

My recent SAM Coupé releases include several new pieces of hardware. One my more quirky peripherals started off as a personal folly which then generated enough interest to make into a limited edition release: a **VIC-20 Cartridge Interface** to use real VIC-20 game cartridges on the SAM. Currently 14 games are supported via a patched version of Simon Owen's VIC-20 emu.

Another major release in recent times is my **Mechanical Keyboard** modules for the SAM Coupé giving the ultimate replacement for the aging membranes. Available in two styles, with a choice of different key switch types to suit your typing needs.

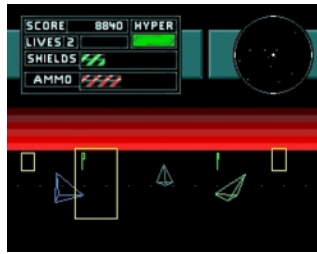
I also listen to requests, designing and releasing a **Parallel Port Interface** as there hasn't been a printer interface available since 1999, remaining compatible with the original MGT design.

The quintessential **Trinity Ethernet Interface** has had a recent upgrade, doubling the speed of the SD card mass storage. For users with the earlier V1.0 and V1.1 Trinity interfaces a small **V1.2 Upgrade Module** is available.

I've got a lot of new products for the SAM Coupé in the pipeline; **Symbiote** - an eZ80 co-processor and advanced sound board, combined with several other hardware magic tricks! Plus my biggest project to date - **Pandemonium**. Having tracked down and bought a couple hundred of the custom chip that were manufactured for the SAM Coupé I have a new SAM system in the works to use them and incorporating all my major hardware expansions.

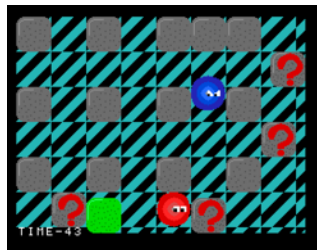
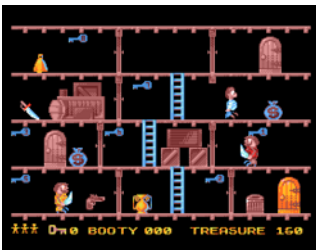
I also produce a magazine for the SAM Coupé - **SAM Revival** - the latest issue is #26, which is 72 pages in size, professionally printed in full colour and features a real, physical cover disk with 5 full SAM Coupé games and two utilities. The cover disks were introduced with issue 9 and over the years I've been able to feature a mix of both brand new SAM Coupé software as well as classic games re-released with full permission of the original authors. All back issues are still available. Coming up on future issues are some brand new games, starting with The Lower Caverns which is exclusive to the next issue (#27 - screenshots later in the newsletter) - my thanks to David L and the rest of the e-Team, and after that there's the SAM port of Treasure Island Dizzy on the way, by the coding talents of Adrian Brown.





I've also been expanding what I do game wise. Firstly, I'm taking the time to update and improve two of the games I wrote back in the 1990s - **Stratosphere** and **Money Bags 2** - to support modern hardware such as Trinity and give them the occasional improvement.

Back in the 1990s I also worked with some great coding teams on SAM Coupé games and in recent years I've been able to buy the rights to the their software. With **Hydrasoft**, **Jupiter Software** and **Mungus Software** titles now part of my portfolio it's been a pleasure to be able to re-release a number of these classic games on the cover disks with **SAM Revival**, including the SAM port of **Booty** from Jupiter Software, plus two Hydrasoft titles: **Mag*Fire** and **Conquest**, which featured new graphics. Two games are also getting the full remaster work carried out on them and they'll be available as standalone titles shortly: **Amalthea** and **IMPostors**.



In recent years I've also started to branch out and design new hardware for a few different computers. I've now produced a selection of interfaces for the **ZX Spectrum** and for the **RC2014** (and compatibles, such as the Feersum MicroBeast) ecosystem.

All the best, *Colin*

(Newsletter date: December 2024)

Email: sales@samcoupe.com **Web:** www.samcoupe.com **X / Twitter:** [@QuazarSamCoupe](https://twitter.com/QuazarSamCoupe)

SAM *Revival*

THE MAGAZINE FOR THE *SAM Coupé*

All back issues of SAM Revival magazine are available priced at £3.99 each for issues 1 to 8, £6.99 each for issues 9 to 23 with cover disks (*Audio CD with issue 11, this issue has recently been updated £9.99*) and £9.99 each from issue 24 onwards for the full colour professionally printed issues with cover disk featuring both exclusive titles and re-releases of classic SAM Coupé games. *Prices exclude postage.*

--- CURRENT ISSUE ---



SAM REVIVAL *issue 26*

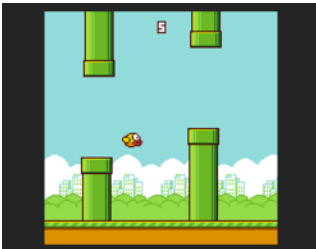
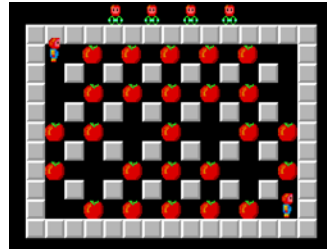
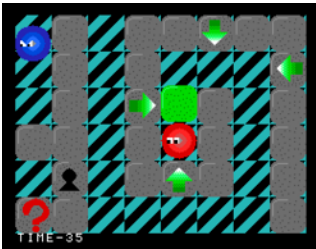
£9.99

Issue 26! Sporting a brand new look for its relaunch, it's a huge 72 page full colour professionally printed issue. Catching up with News, Previews, Reviews, Developer Diaries, packed full of the latest SAM Coupé articles and information.

On the coverdisk: 5 games on the coverdisk:

Blokker (*full game*), Mega Blast (*full game*), Wubtris (*full game*), Flappy Bird (*full game*), Battlezone (*full game*).

2 utilities: Trinity Update & ARMSID Config



--- BACK ISSUES ---



SAM REVIVAL *issue 25*

£9.99

The cover features a fantastic new drawing by the SAM Robot's original artist Robin Evans, issue 25 celebrates 25 years of the SAM Coupé! 56 pages with a huge news section, feature articles on a beautiful modified SAM case, developer diaries, rare SAM items, Trinity patches, plus SAM Snippets, SAM Correspondence and SAM Comment sections.

On the 2 coverdisks: Vegetable Vacation (*full game*), Moby DX (*full game*), Stars and Sprites (*megademo with hidden bonus full game!*) + more...



SAM REVIVAL *issue 24*

£9.99

Kicking off the feature articles is 'What happened to Sandman's Shadow' information, screenshots and sketches from Gordon Wallis about the point-and-click adventure game he was developing back in 1992. The Developer Diary looks at a Space Invaders Arcade Machine Emulator from Simon Owen and Wubtris + more from Rob Evans.

On the coverdisk: The Witching Hour (*full game*),
Minutes before The Witching Hour (*short game*)



SAM REVIVAL *issue 23*

£6.99

Inside the magazine the Developer Diary looks at the progress by Adrian Brown of porting a TCP/IP stack to the SAM, Thomas Harte covers the work on his 3D engine and Colin Piggot goes over the improvements to the newest version of B-DOS for the Trinity Ethernet Interface, as well as the Trinity Boot ROM to autoload B-DOS on startup.

On the coverdisk: VIC-20 emulator, Survive the Night (*full game*),
3D Demo 2 (*wireframe 3D demo*)

--- UPDATED BACK ISSUE ---



SAM REVIVAL *issue 11*

£9.99

I recently attended the **Synthesized** event covering computer audio and synthesizers I decided to revamp issue 11 of SAM Revival. This issue was focused purely on sound on the SAM, featuring an audio CD.

Now completely remade in full colour and professionally printed. With 20 years passing since the original publication there are some new updates and corrections added to the articles, plus an extra bonus track on the CD (*19 tracks in total*).

--- COMING SOON ---



SAM REVIVAL *issue 27*

Preorder: £9.99

Coming soon, issue 27 of SAM Revival magazine! Along with the regular columns covering news and previews etc, the main theme of the issue is to welcome in the addition of a text adventure column; looking look back at some adventure coding from 1993, early development of a new adventure, some unreleased adventures plus a review of a recently released adventure game that has been ported to the SAM Coupé.

On the coverdisk: The Lower Caverns (*full game*) + *more...*



HARDWARE FROM QUAZAR FOR THE **SAM Coupé** ...

Trinity v1.2

- adds SD / SDHC card mass storage and Ethernet

£79.99

Mechanical Keyboard

- Standard and Limited 'Prototype Tribute' editions **£99.99 / £199.99**

ZX-ECUTOR

- run ZX Spectrum ROM Cartridges on the SAM Coupé **£39.99**

HARDWARE - Latest Releases

QUAZAR SURROUND £ 79.99 SD
SOUNDCARD (2024 Edition) £ 89.99 disk
PRINTER INTERFACE + CABLE £ 59.99
VIC-20 CARTRIDGE INTERFACE £ 79.99

HARDWARE - General Expansions

DISK DRIVE SYSTEM . . . £ 99.99
256K MEMORY UPGRADE . . . £ 34.99
SAM COUPE ROM (Version 3.0) £ 6.00
TRINITY BOOT ROM . . . £ 9.99
2 / 3 WAY EXP. CARD £ 26.99 / £ 33.99

HARDWARE - Sound Expansions

SID SOUNDCHIP
INTERFACE (2024 Edition) . . . £ 44.99

HARDWARE - Input Devices

MECHANICAL KEYBOARD . . . £ 99.99
PROTOTYPE TRIBUTE
MECHANICAL KEYBOARD . . . £ 199.99
SERIAL MOUSE INTERFACE . . . £ 59.99
PC KEYBOARD INTERFACE . . . £ 59.99

HARDWARE - Cables / Other Upgrades

RGB SCART CABLE . . . £ 11.99
8833 mk2 MONITOR CABLE . . . £ 14.99
RC2014 BUS INTERFACE.
2 SLOT / 4 SLOT . . . £ 19.99 / £ 28.99

(All prices correct as of December 2024. E&OE)

FOR ALL MY HARDWARE AND SOFTWARE

www.samcoupe.com



COMING SOON ... NEXT HARDWARE RELEASE

The Quazar Surround, in 1995, was my first piece of hardware for the SAM Coupé, a sound card offering multi-channel 8 & 16 bit digital sound with surround sound outputs, pushing what an 8-bit computer could do sonically!

Just about to ship out is a new limited anniversary edition, built into the black test moldings produced for MGT's interface boxes. Because of the very small number of those test cases I have available there will only be a single batch of nine units available.

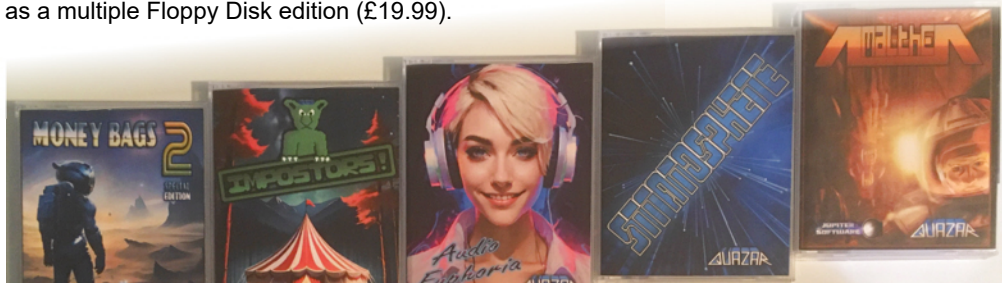
These have all been pre-ordered but it has been amazing to see the huge interest in the soundcard so it makes sense to now announce a new "standard edition" which I should have out in winter 2024. These are not cased, but will be in the same style of my recent interfaces which are a "PCB Sandwich" style (such as my ZX-ECUTOR and VIC-20 Cartridge Interfaces). Pricing is now set at £79.99 with an SD card for Trinity of introductory software, or £89.99 with the software on a set of five floppy disks.



There's plenty of software support for the Quazar Surround. Over 1995-2004 I produced a total of 76 issues of 'Soundbyte' diskzine to give masses of software support, which I knew was essential for new hardware to survive. All 76 issues are being put together in a single Trinity SD card compilation "Audio Euphoria", which will also include some standalone utilities and games I released back then. Back in the 90s I also worked with other games companies at the time to get support in their ranges of games, some have been re-released via SAM Revival magazine.

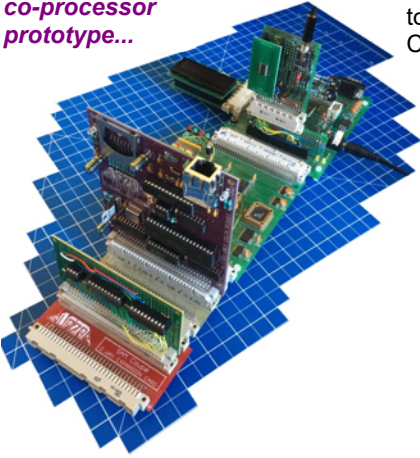
COMING SOON.... **SAM Coupé** GAME REMASTERS

I'm now in the final stages of preparing updated versions of the games I've released in the past. I've taken a fresh look at the games to add some nice little tweaks and touches here and there and to take advantage of newer hardware releases. I'm also nearing completion with the remastering of some of the games I've been able to obtain the rights for. Pre-orders for these games being taken now. Each game will be available as a Trinity SD Card edition (£16.99) or as a multiple Floppy Disk edition (£19.99).



IN DEVELOPMENT

*'Symbiote' eZ80
co-processor
prototype...*



Keep an eye on my website: www.samcoupe.com and follow on X / Twitter: [@QuazarSamCoupe](https://twitter.com/QuazarSamCoupe) for all the up to date news on my ongoing developments for the SAM Coupé and other retro systems...



LATEST UPDATES / SPECIAL OFFERS

I've been to four shows so far in 2024 including the Retro Computer Museum in Leicester, the Centre for Computing History in Cambridge and RetCon in London. Keep an eye on my website and socials for where I'll be next...



New Release - debuted at RetroFest 2024
Gold Plated PCB Keyrings, sales of which aid development of my ongoing SAM projects. Two styles available: '**SAM Coupé Computer**' and '**Gold ASIC**'. £7.50 each.

*Updated list of my social
media accounts...*

X / Twitter:

@quazarsamcoupe

BlueSky:

@samcoupe.com

Mastodon:

@quazarsamcoupe@mastodonapp.uk