbury, Editor of Blitz.

"The Quazar Surround adds a new dimension to games! Unbelievable!"
Michael Stocks, Zodiac Magazine.

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

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

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Zoom around the 3D cyberspace world in your customised cybercraft and try to destroy or avoid (if you think you can!) the numerous types of enemy craft while you are attempting to collect all the flags to advance through the 40 levels and ultimately confront the dreadnought cybercraft at the centre of cyberspace.

Stratosphere is the first true 3d wireframe game specifically written for the Sam. It features stunning 3d wire frame line vector graphics - all in mode 4! And should you have a Quazar Surround soundcard then there is over two megabytes of enhanced music and sound effects for it, and of course Stratosphere will run without one so you have no excuse for missing out on this exciting game! Stratosphere comes on four disks and with a detailed manual. **Only £17.99**

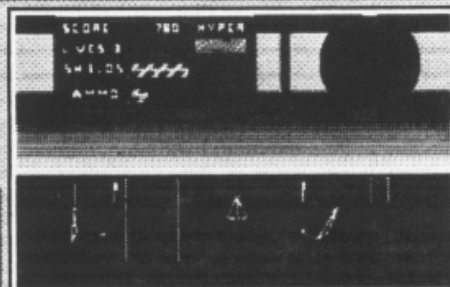


"It's the best game ever on Sam... you do become seriously addicted... This game (and I make no apology for saying it again) is The Best Game Ever on Sam. It's well worth the cash!"
Gavin Smith

"Wow! Now that's what I call impressive!!! Now... games don't normally impress me at all... but... Wow!"
Justin Skits

"I think the highlight of the show had to be... Stratosphere. I must admit I spent quite some time sitting looking across the hall at the game... Order it right away."
Bob Brenchley

"The most technically impressive game on Sam!"
Stephen McGreal



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