

A NEWSFIELD PUBLICATION  
No.72 JANUARY 1990  
**MAGAZINE  
AND CASSETTE  
£1.95**

# CRASH

**SAN** *coupe*  
**COMPATIBLE**

SINCLAIR SPECTRUM GAMES

**FIRST!**

Only one man could free  
the world from Lucifer's  
evil Dragons...

## BLACK TIGER

We preview CAPCOM/US Gold's long  
awaited hack and slash epic!

WHERE'S MY TAPE?!

**5**

FABBO  
SPECTRUM  
GAMES

**SPLIT PERSONALITIES**

**DIZZY II**  
SPECIAL CRASH EDITION

**WINTER WONDERLAND**

**ACTION BIKER**

**STARS & STRIPES**

BETTER ASK THE NEWSAGENT...

**WIN!**

£4000 OF GREAT  
GAMES FROM  
US GOLD

**PLUS**  
A FAB TV AND CD  
PLAYER FROM  
DOMARK!

- The **DIZZY** Fantasy World of  
CodeMasters' Oliver Twins
- Your chance to vote for the  
CRASH Reader Awards

**PLAYING TIPS GALORE IN  
NICK ROBERTS'  
NEW YEAR CHEAT BONANZA!**

OLIVER  
TWIN



# THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

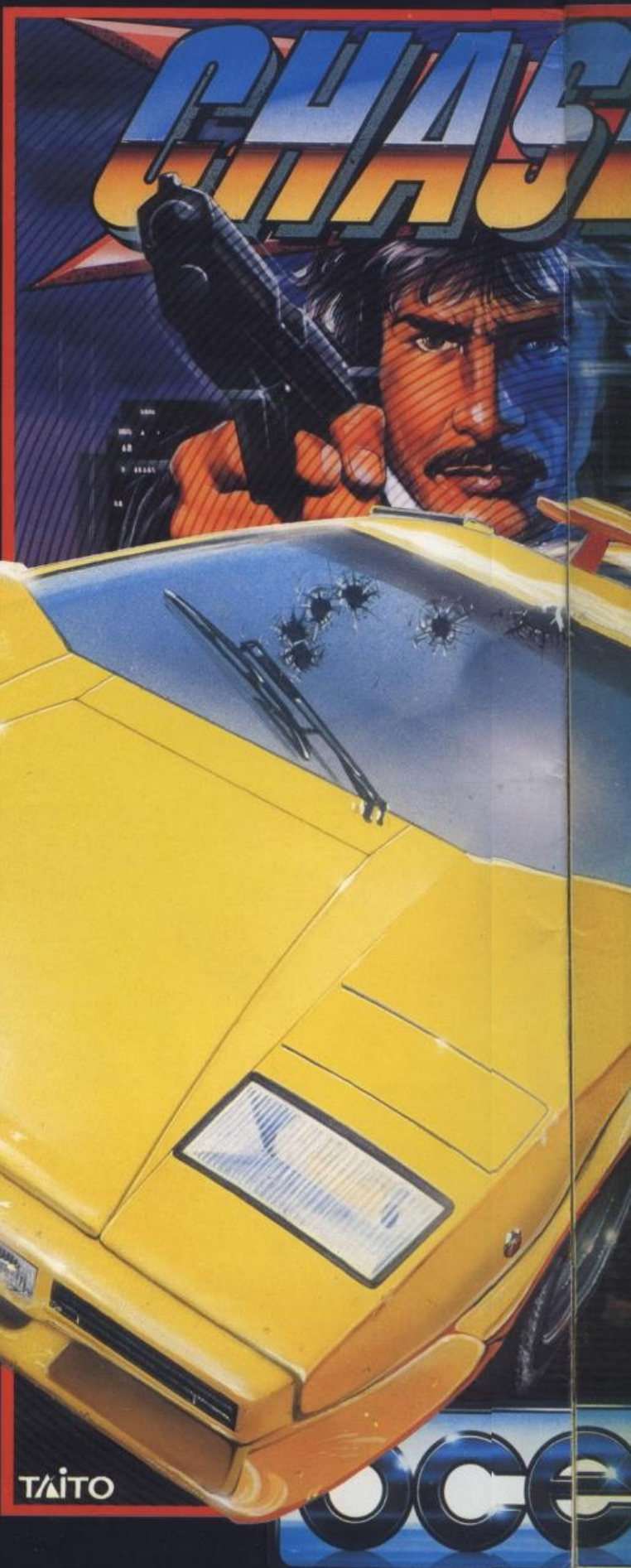
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

## TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

## BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ... **CHASE H.Q.**



AMSTRAD £9.99 COMMODORE	SPECTRUM £9.99 SPECTRUM	ATARI ST £19.99 ATARI ST	AMIGA £24.99 AMIGA
-------------------------------	-------------------------------	--------------------------------	--------------------------

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone:





V O T E D

# ARCADE GAME OF THE YEAR





**EPYX Epyx Epyx Epyx Epyx**

# 5 ACTION PACKED GAMES, 1 ACTION PACKED COMPILATION

- IMPOSSIBLE MISSION II™
- CALIFORNIA GAMES™
- STREET SPORTS BASKETBALL™
- 4 X 4 OFF-ROAD RACING™
- THE GAMES WINTER EDITION™

A combination of heart-stopping action and breathtaking athleticism that will leave you wondering ...  
**IS IT REAL ...  
OR IS IT Epyx?**

AVAILABLE ON:-  
CBM 64/128 Cassette.  
SPECTRUM 48/128K,+2  
Cassette.  
AMSTRAD CPC  
Cassette/Disk

## **EPYX Epyx Epyx Epyx Epyx Epyx** **EPYX ACTION**

**U.S. GOLD!** 5 ALL-ACTION GAMES **U.S. GOLD!**



U.S. Gold Ltd.  
Units 2/3 Holford Way,  
Holford,  
Birmingham B6 7AX.  
Tel: 021 625 3388.



Epyx is a registered  
trademark reference  
1195270.  
All rights reserved.

**EPYX Epyx Epyx Epyx Epyx**



# CONTENTS

5

## GAME THRILLS

Five power packed thrill games to get the New Year off to a good start! We've got Split Personalities, Action Biker, Dizzy II — Special CRASH Edition, Winter Wonderland, Stars & Stripes and another dose of Pokemania!

15

## SAM ART

A World News Scoop interview with Bo Jangeborg! The man who's creating a brilliant art package for the SAM Coupe.

17

## HARD DRIVIN' COMPO

Rarin' to pull out of the pitstop — your chance to win a telly and a CD player!

19

## 1989 READER'S AWARDS

Your vote counts! Choose who you would select to win one of the fabbo CRASH awards for being triff 'n' brill in 1989!

22

## LIVE CIRCUIT

Lloyd's bit in the middle (except it's not quite the middle) with letters, Jetman, comics, compo winners and all the happening stuff on the Speccy this month!

33

## DIZZY!

How does an egg with arms and legs become a software superstar? CRASH had a natter with Dizzy's makers — The Oliver Twins! Except one was ill.

39

## NICKO'S TIPS

Seven pages of tips, tactics, pokes and maps to help you cheat your way through the top games in the holidays!

48

## REVIEWS

More games go flooding into the shops, and we've checked 'em out! Hard Drivin'! Ghostbusters II! Galaxy Force! Stunt Car Racer! Saint and Greavsie! Footballer Of The Year II! The Ninja Warriors! Moonwalker! Bobo! Sporting Triangles!

56

## BUDGET BONANZA

Heaps of software going cheap! Nick Roberts gets down and grooves with the £2.99 spinners!

62

## PREVIEWS

Black Tiger — it's finally happening! Plus news of thrills coming your way on the Speccy!

64

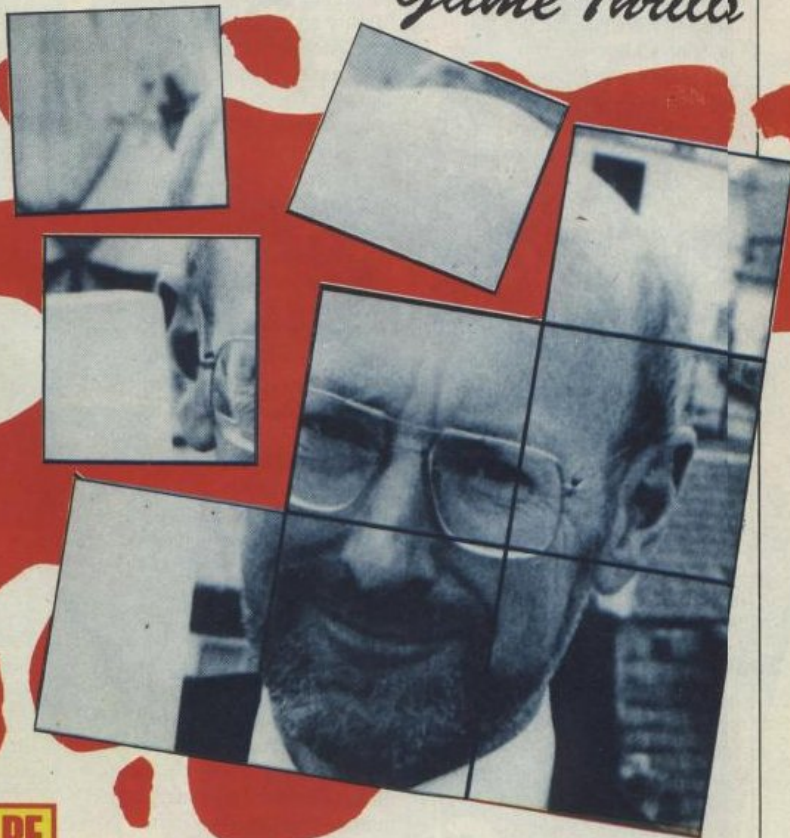
## BYEEEE!

Toodlie pip! Oh, before you go, do you fancy winning heaps of games? Good! US Gold is offering £4,000 worth of Speccy playmates!

# ACTION ALL THE WAY!

This month's dose of Power Tape action is enough to take you through the Christmas holidays and right into next year! Five smashing games on one cassette, including the brilliant Split Personalities and the second Dizzy game created for CRASH! Add to that two exclusive interviews and you've got the best way to start the new decade!

## Game Thrills



## THRILLS ON TAPE

Find your Power Games!

### SIDE A:

**SPLIT PERSONALITIES  
WINTER WONDERLAND  
STARS & STRIPES**

### SIDE B:

**DIZZY II  
ACTION BIKER  
POKEMANIA**

Load games in 48K mode, check the inlay for additional loading instructions. Should your tape be faulty, send it in its box to: CRASH TAPE CLINIC (72), CRASH TOWERS, PO Box 20, Ludlow, Shropshire SY8 1DB.

A working Power Tape will be dispatched. Please allow 28 days for delivery.

# SPLIT Personalities

**Domark's first ever side-splitting CRASH Smash!!**

Split Personalities, it's the game that's full of famous faces, and now you have it and... 'There is NO alternative'!

Yes, Maggie's in it and so is Ronnie: 'Am I? Gosh, Nancy, it's hard work being the President. What? I'm not? George who, Nance? Bush? Well, a Bush in the Whitehouse is worth three in a basket.



C'mon Teddy, time for bed.  
Hum de dee'.

**R**ight, as we were saying... now you have it and all you have to do is work against a time limit and assemble caricatures of the famous from little blocks.

All you have to do? Well not quite. Starting with Ronald Reagan, ten cartoons of famous faces have to be pieced together. At the start of each level the main playing area is empty — a zone enclosed with blue buffers. A pulsating square cursor is under your control and sits under a flashing arrow at the top left of the screen. The image that has been split appears in a small window in the status area on the right, the bar display that monitors the time you have remaining is refreshed, and play commences.

The cursor, used to shift blocks around the playing area, can be moved in four directions. Place the cursor over the block you want to pick up and press fire. Pressing fire grabs the block. Holding fire and then moving the cursor whizzes the selected block off in the chosen direction. A moving block continues to travel in a straight line until another block or the blue buffer is hit, when it comes to rest.

To bring on new blocks place the cursor under the flashing arrow and press fire to seize the hidden block and move right to fetch it into view. While the cursor is over a piece in the main play area, a square on the status panel picture turns white, revealing the correct location for that segment of the puzzle.

Twenty pieces have to be shuffled into the right order to make up each picture, and there are only four spare block positions at the top of the playzone — so some careful juggling is called for. Just to add

a little variety to the game, cracks appear in some of the buffers. Blocks that are moved onto a cracked section of buffer bounce off, returning to their start point. Some of the cracks remain in the same part of the buffer throughout a level, while others hop around the place during play.

Little sliding doors in the top, left and bottom buffers open and close. If a piece is shoved towards an open door it disappears from the playing area and joins the queue of pieces behind the flashing arrow.

Every so often, objects associated with the character being assembled are dragged into play. These can lead to bonus scores if you do the right thing with them — shoving the American Flag against the Russian flag earns a bonus of 1,500 points on the Ronnie Reagan screen.

Bombs are bad news — they explode five seconds after they are brought into play and have to be shoved against a tap (bonus of 5,000 points) or whisked out of an open doorway before they detonate. Failure to dispose of a bomb results in an explosion and the loss of a life.

The number of points awarded for completing a level depends on the amount of time remaining when the final piece is slotted into place. Running out of time results in the loss of a life — but providing all three lives haven't been lost, the blocks stay in place when you die. An extra life is awarded for reaching 100,000 points and extra time can be won on later screens by sliding a diamond into another gem.

## PERSONAL CONTROLS

Create those faces using the following keys O/left, P/right, Q/up, A/down, CAPSHIFT to SPACE/fire, R and T/abort, H/pause, J/continue. Or use joysticks with any of these

# winter wonderland

**Incentive's fab 'n' freezing Gold Medallion graphic adventure!**

**How very seasonal: Now you have this smashing Gold Medallion adventure you don't have to go outside to get cold — get deep frozen in the comfort of your own home!! Brrr! And why is it so cold? 'Cos you're in the snowy Himalayas, that's why!!**

**W**hy are you stuck in the Himalayas? Well, it all began one day in your

office... (cue wishy-washy flash back sound FX): You're an anthropologist and desperately want to get your name in the history books, but so far you're a complete failure. Aw! Shame.

Then, suddenly, your telex machine buzzes into life and spits out a message from your chum Sergio Kirov, currently in Tibet, which informs you he has discovered an undiscovered race of humans!! (Bizarre isn't it?) So, off you fly to Lhasa airport, Tibet, to meet him and join in the fame! On arriving at the airport Sergio isn't around, but the locals tell you he's popped off to a place called Cessna. Luckily you're not only an anthropologist but a pilot too! So, after hiring a dinky plane you head off towards Cessna. But, calamity!, a snowstorm throws you off course and you spiral down through the nasty weather and crash land in the middle of nowhere! Cripes! Thankfully, all your bodily parts are fully intact. Phew. And that's where this adventure begins...

## WHAT NOW THEN?

When Winter Wonderland has loaded you'll see your current predicament and you're asked what you want to do. The

instructions you can enter are varied; here are a few examples. Go North n Take Snowshoes n Give the Icicle to the Shopkeeper n Put the ruby in the box, close it then go east.

Some commands can be abbreviated: N for North, INV for inventory, EXAM for examine and so on. You can enter multiple commands separated by And, Then, a comma or a full stop. The word It will be interpreted as the last noun entered.

**HINTS:** Keep warm, don't be too generous, examine things, make a map of your travels. To get out of the crevasse go U, you can't throw the rope, so just climb it.

**DON'T FORGET THE SPECIAL GRAPHIC ADVENTURE CREATOR OFFER! SEE INSIDE THE POWERTAPE INLAY!!**

## CRASH TALENT TOKEN!

**REWARD:** If you've written a game you think is completely wizzo why not share it with the Speccy world?? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers' test we'll put it on the Power Tape so thousands can enjoy it! Who knows, it could be your first step into the software publishing world?!

Send it to: POWER TAPE DEPT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DIB. We'll drop you a line when we receive it, and unless you get a 'sorry, but this is \*\*\*\*' letter then you know we love it!! And what's more we'll pay you for it!! Send your creations in now!!





£2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99 • £2.99

# FOR TOP TITLES



IT'S GOT TO BE...

# ALTERNATIVE

ALTERNATIVE SOFTWARE LIMITED—Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN. Facsimile: 0977 790243

Available from all good software stores

including WHSmith and John Menzies.

**WHSMITH**

(selected titles available at larger branches;  
subject to availability)

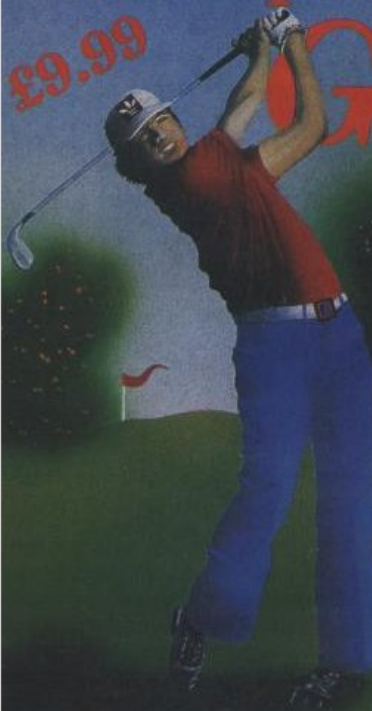
**John Menzies**



YOUR BOY IS PITTED INTO THE  
INTERNATIONAL GOLFING CIRCUIT WITH JUST  
ONE AMBITION, TO BE THE WORLD'S Nº1.  
NOW IT'S UP TO YOU IN

# Championship Golf

£9.99



AVAILABLE ON SPECTRUM  
48/128K, COMMODORE 64  
& AMSTRAD 464/6128

## THE GOLF STRATEGY GAME

### FEATURES INCLUDE

- Full Graphical Tournaments
- Major & Minor Tournaments
- Practice Rounds
- Training Hours
- 40 Professionals
- 40 Amateurs
- Out of Bounds
- Entry Fees
- Living Costs
- Speed Key
- World Ranking
- Full Major Results
- Qualifying Rounds
- Hole in One
- Driving, Par
- Chipping, Putting
- Bunker Shots
- Picture List
- Prize Money
- Caddies, Coaches
- Replace Clubs
- Bunkers
- Fairways
- Green, Flags
- Trees, Rivers
- Rough
- Scoreboard
- Birdies, Eagles
- Three Levels
- Mortgage & Loan
- Facility
- Bookies
- Hotels
- Sponsors
- Save Game Option
- Printer Option
- Name Editors
- + Much More

D&H GAMES CANNOT GUARANTEE ALL FEATURES ARE ON ALL GAMES

### AVAILABLE FROM ALL LEADING RETAILERS



TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

### OTHER GAMES STILL AVAILABLE BY MAIL ORDER

THE NATIONAL	■	●	▲	▼	£9.99
SOCCER COACH	■	●			£9.99
GRAND PRIX	■	●	▲	▼	£9.99
SNOOKER MANAGEMENT	■	●			£9.99
BOXING MANAGER	■	●	▲	▼	£7.99
BOXING MANAGER II	■	●	▲	▼	£9.99
FOOTBALL DIRECTOR	■	●	▲	▼	£9.99
FOOTBALL DIRECTOR II	■	●	▲	▼	£19.99
CRICKET CAPTAIN	■	●	▲	▼	£9.99
WEMBLEY GREYHOUNDS	■	●	▲	▼	£7.99
INTERNATIONAL MANAGER	■	●	▲	▼	£7.99
2 PLAYER SUPER LEAGUE	■	●	▲	▼	£7.99
RECORDS FILE	■	●	▲	▼	£3.99

SPECTRUM 48k ■ SPECTRUM 128k ● AMSTRAD CPC 464 ▲ AMIGA ▼  
ATARI ST × IBM × BBC + COMMODORE 64 ■ AMSTRAD CPC 6128 ▼

### PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D&H Games plus a large S.A.E. with a 25p stamp attached. Please state clearly which game or games you require and for which computer. Also write your name and address on the reverse side of any cheques. Overseas orders please include £1.50 for postage and packing.



Dept. CR. 114, Clifton Road,  
Shefford, Bedfordshire,  
SG17 5AN.

0462 816103

CONTACT MANAGING DIRECTOR MR J DeSALIS

# STARS & STRIPES

## Another mega Powertape game!!

Created by Ceri Williams

3-D games! Don't they just ooze thrill power! And here's one that makes the CRASH office positively squelchy with the stuff. It's called Stars and Stripes. So, grab a burger and a can of Coke and prepare to play for truth, justice and the American way as an arcade adventuring American football player!

Hup! Hup! The American football season's coming up to the most important match, the Parcels Bowl. And your team, the Boston Bricklayers, are playing the vicious Philadelphia Robins. The Robins have always hated the sight of the Brickies and devise a cunning and devious plan to wipe them out... Should the Brickies win the Parcels Bowl trophy there'll be a nasty surprise waiting for them: a planted bomb! Eek!

Luckily, Phill McMahon (you), a skillfull player who uses ozone friendly deodorant, has discovered the Robins' plan and decides to thwart it. Hurrah! Only, it's not so easy when he discovers how the Robins are guarding it: Enter the Robins' HQ complex, featuring nearly 200 rooms, in search of the trophy, and get rid of the bomb!!!

## LOOK OUT IT'S AN... ERM?

Arrrrgh! Behind you!! Look out that 'thingy' is about to get you! What thingy? These thingies...

## FOOTBALL DROIDS

These are use in practice sessions and fire American

footballs at 200 mph, they guard the trophy on a part-time basis.

## GLASS PLATFORM

Surprisingly enough, it's a platform made of glass! Tread lightly or you may go straight through.

## MOVEABLE PLATFORM

And here's a platform that can be moved! Cripes, it's a crazy world, isn't it? Yibble.

## CONVEYOR PLATFORM

Hop on and this will take you for a ride in the direction the arrow points.

## ELECTRIC PLATFORM

Shocking! Jump on this and you'll go frizzle, frizzle, sput, sput, fluurrrp! Deadly.

## BALLS!

Clear balls are helpful, and solid aren't. Simple as that really.

## CONTROLS

Use Cursor, Kempston or Sinclair joystick interfaces or cursor keys like this... Up/forward, down/throw football, right/rotate right, left/rotate left, fire/jump. Okay?

## JUST WHO THE HELL DOES CERI WILLIAMS THINK HE IS?

Well, he's 14 and has been reading CRASH since October 1986 and owns a 128K Speccy, but wants a SAM Coupe. He's completely potty about American Football and supports the New York Giants. Stars and Stripes was created using 3D Gamemaker and he reckons out of all the Gamemaker games he's produced this is his best. When he's not bashing out games, Ceri loves watching films, Ferris Bueller's Day Off and Naked Gun being his current fave raves. And there you are!



DRIVING'S BIGGEST GAME HAS JUST GOT BIGGER..

# THE 3D Out Run™



Screen shots from various formats.



AVAILABLE ON  
CBM 64/128 CASSETTE  
& DISK  
SPECTRUM CASSETTE  
AMSTRAD CASSETTE  
& DISK  
ATARI ST & AMIGA

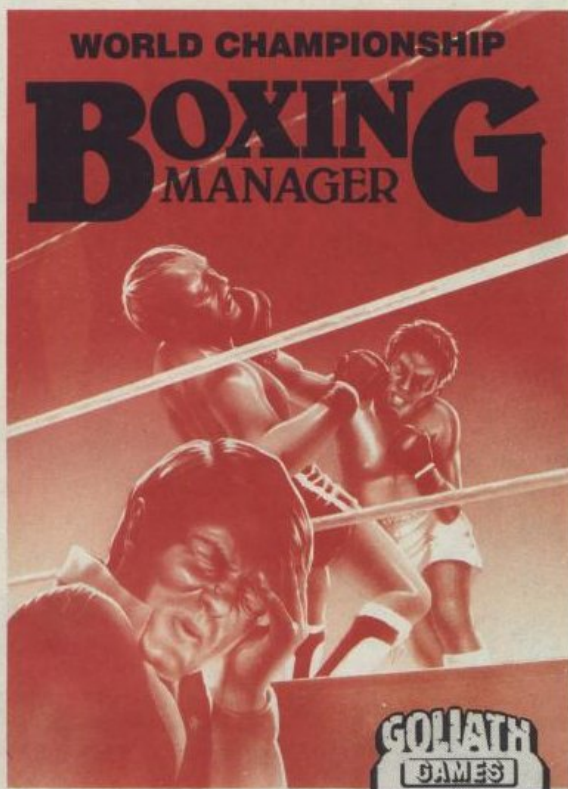


**MORE CAR, MORE ROAD, MORE ACTION!**

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 625 3388

© 1989 Sega Enterprises Limited. This game has been manufactured under license from Sega Enterprises Limited. Japan and "Out Run" are trademarks of Sega Enterprises Ltd.





Following Tracksuit Manager's No. 1 Success comes

## BOXING MANAGER

Real Fighting - Real Tactics - Real Management

End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds.

### YES ANOTHER SMASH HIT COMING

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

### THIS GAME HAS...

100 Boxers 20 fight Managers all with individual abilities and ratings, 2 scouts • Different governing bodies • Physio • Trainer • Area national and world ranking displayed • Secretary • Filofax • Letters and telephone calls • It's all here with more.

### PLUS...

• Move around your office • Use your telephone • Answer mail • Sign agreements with boxers, promoters, governing bodies • Set up deals • Visit physio or pop into the training camp • Manage up to Five boxers at once.

### ALSO...

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

### BEWARE...

If you're looking for something easy or a joystick waggling punch up - look elsewhere this is the fight game with reality.

**GOLIATH GAMES specialises in ADVANCED - INVOLVED  
- ORIGINAL SOFTWARE DON'T FORGET IT**

#### AVAILABLE ON...

CBM 64 - 9.95/12.95 DISC  
SPECTRUM - 9.95

AMSTRAD 9.95/12.95 DISC

AMIGA • ATARI ST - 19.95

IBM - 19.95 Including V.A.T. Plus 50p post & packing



PLEASE SEND CHEQUES/P.O. TO:

1 SCIENCE PARK, ABERYSTWYTH, DYFED SY23 3AH

# DIZZY II

## Special CRASH Edition!

### Special CRASH Edition

Ah har, Jim lad!!  
There's treasure in that  
there CodeMasters  
game!!

Eggs never get a rest do they?  
One minute they're being put  
out of a job by health ministers  
and the next they star in their  
very own game!

This is the second  
special eggventure  
CodeMasters have put  
together for CRASH  
with our mate Dizzy in  
it. It's adapted by the Oliver  
Twins from Treasure Island Dizzy  
and it's (surprise, surprise) set on  
an island full of hidden treasure!

Dizzy booked himself on a  
round-the-world cruise but  
somehow ended up in a spot of

bother with the captain, Long John  
Silver. All his fellow passengers  
turned out to be pirates and he was  
in a right pickle - you could say he  
was a pickled egg! He ended up  
walking the plank but just managed  
to swim to a nearby island and  
safety.

Dizzy must search the island,  
collecting objects and using them to  
find the cursed treasure hidden  
there. Once found he must dispose  
of it! Should be fun. There are 16  
gold coins to collect and the highest  
score you can get is 30,000 points.

**EGGSACT CONTROL....**over Dizzy  
is achieved by either using a  
joystick with Kempston interface or  
by using the following keys: Z/left,  
X/right, SPACE/jump, ENTER/pick  
up, use, etc.

Find out more about Dizzy on  
page 33!

# Clumsy Colin

## ACTION BIKER

It's Mastertronic's biking  
arcade romp!!

You've heard of sleep-walking  
- well, try this for size: sleep-  
biking!! Yes! Clumsy Colin is  
out on his mean lean racing  
machine creating havoc  
throughout Clumsytown in his  
search for goodies to help  
launch his mate Marti into  
space! The buffoon!

Whether Marti  
wants to be  
hurled into outer  
space we don't  
know, but Clumsy

Colin is determined to send him  
skyward - when he finds him.

To help Colin find his chum he  
needs 50 objects located in the  
houses in town. There are 150  
houses which Colin can enter,  
but only 50 hide objects. Colin's  
alarm clock is set to go off at 8  
o'clock and wake him up, Colin

also wakes up if he bumps into  
any vehicles such as police cars  
and other bikers. Wake up and  
the action's over.

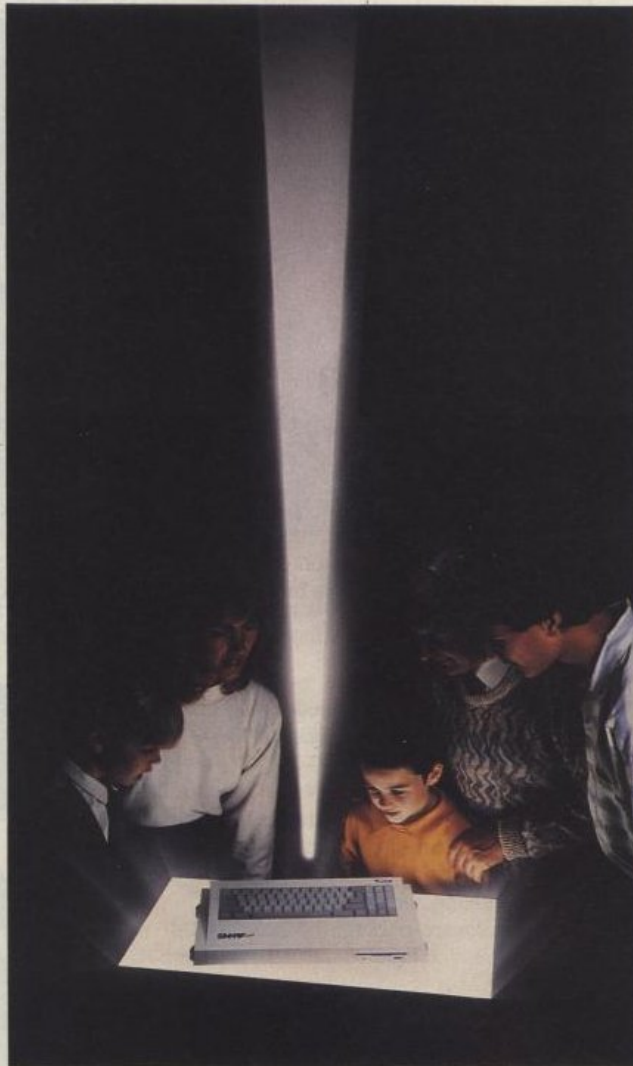
The bike's fuel is limited, but  
extra fuel can be collected by  
picking up the packets of KP  
Skips which litter the streets or, in  
a more normal fashion, visiting  
the garage.

Some of Colin's friends try to  
tempt him to stay for tea and  
slow him down. Keep an eye on  
the text window which keeps you  
informed of Colin's happenings.  
Oh! Watch out for the oil slick...  
(SLAM! Clunk! Whrrrrr. Zt!!).  
Cripes.

### BIKING CONTROLS

You can control Colin with a  
joystick using Kempston, Sirclair,  
Fuller or Cursor interfaces (use  
the fire button to enter/leave a  
house) or use these keys: Aup,  
Z/down, N/left, M/right,  
SPACE/fire.





**SAN** *coupe*



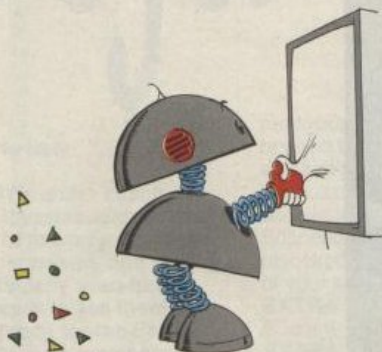


# SO WHY DO SPECCY OWNERS NEED THE

# SAM Coupé?

You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



## Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.



## Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

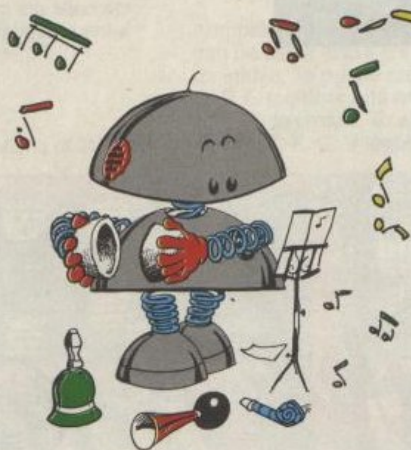
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



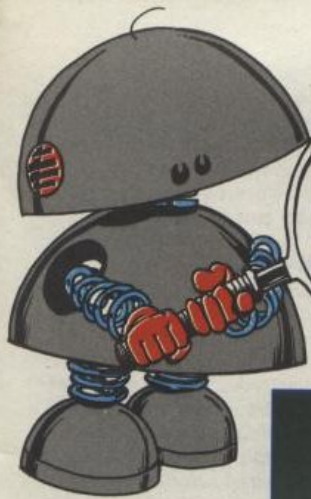
## Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones. Play it again SAM!



**SAM.** No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.





**CLOSE UP**

*coupé*

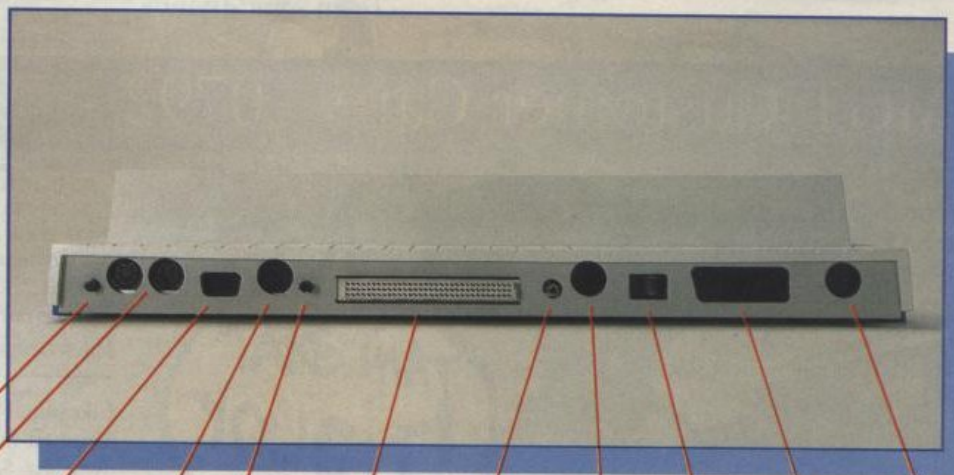


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



Break Button

Joystick Port

Reset Button

Cassette Interface

On/Off Switch

External  
Power Supply

MIDI

Mouse Port

Expansion Connector

Light-Pen Port  
Light-Gun Port

Stereo Headphone Socket

Scart



# A **SAM**atter of *FACT*

**The Coupé  
costs £169.95**

**(including VAT).**

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

This is the basic model, and you can add on - just as soon as you're ready:

- ★ 1 or 2 Disk Drives
- ★ An extra 256K of memory
- ★ Special communications interfaces - RS232 and parallel
- ★ The MGT Mouse

**And MUCH MUCH MORE.....**

Ask MGT's Customer Care people.



The MGT  
Customer Care  
Team - and friends.

**MGT Customer Care 0792 - 791100**

**Or send this coupon with a large SAE. Tick off the boxes.**

Please send me

- ☐ Details of my nearest stockist
- ☐ The full price list & order form
- ☐ A brochure.

*This is our address...*  
Miles Gordon Technology plc.

Lakeside, Phoenix way  
Swansea Enterprise Park  
Swansea. SA7 9EH. UK

*What's yours?*

Name.....Address.....Postcode.....

CR1



**THIS PAGE IS**



**SAM COUPE  
COMPATIBLE!!**

# SAM: HIS ART'S IN THE RIGHT PLACE!



**What can you do with a SAM Coupe when you've got it? Well, you can load up a Speccy game. Erm... What if you want to do something in mode 4, the 128 colour mode? Here's the answer: FLASH! And what's Flash!? It's none other than Bo Jangeborg's amazing art package that comes in the SAM box!! A week away from completion Richard Eddy pops the question: 'Whasis Flash stuff all about then, Bo?' and listened...**



**T**he main idea behind *Flash!* was to create an ideal art utility for the first time user to be able to explore the graphic capabilities of SAM. Additionally it has to be able to be used as a professional package.

'*Flash!* can be used in all four graphics modes on the Sam, that's the normal Spectrum mode, mode two is another Speccy mode but without attribute colour clash, mode three is an 80 colour hi-res mode, and the really arty mode is four where there are 128 colours available on a resolution of 256 x 192. Did you know that I had a hand in the 128 colour mode? Oh yes! Mode four was originally going to have

just 64 colours available. But I suggested to Bruce Gordon that 128 colours would make it a lot better and give more scope in the use of *Flash!* Effectively what he did was to cram more information on the chips then was ever thought possible!

'It has taken four months to develop *Flash!*, I've been working on it since July using a prototype SAM originally, which was just a load of printed circuit boards strapped together with wires hanging out all over the place.'

'A lot of *Flash!* has been based on a previous product of mine called *The Artist II* (spiffy art package — Art Ed). *Flash!* operates using a combination of icons and pull-down windows.

Along the top of the screen is a string of icons relating to brushes, lines, zooming, painting etc, and from each comes a pull down menu offering further options. For example, from the brush icon the menu allows you to select types of brush or even a spray can. And there's full access to the palette of 128 colours allowing you to select 16 to use on screen.'

## AND THERE'S MORE...

'Any revolutionary elements in *Flash!*? Well, I don't know about revolutionary, but there are a couple of good functions. One allows you to start in one mode of the SAM and switch to another mode without losing your picture — the SAM just converts to image to meet the mode's requirements. The second element, that is impressive, is being able to load in any Atari ST disk with *Neochrome* or *Degas Elite* (two swank 16-bit art programs) pictures on it. The file just loads straight into *Flash!* (operating in mode four), and there's the picture.'

'There's also a simple animation routine which can be used. What you can do is to create a series of six images, all in slightly different stages of animation and then program in a sequence to 'flick' through all six. The effect is animation, but it's only a tester; it can't be used effectively for creating demos.'

'And there's a font editor which lets you amend the SAM font to your own design. What do I actually think of the SAM? Well,

## BO DIDDLEY...



**Here he is! The man himself: Bo Jangeborg! A chap of Scandinavian origin, he's a bit ovva Speccy legend, having created four amazing products: The two stunning Fairlight 3D arcade adventures and both versions of *The Artist*. Seen here creating another 'masterpiece'. Erm, yeah — very good Bo.**

it's very good, excellent value and on the graphics level it's easily comparable to the Atari ST or Amiga — hardly any difference at all!

'Am I pleased with *Flash!*? Oh yes, very pleased indeed. It's not my ideal art package, because to create that would take years! And besides, I have other work too! I may update it later and maybe a *Flash! II* will be released. I would like to do a SAM game — the possibilities of a dedicated SAM game are enormous! But I've just got so much work to do!'. Sigh

## UGH!

**Ugh indeed. What is this? It's SAM's insides, or a PCB to you. Currently in production, 2,000 SAMs a week are produced. As the orders increase, production could be ramped up to a stunning 20,000 units a week! SAM begins life as a PCB from Kamcircuits of Wiltshire; his plastic bodywork comes from Plastic Injection Mouldings of**



**Hereford and little metal bits come from Alar Engineering of Cardiff. Each SAM is then lovingly assembled and potty trained by Alan Miles personally. (Rubbish! — Ed).**



520ST<sup>FM</sup>

ANOTHER ELECTRIFYING DEAL...

KATARI

## Evesham Micros

PRESENTS THE

POWER  
PACK

£339.00

inc. VAT/delivery

INCLUDES

23

SOFTWARE TITLES  
WORTH OVER

£500

R-Type  
Pacmania  
Out Run  
Nebulus  
Black Lamp  
Afterburner  
Starglider  
Bombuzal  
Star Goose  
Overlander  
Double Dragon  
Super Huey  
Xenon  
Super Hang-On  
Bomb Jack  
Eliminator  
Gauntlet II  
Space Harrier  
Predator  
Star Ray



**ORGANISER** also included;  
Helps manage business and  
personal information. Features  
Wordprocessor, spreadsheet,  
address book and diary.  
Powerful, yet easy to use.



**FIRST BASIC** a full featured  
and complete version of this  
ideal programming language.



**MUSIC MAKER** features  
MIDI compatible composer,  
drum editor and voice editor.

Evesham  
MicrosHow to order from  
**Evesham Micros**

Phone us with your  
ACCESS or VISA  
card details on :  
0386-765500

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order  
or ACCESS/VISA card details

Govt., educ. & PLC orders welcome  
Same day despatch whenever possible  
All goods subject to availability, E.&O.E.  
Open to callers 6 days, 9.30-5.30

**Evesham Micros Ltd**  
63 BRIDGE STREET  
EVESHAM  
WORCS WR11 4SF  
0386-765500  
fax 0386-765354  
telex 333294

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564



# COMPETITION

**H**ard Drivin' eh? Bit of a wizzo game that, and a Smash to boot! And what better way to celebrate a mega drivin' game than gettin' Domark to give away an amazin' prize in this happenin' compo!

And what kind of amazin' prize can be offered? We thought a Ferrari F40 car might be a 'Nice Idea'. But, at a cost of about 20 squillion pounds, Domark reckon it's a little bit more than they can afford! So, we work our way down the car scale to a Skoda. Erm, thanks but no thanks.

Anyway, why give away a car when Hard Drivin' is the next best thing to real stunt and racin' action? What you need is something to play Hard Drivin' on!! A TV perhaps?! And howabout chuckin' in a snazzo CD system for background sound sensations? A brilltoid ideas no less!

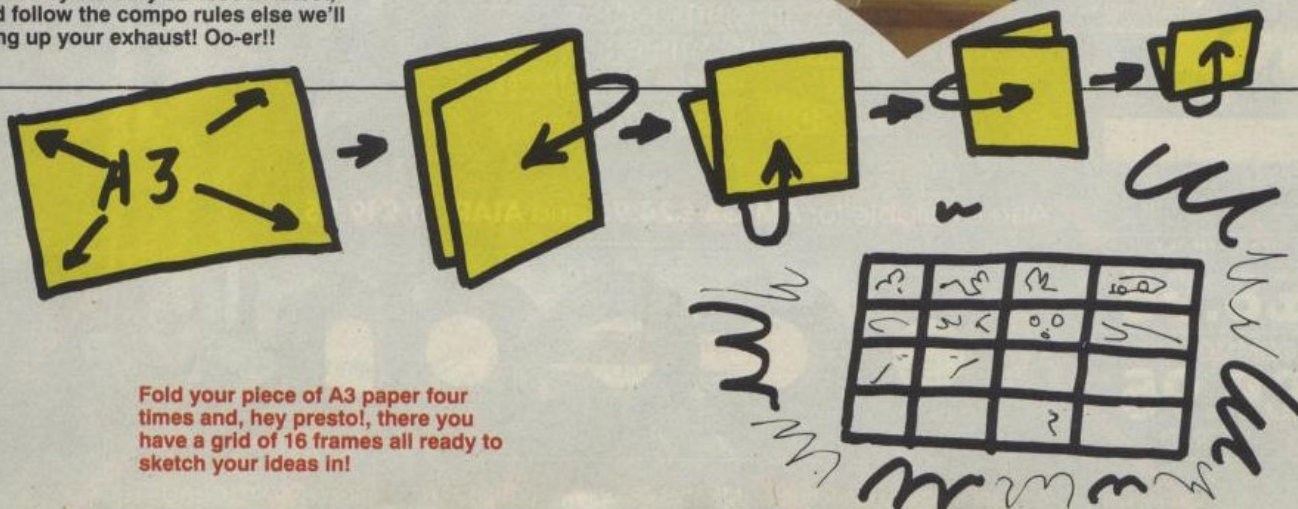
So, up for grabs is a Ferguson 14-inch colour remote-controlled TV and a Ferguson 20-track CD player!! Hurrah! And to win both prizes you're goin' to have to do some creative thinking. Imagine you're creating a commercial for Hard Drivin' to be shown on the telly. Right? Well, stop imaginin' this very second and get your thoughts down on paper.

Draw your idea up in the form of a story board, like a comic strip, so the TV ad is split into frames. We want you to do your story board to a maximum of 16 frames; so the best way is to grab a sheet of A3 paper (or two bits of A4) and fold it four times so you end up with a grid of 16 squares. Draw a picture in each so, after a lot of sketching, you end up with a complete story — then add the words you want to go with the pics. (Gosh! This sounds just like Blue Peter! —Ed).

When you've finished write your name and address on the back and send it to: HARD DRIVIN' TELLY AD COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. Entries by January 22 1990 at latest, and follow the compo rules else we'll bung up your exhaust! Oo-er!!

**WIN A  
BLOOMIN'  
TELLY**

**★ AND A CD PLAYER!!**



Fold your piece of A3 paper four times and, hey presto!, there you have a grid of 16 frames all ready to sketch your ideas in!



**THE MOST EXCITING  
FILM OF THE YEAR  
NOW FOR YOUR HOME MICRO.**



**ROBOCOP OUT NOW**

"This is definitely  
the best film tie-in  
to date, and is an  
utterly superb game in  
its own right—don't miss it."

IN ALL GOOD HIGH  
STREET SHOP SITES  
£9.95 (available in)

# ROBOCOP™

THE FUTURE OF LAW ENFORCEMENT



**LONGEST RUNNING No 1**  
computer game is back on the climb for Christmas—The  
metal man takes no prisoners in the pursuit of thrilling  
action—

**PLAY THE COIN-OP  
FIRE UP THE COMPUTER GAME  
PART MAN... PART MACHINE  
ALL COP... ROBOCOP**

ROBOCOP: TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM  
**£8.95**  
COMMODORE  
**£9.95**  
AMSTRAD

# ocean

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G





## PICK 1989s SUCCESSES & WIN STACKS OF CRASH GOODIES!!

**B**y jingo! That's another year over and done with, and what a year it was! Heaps of smashing Speccy products and, erm, quite a lot of rubbish as well. Now, here's your chance to voice YOUR opinions on the state of the Speccy throughout the year in this, our annual Readers' Awards! This year there are 13 award categories for you to

name the winners in.

Not only do you get your say, but we've got ten stacks of CRASH goodies to give to ten lucky voters!! In the stack you'll find a 12 month subscription to CRASH, a t-shirt, a mug, a camera and probably a bit more! Just fill in your choices on the voting coupon along with your name and address and send it to: **READERS' AWARDS 1989**,

**CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.**

Get your voting forms here by January 17 1990, we'll announce the winners in a few issues time and you could be one of the fabby ten winners! Remember, starmakers, if opportunity comes your way don't knock it!!



**Vote For The Best!!**

BEST GAME OVERALL

BEST COIN-OP CONVERSION

BEST LICENCE (not coin-op)

BEST ORIGINAL GAME

BEST ADVENTURE

BEST STRATEGY/RPG GAME

BEST GRAPHICS

BEST SOUND

BEST SOFTWARE HOUSE

BEST ADVERTISEMENT

BEST BUDGET GAME

BEST NEWCOMER

MOST DISAPPOINTING PRODUCT



### HOW THE STARS ARE VOTING!!



**Call 'em stars? Hurmph! To give you some ideas this is how the CRASH team are voting...(except Corky, because he was away on polling day!)**

#### BEST GAME OVERALL

**Oli** ■ *Operation Thunderbolt*. Loads of violence!!

**Nicko** ■ *Batman!* Oh god! Everyone's going to say that!!

**Richard** ■ Easy! The game I've been playing for weeks and weeks! *Ghouls And Ghosts!* Yeah!

#### BEST COIN-OP CONVERSION

**Oli** ■ *New Zealand Story* was far too cute, I'm sticking with *Thunderbolt!* Oh. Hold on. *Silkworm* was excellent, the review under-rated it.

**Nicko** ■ Erm, ah, well. God! *New Zealand Story*, I think.

**Richard** ■ No problem. *Ghouls 'n' Ghosts*.

#### BEST LICENSE (not coin-op)

**Oli** ■ *The Untouchables* - magic!

**Nicko** ■ *Indy*. Good game that.

**Richard** ■ *The*

*Untouchables*. Superbly produced and really playable, one of the years biggest surprises.

#### BEST ORIGINAL GAME

**Oli** ■ *Carrier Command* was a real achievement on the Speccy — the sort of game they said couldn't be done!

**Nicko** ■ *Purple Saturn Day*. Colourful, groovy graphics, heaps of playability.

**Richard** ■ Ooo, that little platform game. Thingy. Oh. Um. Dangerous. Yes! *Rick Dangerous*. Really good.

NAME.....

ADDRESS.....

POSTCODE.....



# READER'S AWARDS 1989



## BEST ADVENTURE

**Oli** ■ Have I played an adventure this year? Erm... Oh yeah, *Polearn*, I liked that, very atmospheric.

**Nicko** ■ *Myth*. Highly amusing.

**Richard** ■ That natty game from Sheol Software. About a cornish town. *Polearn*! That really was excellent.

## BEST STRATEGY/RPG

**Oli** ■ Without a doubt CCS's *Wellington At Waterloo* (I painted the cover y'know)

**Nicko** ■ Erm. Dunno. (Ten minutes later) Oh yeah! I know! *Times Of Lore*

**Richard** ■ Yeah, Nicko's right. *Times Of Lore* was good, played that for ages.

## BEST GRAPHICS

**Oli** ■ Obviously *Op Thunderbolt*, very meticulously designed graphics, and incredibly fast!

**Nicko** ■ *Purple Saturn Day*. It so so attractive!

**Richard** ■ Dawn Drake (Ocean) has produced heaps of graphics this year, *Batman* certainly gets my vote.

20 ■ CRASH JANUARY

## BEST SOUND

**Oli** ■ Oh gawd! I can't think of anything that has been brilliant. Erm... CodeMasters' games always have good sound. Sorry.

**Nicko** ■ Anything by David Whittaker, cos he's about the only one who does Speccy stuff!

**Richard** ■ The sound on *Ghouls 'n' Ghosts* was good, suiting the gameplay. Nothing has been really outstanding this year.

done exceedingly well. Again. But don't forget the smaller outfits. Domark, System 3 — CodeMasters have done very well this year with great games, and this latest CD pack should be a success story.

**Nicko** ■ It's always bloody Ocean isn't it?! Erm. Ocean. Again.

**Richard** ■ Well, Ocean have had a very good year. But just to be different my vote goes to Virgin, who have had a vast amount of good stuff, they've really got it together this year.

Ocean make a good ad.

**Nicko** ■ *Batman*. Yes, I like Batman. Probably didn't need advertising though, did it?

**Richard** ■ Difficult this one. But I think it goes to Electronic Arts for *Ferrari Formula One*, the one with Verrrrrooom! right across it.

## BEST BUDGET GAME

**Oli** ■ *Operation Gunship* by the Oliver Twins, superbly presented and very tough!

**Nicko** ■ *Treasure Island Dizzy*. Just very good fun.

## BEST NEWCOMER

**Oli** ■ MGT for the SAM Coupe, but that actually hasn't been released yet. Looks good though!!

**Nicko** ■ Players Premier. A very good label with smashing games.

**Richard** ■ The Sales Curve which produced *Silkworm*, *Continental Circus*, *Gemini Wing* and a lot more for Virgin. An excellent performance!



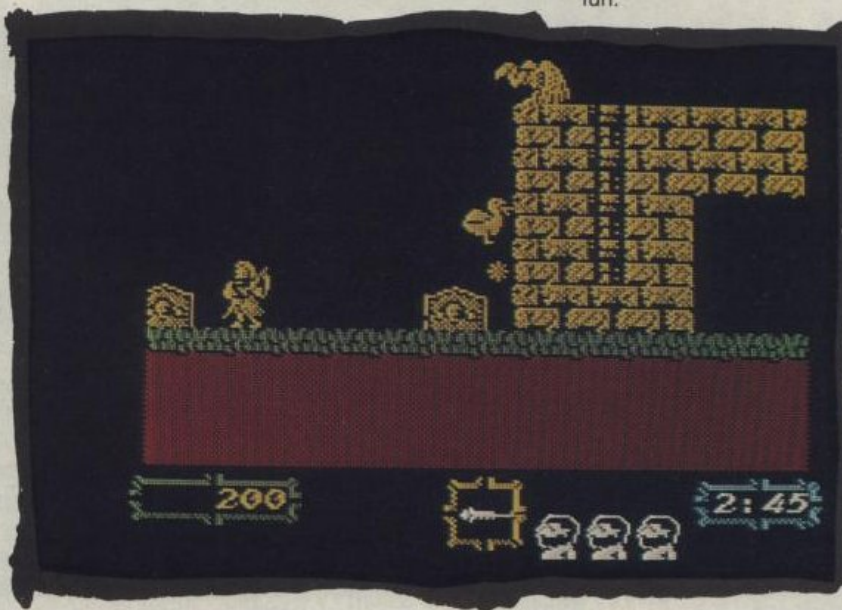
## MOST DISAPPOINTING 'THING'

**Oli** ■ The complete lack of games between June and October, there was hardly any product around.

**Nicko** ■ The Spectrum!! Haw haw! No. *Iron Lord*. Hyped a lot: I expected a lot from that. Sadly, it was not as brill as it was cracked up to be.

**Richard** ■ *Magnum Light Gun*. It's not that it's really bad, it just didn't live up to my expectations.

**Crikey! Strong opinions or WHAT?! (Erm, what? —Ed) Find out who wins what for what and things like that in a few issues time when we report from the CRASH Readers' Awards PollWinners Party!! (Sounds familiar...)**



## BEST SOFTWARE HOUSE

**Oli** ■ I'm sure Ocean stands a chance of winning, again: they've

## BEST ADVERTISEMENT

**Oli** ■ I don't have one particular favourite, though *Cabal* is good. Really, most of Bob Wakelin's illustrations for

**Richard** ■ There have been so many this year it's difficult to pick out one. Um... (has to think for several eons)

*Gregory Loses His Clock* by Don Priestly. A graphical masterpiece!



# CABAL



"CABAL IS WITHOUT DOUBT ONE OF THE FINEST CONVERSIONS I'VE SEEN... ONE OF THE ULTIMATE SHOOT-EM-UPS: YOUR SINCLAIR USER"

"GOOD CONVERSION WITH EXCELLENT GRAPHICS AND DEFINITELY WORTH THE MONEY."



The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds - in your favour. Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face

with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!!**

<b>ATARI ST</b>	<b>£19.99</b>
<b>AMIGA</b>	<b>£24.99</b>

AMSTRAD  
SPECTRUM  
COMMODORE

**£9.99**

Ocean Software Limited  
6 Central Street · Manchester  
Telephone: 061 832 6633  
Telex: 669977 OCEANS G  
Fax: 061 834 0650

**ocean**



Views ● News ● Jetman ● Forum ● Classifieds ● Winners ● As compiled by Lloyd!

For the last time in the 1980s here's Live Circuit. And with the Christmas hols on it may encourage YOU to put pen to paper to write a letter on all things Speccy. Remember, this is your forum to have your say. And there's a £40 software prize for worthy letters!

## LETTER OF THE MONTH

### SAM HOPE!

Dear Lloyd,  
At last, the SAM Coupe has arrived, and not without a lot of excitement and debate. I've read stories of people selling their Amigas to move to the Coupe, and some complaints about the price of the new machine.

Several people are moaning that the Coupe is too expensive when compared to the likes of the Atari ST, and it's true that 512K Coupe with disk drive costs about the same as the 520 STFM. What many people seem to forget is that owning a computer is comparable to owning a car. — it's not really the initial cost of the machine which is expensive, but the petrol and insurance and in the case of computers, the cost of software. At present the cost of 16-bit software is in the £20 - £30 range, while 8-bit games are in the £8-£15 region (for full-price). It's a big difference.

Secondly, a plea to software houses to support the Coupe. Now, I know most of the major 8-bit software houses (Ocean, US Gold, Activision etc) are likely to release several SAM titles, mostly along with the conversions on the Speccy and C64. But what about those software houses which predominantly cater for 16-biters? Will they bother with the new machine? In short, will the games released for the SAM Coupe be simply flashy versions of 8-bit games with pretty graphics and nice sound, or will we see more advanced games?

If the Coupe is to succeed it is vital that its advanced features are used properly by the software houses. They must not use the machine's Speccy compatibility as an excuse for not bothering to do anything more adventurous for the machine. Of course, more advanced games may have to be that bit more expensive than the run-of-the-mill stuff, but the extra would be money well spent.

MGT have got everything right it seems, and the machine certainly deserves to succeed. I





hope the software houses are imaginative enough to treat the Coupe with the respect it deserves, and not as 'just another 8-bit machine'. Will we see Damocles on the Coupe? (Please Novagen!).  
David Clark, Kilconquhar, Fife.

Already some software houses, including US Gold, have promised SAM Coupe games, and MGT are confident that it's very simple to convert a

Spectrum game into a special SAM format making use of the sound and graphic capabilities. Actually, your question about SAM Coupe games being 'just' souped up with flashy graphics and sound is quite amusing, because that's what a lot of Atari ST and Amiga games are!! Whether predominantly 16-bit software houses, or even the majority of 8-bit producers, will release games for the Coupe, we can't say as yet; at the moment it's a situation of 'wait and see' how large the sales of the Coupe will be. Anyway, here's hoping that software houses take note of your comments and apply them to any SAM Coupe games being planned. And if they do, you'll be able to spend your £40 software voucher on SAM Coupe games because you've won Letter of the Month!  
LM

Have you got your Sam Coupe yet? If you have, write in and give us your thoughts on the machine — we're waiting to hear from you! letters to: LLOYD MANGRAM'S FORUM (SAM), LIVE CIRCUIT, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

## SAME OLD 0890

Dear Lloyd  
As I was reading issue 69 I turned to the budget games section. There before me was the perfect game to buy, Operation Gunship. I went to my local computer stockist, but unfortunately they didn't have it. A month later in issue 70 I turned to the last page, there was the perfect chance to win Operation Gunship. All you had to do was ring a number and answer three questions, easy. I asked my parents very politely if I could use the phone, I then rang the number and waited for the questions. All I got was someone talking about their visit to Ocean software, THIS WAS LAST MONTH'S. I was utterly appalled, do you trick your readers into ringing bogus numbers?  
John Harris, London

This is all a bit strong isn't it? The only problem was that the recording of the new script for the phone-in quiz was a little late (script reader gone on holiday, I'm told). But, hopefully that shouldn't happen again.  
LM

## LOST OUTRUN

Dear Lloyd  
I am writing this to ask you first of all what has happened to Outrun Europa from US Gold. There was a preview in the May issue, but the game still hasn't appeared in your review section. Usually the game is reviewed the next issue, indeed the preview stated that the game was due for release in June, but the game seems to have vanished. Has it been released, if so why didn't you review it, or is it still in production and due on the streets in the near future. I hope you can help me as from the preview it looked like a very good game, and as I have Outrun I would like to get the sequel.

And a long time ago there used to be a cartoon adventure called Terminal Man which added to the variety of CRASH and made a good read. I'm not asking for the same cartoon back, but it would be a good idea to come up with something similar, but perhaps this time a bit more serious. Final question, can you suggest where I can get my hands on a good machine code editor and assembler for the +3.  
D A Alcock, Leicester

As far as we know Out Run Europa has been cancelled following the announcement of Turbo Out Run a couple of months back, and by all accounts Turbo should be a hell of a lot better. Terminal Man may make a return one day, when Oli hasn't got to do five jobs at once. And as for a +3 Assembler, try asking at your local independent software shop, they'll be able to check with distributors.  
LM

## SUPERMUM

Dear Lloyd  
As a new starter (at 25 years old) with my second hand 48K Speccy I thought myself quite clever as I completed Arkanoid I and II. That was until my mother got Speccy hooked. I'd been playing Zybex for about a week and was nowhere near the end, then she came along and on her second attempt went straight through to the end. Needless to say I haven't played Zybex since.  
Terry Young, Choppington.

That's nothing. My cat can play Renegade better than I can.  
LM

## RSPCFT!!!

Dear Lloyd,  
I'm writing this letter for the sake of those little black flyffy things wandering round CRASH every month. I think you ought to be more careful about their safety. Last month (p.29) one fluffy thing was being chased by another with a chainsaw! And on page 73 another was being clobbered with a snowball (poor devil). I'm sure they don't appreciate this, so if you don't do anything about it I'll report you to the RSPCFT (Royal Society for the Protection of

Cruelty to Fluffy Things)!  
Robert Western, Penarth, Wales

How do you know fluffy things don't enjoy bashing each other about? Anyway, they're Olibugs — after their original creator, our (grovel) esteemed Ed.  
LM

Do you have any world-shattering opinions for 1990? Don't keep them to yourselves: bore everyone else with 'em! Write to Lloyd Mangram, Live Circuit, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB, and hope the snow has not cut us off from the rest of the universe.

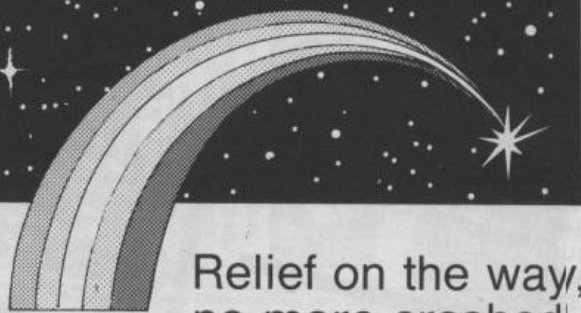
## HI-FIRE!

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a



photo if possible, to: HI-FIRE, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow Shropshire SY8 1DB. And remember, there's £40 of software to be won every month!!

# LOADING BLUES?



Relief on the way, no more crashed tape loading.

**Hi-Spec Load-it**

**LOOK OUT NEW YEAR!**





SOFTWARE  
BARGAIN OF  
THE YEAR

# 90 SUPERGAMES

for the price of one

FOR SPECTRUM 48K + 128K + +2  
HOURS OF FUN TO SUIT ALL  
TASTES

ARCADE ACTION  
ADVENTURE  
STRATEGY  
SIMULATIONS

## TAPE 1

1. TIME TRAX
2. THE BULGE
3. SHEER PANIC
4. GLASS
5. RUPERT AND THE ICE CASTLE
6. SOULS OF DARKON
7. DEFCON
8. DR FRANKY AND THE MONSTER
9. ROAD TOAD

## TAPE 4

1. XENO
2. SNOOKER
3. ARENA
4. BLOOD 'N' GUTS
5. ROBOTO
6. QUETZALCOATL
7. SPACE COMMAND
8. LIFELINE
9. JAWZ

## TAPE 6

1. RED SCORPION
2. 3D SEIDDAB ATTACK
3. CAPTAIN KELLY
4. ARCTURUS
5. PYRAMANIA
6. TWO GUN TURTLE
7. MISSILES DEFENCE
8. 1994
9. BILLY BONG

## TAPE 8

1. NETHER EARTH
2. r
3. DOGSBODY
4. FLYER FOX
5. OVERLORDS
6. THE LUDOIDS
7. TUTANKHAMUN
8. MOON BUGGY
9. S.O.S

## TAPE 2

1. EVIL CROWN
2. WIBSTARS
3. NICK FALDO'S OPEN
4. METEORSTORM
5. DEATH WAKE
6. ROBBER
7. YOMP
8. MICROMOUSE
9. INVADERS

## TAPE 3

1. DARK EMPIRE
2. FANTASIA DIAMOND
3. HOCUS FOCUS
4. CORE
5. PETER SHILTON'S  
HANDBALL MARADONA
6. SPECTRON
7. CORRIDORS OF GENON
8. HYPERBLASTER
9. 3D TANX

## TAPE 5

1. MISSION OMEGA
2. SHOWJUMPING
3. TANTALUS
4. THE ISLAND
5. STARFIRE
6. ATLAS ASSIGNMENT
7. NIFTY FIFTY
8. STAR WARRIOR
9. KNOT in 3D

## TAPE 7

1. SECTOR 90
2. HEATHROW
3. SODOV THE SORCERER
4. XADOM
5. REALM OF THE UNDEAD
6. MUMMY MUMMY
7. PANZER ATTACK
8. ZOOT
9. GRID PATROL

## TAPE 10

1. FIRESTORM
2. REDCOATS
3. DRAUGHTS
4. CARPET CAPERS
5. PLANET FALL
6. GRID RUNNER
7. DRAGON BANE
8. TUBE CUBE
9. AGENT ORANGE

**90**  
GAMES FOR  
**£9.95**  
+ £1.50 p&p

## TAPE 9

1. NIGHTFLITE 2
2. LEGIONS OF DEATH
3. STRONTIUM DOG
4. STAR TRADER
5. MUSHROOM MANIA
6. 3D TUNNEL
7. BomBER BOB
8. THE CHESS PLAYER
9. ESCAPE

### HOW TO ORDER

NAME: .....

ADDRESS: .....

POSTCODE: .....

Please send me ☐ sets of 10 tapes + £1.50 p&p each

Tick if cheque ☐

ACCESS or VISA

□□□□□□□□□□□□□□□□□□

CHEQUES & P/ORDERS MADE PAYABLE TO LOGIC SALES LTD

**LOGIC**

WHERE TO FIND US.

Mail or Telephone orders from:  
19 THE BROADWAY, SOUTHGATE, LONDON N14.  
**TEL: 01-882 6833**

or direct from above address and:

6 MIDGATE, PETERBOROUGH, CAMBS.  
5 LYNTON PARADE, CHESHUNT, HERTS







...as you all should very well know. And just to remind you ELSPA (European Leisure Software Publishers Association) have launched a new campaign. Pages are being donated free of charge by loads of mags, including CRASH, for ELSPA to print the Piracy Is Theft advertisements. The message is now incredibly important, especially for Spectrum owners, as software houses are beginning to cut down on the amount of Speccy games released. This is due to the fact that sales of Speccy games are getting so low, because of the amount of piracy, software houses cannot pay the programmer a fair wage. (Sob!) What would the 90s be without Speccy game thrills?!

CRASH says don't copy a game

because not only are you now breaking the law, but if you copy a £10 game, you are depriving the following people: Your are depriving your local store keeper of about £3.00 (the cost of a doctor's prescription); depriving the distributors of £2.00 (about the cost of employing someone for 30 minutes); depriving the software house of £3.50, (the cost of 10 A1 colour posters which you'll be only be too happy to grab off their stand at the PC Show for free), and the programmers of £1.50 (the cost of a loaf of bread, and a pat of butter). Put in those terms it does sound criminal doesn't it? More information on the subject can be obtained from FAST (Federation Against Software Theft) on 01 240 6756.

## CARTOON CORNER!

(It's the corner where japery abounds!) Drawn a wacky Speccy like cartoon? Don't know what to do with it? Then naff off! If you know what to do with it, you'll be sending it here! Because this is Cartoon Corner (it's the corner where japery abounds) and we'll select the best and funniest cartoon sent to us every month and awarding it £20 of software!! Hurrah!! Send your scribbles to: CARTOON

yours faithfully  
Robert Weston  
P.S. Crash is brill!!!



CORNER, LIVE CIRCUIT,  
CRASH, PO Box 10, Ludlow,  
Shropshire SY8 1DB. Byebye!

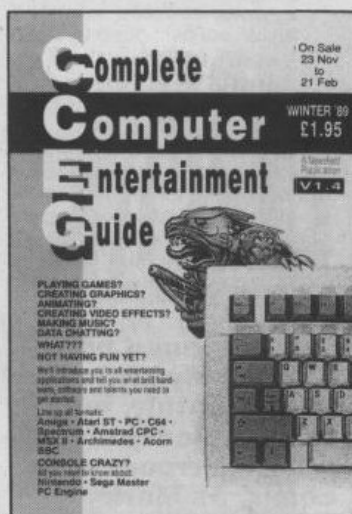
## DIE NASTY?

'Blake! Blake, my darling!' What is it Crystal? 'Is it true? Oh! (sob, sob) Tell me it's not!' What is it, my darling? What has upset you so? 'Oh! (Sob, sniffle) That you fathered Alexis' new game Dynasty Wars?' Crystal — I just didn't know how to break it to you. (Enter Alexis) 'So!!' Alexis! 'Crystal!', 'Alexis!', 'Blake!', ALEXIS!! 'Ha! Ha! It's not your game Blake!! Alexis!! 'Oh, Blake!' (Crystal faints) 'No! I love another!! You were just cheap money Blake!! Alexis!! 'US Gold fathered my game!' What! (Enter US Gold) 'It's not your game, Alexis!!' 'Whaaaat!!' 'No! It's

## Live Circuit

mine and it's an Oriental slash-'em-up on a grand scale, converted from the coin-op by Tiertex and it's due to be born in mid-1990!'. 'You traitor!'. 'Ha ha!!'. Blimey!

## WHAT'S ALL THIS THEN?



It's a magazine, innit? Ah, yes! But not any magazine. No, this is the Complete Computer Entertainment Guide! A handy

# ROMANTIC ROBOT present

All prices are for Mail Orders up to 31.12.1989 only.

**£5 OFF ALL HARDWARE!**

**MULTIPRINT**  
For Spectrum 48/128 + 2. With or without through port.  
The ultimate Spectrum Printer Interface. Menu-driven, joy to use, programmable, 8K Ram/8K Ram, 1.2 m Centronics cable, Freeze Button, Multi-Toolkit. Unique & best!

**VIDEOFACE**  
For any Spectrum. With a through port.  
Turns pictures from video camera/recorder into Spectrum hi-res screens. They can be frozen, saved, printed, altered, animated... Menu-driven, fast, great fun, extra effects.

**MULTIFACE + 128**  
For a Spectrum 48/128 + 2. With a through port.  
Multiface does all at a touch of a button, is fully automatic, menu driven, simple to use. MAGIC! Don't waste any more time - get a Multiface now! MFI has a joystick interface & works in 48k mode. Saves to tape, microdrive, waferdrive, Beta drive. MFI 128 works in 48/128k mode (Not for Waferdrive!)

**MULTIFACE 3**  
For a Spectrum + 3/+2A. With or without a through port.  
Multiface is a MUST for every Spectrum owner. It can freeze a program any time and back it up. It transfers between tape/disk/cartridge/wafer. Lets you Peek/POKE, study/modify everything.

**GENIE**  
By residing in Multiface, Genie can disassemble any program any time at a touch of a button!  
For Spectrum 1/128 + Multiface/Multiprint  
**LIFEGUARD**  
For any Spectrum with any Multiface  
**LIFE FINDER**

You MUST NOT use any of the above products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

## THE RETURN OF THE MAGNIFICENT SEVEN

I enclose a Cheque/Postal Order/Cash **plus P&P** for £.....  
or debit my Access/Visa No.....  
Name..... Card Exp.....  
Address.....

P&P UK & Europe	£ 1.00	P&P OVERSEAS	£ 2.00
MULTIFACE One	£34.95	GENIE 1/128 (NOT 3)	£ 9.95
MULTIFACE 128	£39.95	M128 Disciple + D version	£39.95
MULTIFACE 3	£39.95	M3 with through port	£44.95
MULTIPRINT	£34.95	Multiprint + through port	£39.95
LIFEGUARD	£ 6.95	VIDEOFACE Digitizer	£34.95
MUSIC Typewriter	£ 5.95	Spectrum + 3 Tape Lead	£ 2.95

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN 24 hrs 01-200 8870 CR

CRASH JANUARY 1990



# COMIX

A collage of comic book panels from 'The Simpsons'. The panels are arranged in a grid-like fashion, overlapping slightly. The top row features panels with characters like Bart Simpson and Homer Simpson. The middle section includes panels with characters like Marge Simpson and Bart Simpson. The bottom section shows panels with characters like Homer Simpson and Bart Simpson. The panels are drawn in a classic comic book style with bold lines and speech bubbles. The text in the panels is in English, and the characters are recognizable from the 'The Simpsons' animated series. The collage is a black and white reproduction of the original comic book pages.

26 ■ CRASH JANUARY





# CLASSIFIEDS

## WANTED

**Wanted: Mad Doctor.** Willing to swap either Outrun, Infiltrator, Trap Door or buy with cash. Telephone 632051 or write to 151 Broad Lane, South Wednesfield, W. Midlands WV11 35B.

**People for tape fanzine work.** Especially wanted: Tips Writer, Adventure Writer, Cover Artist. Thomas Vanner, 49 Antrim Road, Lisburn, Co Antrim, Northern Ireland BT28 3EB. Phone (0846) 671250. All applications answered upon day of arrival.

## FOR SALE

**128 +2 software** over £150 inc. titles such as Platoon, Night Raider, Football Manager 1 + 2, Target Renegade, Conflicts 2 and many more. £30 ono. Contact

Martin, 114 Anthony Drive, Norwich, Norfolk NR3 4ES or tel. (0603) 406971.

**Spectrum +2, boxed,** excellent condition, £400 worth of software, Kempston interface, joysticks. Total set worth £690, asking just £250 ono. Contact Mr D. Rimington, 27 Ramshead Gardens, Seacroft, Leeds LS14 1BZ.

**Specy +3, Multiface,** joystick, disks, loadsa games inc. Operation Wolf, Robocop, Elite etc., leads, manuals, tape lead, boxed, £190. Sega System, junction box, leads, joysticks, games inc. Outrun, boxed £65. Tel: (0600) 3603 after 4pm.

**Boxed, Spectrum +3, inc.** manual, joystick, Multiface 3 (with through port), tape recorder, leads, 70+ games £190. CP/M Plus, Mallard Basic and other

serious s/ware available, with full documentation. Phone Paul 0705 250459.

**Spectrum tapes,** games from 50p, good variety. Send SAE for list. Plus Astrology Electric Ephemeris Amstrad PC1512 disk, for instant birth charts progressions, offers over £50. Hyfield, 5 Hendra Barton, Truro, Cornwall TR1 3TL. Genuine reasons for selling above goods.

**Games for sale.** Send a SAE to: Barry Dunlop, Collierhall Farm, Douglas Water, Lanark, Scotland. Games like Matchday II and Dan Dare II for less than half price.

**MGT Plus-D** with 3.5" disk drive £100. 3.5" disk drive £50. Over 100 48K Spectrum games £40 (games on cassette). 48k Spectrum needs repair (new keyboard template and membrane) with joystick interface only £25. Phone Mark on (0273) 505265.

**CRASH issues 1 - 63** including all freebies etc. All in good condition. Won't split. Will take best reasonable offer. Contact Gareth on (0837) 840641.

**Spectrum 128,** Microdrive, Ram Turbo interface, Interface One, Multiface 128, data recorder, 2 joysticks, 80 original games. Will

## Live Circuit

take best offer around £150. All boxed. Phone Gareth on (0837) 840641.

**Spectrum +3, Multiface 3,** Epson FX 80 printer, 20+ disks, 60-games, Tasword +3, leads, all manuals. Bargain at £350. Ring 01 651 3778.

**Spectrum 48K+,** loads of games, Wafadrive, sound sampler, cassette deck, manuals, leads etc. Worth over £550, sell for £130. Phone 01 644 1647 and ask for Stephen.

**Sinclair Speccy +2** worth £130 will sell for £100. Plus games worth £300 sell for £250. Please, please, please call quick. Combined price £330. Perfect condition. Phone Glamis (030 784) 400. Ask for Chris.

**Spectrum +3** for sale. Excellent condition with tape lead, manual and over £200 worth of games. Worth over £400, will sell for £150. Phone Peter after 6pm on (0483) 34612.

**Lucky Dip!** At least seven Spectrum game cassettes for only £10. Several batches available. First few will include one or more premium games. Cash with order to Robin Triggs, 22 Sherwood Close, Bingley, West Yorkshire BD16 3EL.

## TURBOSOFT

(DEPT CRASH)  
41 SOUTH STREET  
LEIGHTON BUZZARD  
BEDS LU7 8NT  
MAIL ORDER ONLY  
TEL 0525 377974

### COMPILATIONS

SUPERSAVER PACK 1	SUPERSAVER PACK 2
TOY BIZZARRE HARDBALL PITFALL II ZENJI ALL FOR ONLY 99p	DALEY'S SUPERSTEST NEVER ENDING STORY HARDBALL ITN MATCHDAY ALL FOR ONLY 99p
DYNAMITE ONLY £9.99 DISC £12.99 AFTERBURNER LAST NINJA II WEC LE MANS DOUBLE DRAGON	COIN OP HITS ONLY £9.99 DISC £13.99 OUTRUN, THUNDERBLADE ROADBLASTERS SPY HUNTER BIONIC COMMANDOS
WINNERS ONLY £9.99 DISC £13.99 THUNDERBLADE, LED STORM, INDY JONES & TEMPLE OF DOOM, BLASTERBOYS, IMPOSSIBLE MISSION II	CHRISTMAS COLLECTION ONLY £8.99 DISC £12.99 CYBERNOID II, ELIMINATOR EXOLON, HYDROPOOL LIGHTFORCE URIDULUM

### SPECIALS CASSETTE

BOB'S FULL HOUSE	4.99
FIRE & FORGET	2.99
BRIAN CLOUGH'S FOOTBALL	4.99
CAPTAIN BLOOD	2.99
HARDBALL	3.99
SUFFUP & CO	1.99
SACRED ANTHUR ANTHURAD	1.99
SIDEWALKER	1.99
D.N.A. WARRIOR	1.99
IMPLOSION II	1.99
CALDRON II	1.99
STIMP POKER II	3.99
FERNANDEZ MUST DIE	2.99
THE TRAIN	2.99
SPITTING IMAGE	3.99
WINNERS BOOT CAMP	2.99
VINDICATORS	4.99
ANDY CAPP	2.99
LOADS OF MIDNIGHT	2.99
VENOM STRIKES BACK	2.99
TRIVIAL PURSUIT	4.99
TRIV PURSUIT NEW BEGIN	4.99
ACE 2000	2.99
BEZ	1.99
ICE+	2.99

### SPECIALS CASSETTE

NIGHT GUNNER	1.99
GUADALCANAL	1.99
MEGA APOCALYPSE	1.99
HVE	1.99
ISS	2.99
CAPT AMERICA	2.99
BLASTERBOYS	4.99
RETURN OF THE JEDI	4.99
PACMANIA	4.99
HUNT FOR RED OCTOBER	6.99
ESPIONAGE	2.99
PETER BEARDSLEY'S SOCCER	3.99
KARI WARRIORS	3.99
MINDFIGHTER	3.99
THUNDERBOYS	6.99
RUNNING MAN	4.99
TOP GUN	2.99
CRAZY CARS	2.99
HYPERSPORTS	2.99
JACK THE HIPPER	2.99
GREEN BERET	2.99
THUNDERCATS	2.99
PAPERBOY	2.99
POSTMAN PAT	1.99

## TOP 30 CHART

BATMAN THE MOVIE	6.99	TREBLE CHAMPIONS	6.99
UNTOUCHABLES	6.99	SILKWORM	6.99
CONTINENTAL CIRCUS	6.99	SAINT & GREASY	6.99
LASER SQUAD	6.99	CRICKET MASTER	6.99
STINDER	6.99	INDY JONES	6.99
RAINBOW ISLANDS	6.99	VIGILANTE	6.99
NEW ZEALAND STORY	6.99	ACTION FIGHTER	6.99
CRAZY CARS II	6.99	FORGOTTEN WORLDS	6.99
ROBOCOP	6.99	MICRO SOCCER	6.99
SHINOBI	6.99	BRACH VIOLEY	6.99
A.P.B.	6.99	GAZZA'S SOCCER	6.99
ALTERED BEAST	6.99	DOUBLE DRAGON II	6.99
DRAGON SPIRIT	6.99	XENOPHOB	6.99
RICK DANGEROUS	6.99	GALACTICA	6.99
CARAL	6.99	PROJECT STEALTH FIGHTER	6.99
GEMINI WING	6.99	TUSKER	6.99
MR NELL	6.99	TEST DRIVE II	6.99
PURPLE SATURN DAY	6.99	CHAMBERS OF SHAOLIN	6.99
RISK	6.99	TERRY'S BIG ADVENTURE	6.99
STUNT CAR RACER	6.99	TOOBIN	6.99
CHASE H.Q.	6.99	FOOTBALLER OF THE YEAR II	6.99
BOMBER	6.99	REG NORMANDY GUY	6.99
OP THUNDERBOLT	6.99	BOXING MANAGER	6.99
POWERDRIFT	6.99	IRON LORD	6.99
HARD DRIVEN	6.99	MASTER GRAND PROX	6.99
TOOBIN	6.99	FIGHTING SOCCER	6.99
SUPER WONDERBOY	6.99	NINJA WARRIORS	6.99
TUSKER	6.99	MOONWALKER	6.99
DYNAMITE DUX	6.99	F-15 STRIKE EAGLE	6.99
GHOSTBUSTERS II	6.99	SILENT SERVICE	6.99
ROADBLASTERS	6.99	FOOTBALL DIRECTOR	6.99
LICENCE TO KILL	6.99	FOOTBALL DIRECTOR (128K)	12.99
KICKOFF	6.99	FOOTBALL MANAGER II	4.99
THE NATIONAL	6.99	FOOTBALL MGR EXP KIT	4.99
EMILY HUGHES SOCCER	6.99	COLOSSUS CHESS 4	6.99
3D POOL	6.99	COLOSSUS BRIDGE	7.99
OP WOLF	6.99	QUESTION OF SPORT	6.99
DRAGON NINJA	6.99	Pictionary	10.99
GUNSHIP	6.99	RODEO GAMES	6.99
GHOULS 'N' GHOSTS	6.99	SKATE OR DIE	6.99
ARMORNE RANGER	6.99	HEROES OF THE LANCE	6.99
CHUCK YEAGERS (AFT)	6.99	STORMLORD	6.99
TIMES OF LORE	6.99	SUPER SCRAMBLE	6.99
TANK ATTACK	6.99	OUTRUN EUROPA	6.99
MYTH	7.99	TOTAL ECLIPSE	6.99

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO TURBOSOFT. ORDERS OVER £5 P&P FREE, UNDER £5 PLEASE ADD 50P PER ITEM. EUROPE ADD £1 P&P. OVERSEAS ADD £1.50 P&P. N.B. PLEASE STATE MAKE OF COMPUTER & CASS OR DISC

### COMPILATIONS

COMPUTER HITS VOL 5	DARK FORCE
ONLY £3.99 DISC £13.99 MEGA APOCALYPSE MAGNETRON, TRAZ MYSTERY OF THE NILE NINJA HAMSTER, CATCH 23 FRIGHTMARE, DUREL	ONLY £3.99 DISC £13.99 LAST NINJA II, BATMAN DARKSIDE, R-TYPE
MEGA HITS ONLY £2.99	IN CROWD
3D STARSTRIKE, BLUE THUNDER, WHEELIE, SON OF BLAGGER, PYSTROM, FALL GUY, AUTOMANIA, BUGABOO, BLADE ALLEY, PENETRATOR	ONLY £10.99 BARBARIAN, GRYZOR, CRAZY CARS, PREDATOR, KARNOV, COMBAT SCHOOL, TARGET RENEGADE, PLATOON
SUPREME CHALLENGE	TATTO COIN OP
ONLY £4.99 DISC £10.99 ELITE, ACE, SENTINEL STARGLIDER, TETRIS	ONLY £8.99 RASTAN, FLYING SHARK, BUBBLE BOBBLE, ARKANOID, SLAPFIGHT, ARKANOID II, RENEGADE, LEGEND OF KAGE

### +3 DISC OFFERS

3D POOL	10.99	RICK DANGEROUS	10.99
A.P.B.	10.99	ROBOCOP	10.99
ACTION FIGHTER	10.99	SILKWORM	10.99
ARMORNE RANGER	10.99	STANDLIDER II	12.99
BANDS TALE I	6.99	TANK ATTACK	10.99
BRIAN CLOUGH'S FOOTBALL	7.99	TIMES OF LORE	10.99
CARRIER COMMAND	12.99	TOMAHAWK	8.99
COLOSSUS BRIDGE	10.99	WAR IN MIDDLE EARTH	10.99
COLOSSUS CHESS 4	10.99	NEW RELEASES	
CORRUPTION	10.99	CARAL	10.99
DOUBLE DRAGON	10.99	DRAGON SPIRIT	10.99
EMILY HUGHES SOCCER	10.99	LASER SQUAD	10.99
FOOTBALL DIRECTOR II	12.99	ALTERED BEAST	10.99
FOOTBALL MANAGER II	10.99	BATMAN THE MOVIE	10.99
GUNSHIP	10.99	RAINBOW ISLAND	10.99
H.K.M.	5.99	HARD DRIVEN	10.99
LICENCE TO KILL	10.99	POWERDRIFT	10.99
MICROPROSE SOCCER	10.99	STINDER	10.99
NEW ZEALAND STORY	10.99	OP THUNDERBOLT	10.99
OPERATION WOLF	10.99	DOUBLE DRAGON II	10.99
PACLAND	8.99	UNTOUCHABLES	10.99
PACMANIA	8.99	GHOSTBUSTERS II	10.99
		SUPER WONDERBOY	10.99
		PROJ STEALTH FIGHTER	10.99

FOR EVERY £10 SPENT GET ONE GAME FREE CHOOSE FROM ONE OF THE FOLLOWING FOR YOUR FREE GAME MEGA APOCALYPSE, DEX, TEMPEST, HEARTLAND, THE TRAIN, SUPERSPRINT, BALLBLAZER, PITFALL II, ZENJI, MR WEEMS AND THE SHE DEVILS, EXPLORER, MERMAIDS, MADNESS, DEATH OR GLORY, LOADS OF MIDNIGHT, PRODIGY, PULSATOR, HARDBALL, TWISTER, HIGH FRONTIER, HYPERBALL, TOY BIZZARRE. ALL THE ABOVE GAMES AVAILABLE AT £1.99 EACH.

### EDUCATIONAL

ANSWER BACK JUNIOR	6.99
FRENCH MISTRESS (Beg)	6.99
FRENCH MISTRESS (Adv)	6.99
FUN SCHOOL 2 UNDER 6	7.99
FUN SCHOOL 2 6-8	7.99
FUN SCHOOL 2 8-10	7.99
IDENTIFY EUROPE	6.99
SPELLING	6.99

### UTILITIES

DEVPAC	12.99
HI-SOFT BASIC	10.99
HI-SOFT C	10.99
PRO ADVENTURE WRITER	17.99
TAS COPY	7.99
TAS DIARY	7.99
TAS PRINT	7.99
TASWORD +2	14.99
TASWORD 128K	14.99



# GAMES FREE GAMES

## PRICE LIST

### Williams Computer Services Ltd.

For all your Software requirements.  
For a fast friendly service.

#### GAMES

We have available, a large range of games software in all formats, for all the popular machines.

#### BUSINESS

We can supply software to suit your business needs for P.C. and compatibles.

#### CONSUMABLES

We supply a large range of consumables such as printer ribbons, cables, and blank discs and tapes.

#### JOYSTICKS

We can supply all the popular Joysticks and Interfaces to fit most popular machines.

#### DISC DRIVES

We have available, a range of add-ons and disc drives to suit most machines.

Please phone us for latest prices on all items on 0522 693556 (24 Hours). Or write to us enclosing a 20 pence stamp for your free price list at:- 22 Cottesmore Road, Doddington Park, Lincoln, Lincs, LN6 3RH.  
Please note: All cheques will be cleared immediately if cheque guarantee number written on reverse.

### WILLIAMS COMPUTER SERVICES LTD

Please make all cheques and Postal Orders payable to  
Williams Computer Services Ltd.

## KOBRAH SOFTWARE UTILITIES AND SOFTWARE

**SP5 TAPE TO DISC UTILITY:** INEWI Transfers tapes to +3 disc. Many examples. Now transfers the very latest Pulsing and Countdown programs. FULL manual. FREE superb DISC HEADER READER and DISASSEMBLER. Supplied on Disc at £12.95

**D.I.C.E. INEWI Version 2** disc utility for the +3 Modify and read sectors, back up disks; FULL directory: Recover erased files; Lock out faulty files; Erase/Rename files; Mnu driven; EASY TO USE 'An Excellent package' CRASH October 1988: £12.95 ON DISC

**SD5 TAPE TO M/D UTILITY:** INEWI Transfer tapes to M/D. NOW transfers very latest Pulsing and Countdown programs. FULL manual and FREE disassembler; £7.99 on Tape

**SW1 TAPE TO WAFADRIVE UTILITY:** Transfer PROTECTED tapes to Wafadrive. Handles Pulsing. MANUAL and FREE Disassembler: £7.99 On Tape; £9.95 on Cart.

**SC6 ADVANCED TAPE UTILITY:** INEWI Now will back up most tapes. Handles fast loaders. LONG blocks, the VERY LATEST Pulsing and Countdown programs, FULL Multi-load programs £8.95

**SPECTRUM MACHINE CODE COURSE:** Full course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. FREE disassembler AND Editor/Assembler: £20.00

**PLUS 3 DIARY AND FILING SYSTEM:** INEWI A complete diary/note pad filing system database for the +3, features LARGE database with diary to 2089, also fast search and retrieval of data and biorhythms for 4 people. £12.95 on disc

**DB1 +3 DISC BACKUP UTILITY:** Backup +3 PROTECTED disc to DISC or TAPE. Easy to use; Handles Multi-load programs £12.95 Disc

ALSO AVAILABLE: SD5+ TAPE TO M/D, SO5 TAPE TO OPUS DRIVE; SL4 SPEEDLOADER; CODE INVESTIGATOR - phone for details.

MONEY BACK GUARANTEE - BUY WITH CONFIDENCE

Send cheque/PO to "KOBRAH SOFTWARE", DEPT CR, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-On-Trent, Staffs. ST3 5BH. (Overseas: Europe add1 P+P PER ITEM, others 2). Send SAE (9"x5") for detailed catalogue - mark envelope "ENQUIRY" We now stock entire range of Spectrum Commercial software with huge savings.



Please send SAE or phone for catalogue.  
For more information please phone: 078 130 5244  
Access, Visa Welcome - please phone above number.  
(24-hour, 7-days a week for FAST Mail Order)



**Spectrum +2** for sale with music machine (both boxed) and over £250 worth of games and over £100 worth of mags. Worth £570; will sell for £275. Phone (0482) 890237, ask for Martin after 6pm.

**Spectrum +3**, Multiface 3, over £300 software including Batman The Movie, Carrier Command etc. Also includes blank disks, disk box and tape leads. All boxed and in good condition. Worth £600, sell for £170. Contact (01) 953 0225 after 5.30pm.

**Sega Master system**, lots of software & light phaser, Sega control pad, full boxed rapid fire unit. Worth £350, will sell for £250. Excellent condition. Contact Charles (0491) 652020, Cholsey, Oxfordshire OX10 9PA.

## Live Circuit

**Atari VCR 2600** games computer plus 20+ games. Very good condition. Only £40. Tel: 0737 557657.

**Sinclair 128K**, desk, chair, Interface 1 & 2, two m/drives, Multiface 128, two cassette recorders, games, books, cheats, twenty cartridges etc. £300. Ring Keith on 04023 71564 (Romford area).

**Spectrum 48K**, Teletext adaptor, Multiface One and a Tandy backup hardware, Timex printer, data recorder, joystick + interface, hundreds of games. Advertised before but not sold due to time wasters. £250 ono. Southwell near Nottingham. Tel: (0636) 812125. Ask for Duncan.

## COMPO WINNERS

Prizes ahoy! Did you enter a compo recently? No?! You fool! You could have been a compo winner just like all these people. Take this lot for example: these five have won a copy of The Untouchables on video and a copy of the game from Ocean!!

Stephen Leigh, Stockport SK5 8JF; Richard Rodway, Basingstoke RG26 6SZ; Michael Neal, London N1 5TD; Stephen Lee, Edgware HA8 5DP; Steve Adams, Royston SG8 5DW.

And these 15 runners-up have won a copy of the game: Ben Baker, Coventry CV7 7NX; Robert Davies, Sutton Coldfield B73 5LE; Stephen Watkins, Corwen LL21 9DH; James Pritchard, Brighnath WV16 5EX; Alex Miles, Colchester CO3 3RB; Colin Dingwall, Lochwinnoch PA12 4AZ; David Hall, Reading RG7 3HF; Vicky Hazeldine, Barnsley S71 5QU; Ben Connolly, East Boldon NE36 0LT; Stephen Haywood, Nottingham NG5 5JG; Simon Rackstraw, Washington NE38 9EL; E J Chun, Galgate LA2 0NQ; Royston Bayliss, Chaddesden DE2 4JN; Geraini Grant, Cardiff CF4 1DE; Darren Marklew, Kingswinford DY6 8JF.

Do you Stick It Up With Powerplay? You may have won! The Winner who receives an Amstrad Satellite System consisting of a dish and tuner is Keith Fryer, Warminster BA12 8LY.

And 20 runners up who each receive a Crystal Joystick are: Phillip Bewick, Carlisle CA5 3PQ; Lee Tottersall, Bury BL8 2EB; Scott Wilkinson, Notts NG17 7EL; Peter Welch, Essex CM8 2XR; I. Plimmer, Merseyside WA12 8SD;

G. Mercuri, Chesterfield S40 4EQ; Alastair Cushion, March PE15 9SS; Richard Davis, Tyne/Wear NE38 0PE; Ian M. Blackhurst, Merseyside L25 1NX; Malc Sims, Kent CT1 1YF; David Jolley, Wigan WN2 1SB; Nicholas Welburn, York YO3 8YU James Newman, Surrey GU17 7QD; Edward Reed, Pembroke Dock S72 4UL; Richard Karpa, Oxon OX6 7DX; Simon Twomey, Ipswich IP1 5JZ; Sudip Samanta, Essex RM11 2TH; Stephen Haigh, Cornwall PL31 1EH; Jon Sendel, Sheffield S.Yorks; David Asson, Nr.Wigan WN5 7PW.

Or how about the phone-in compo where you could have won a copy of CodeMasters Operation Gunship? These people have!

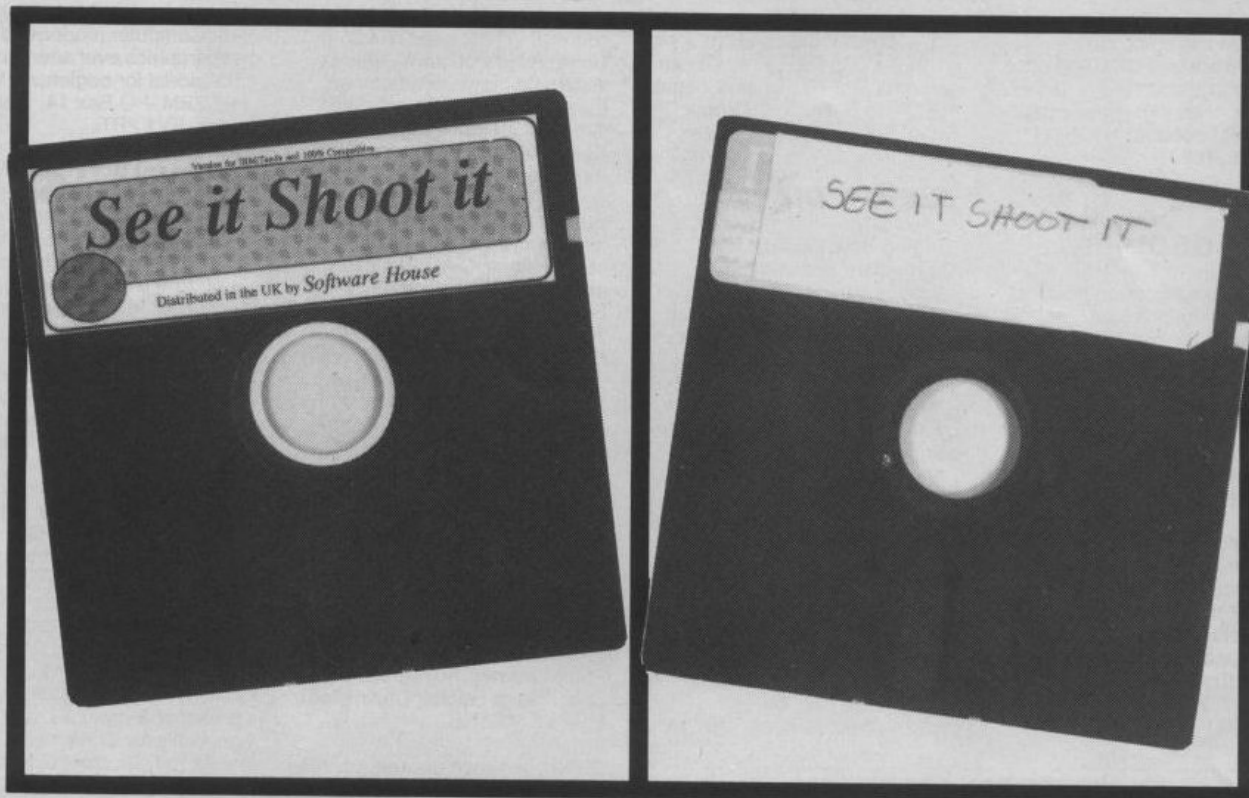
Merfyn Jenkins, Gwynedd LL64 5QR; Peter Harkess, East Lothian EH32 0BS; Colin Davison, Newcastle NES 1SR; Alan Scrivens, Surrey KT9 1JZ; Michael Bible, Norwich NR3 4PN; Colin Macdonald, Dundee DD5 4RZ; Clare Jones, Ealing W5 2SJ; Andrew Younger, Oxon OX9 3YT; Robert Bailey, Merseyside WA12 0DR; Michael Baines, Salford M5 2ET; Mr. C. Lawton, Birmingham B38 9DX; Crash Reader, Redditch B98 0EZ; G. White, Doncaster DN3 2LB; Andrew Gould, Swindon SN1 5DB; Matthew Williams, Surrey KT12 1LL; W. Burton, Kent BR2 0EX; Liam Lukeszewicz, Pontefract WF9 5NH; Paul Badford, Cumbria LA14 3YE; Daniel Nixon, Stafford ST20 0BJ; Thomas Vanner, Co. Antrim BT28 3EB; Robert Butler, Beaconsfield HP9 1XW; Michael Harvey, Edinburgh EH6 4NJ; Mark Strange, Sussex TN33 9QE; Colin, Kent DA9 9JL.

You're obviously a bunch of thickos because we offered 50 prizes but only this lot could come up with the correct answers!!

More lucky names next month — maybe you?



# WARNING



**THIS DISK  
COSTS  
£14.99**

**THIS DISK  
COULD COST  
£2,000**

It's against the law to pirate software. You can be fined £2,000 or go to prison for six months.

THIS CAMPAIGN IS ORGANISED BY  
**ELSPA**  
EUROPEAN LEISURE SOFTWARE  
PUBLISHERS ASSOCIATION

Any information on piracy  
should be passed to  
The Federation Against Software Theft.  
Telephone 01-240 6756





# Live Circuit

**Spectrum +2A**, over £500 worth of games incl. Microprose Soccer, Tracksuit Manager and more. With Cheetah joystick. All for just £350 ono. Phone (0582) 882295 after 6pm. Ask for Ian.

**Spectrum 128K +2**, 10 months old, original box and manual, joystick, lightpen and over £100 of software. Reason for sale: Upgrading to business computer. Phone (0202) 761163.

**Light pen** and 46 games for sale. Light pen and compatible software are only £10. And price lists are available for the games. (approx. price £1). If interested, then please contact Kevin on (0803) 62188.

## PENPALS

### USER GROUPS

**Utilities**, programming help, graphics, info, practical homegrown software for serious users on +3 disk, Disciple/+D, Opus, microdrive, cassette. "OUTLET!" (Monthly since 1987!) Latest issue £2.50 to newcomers only! R. Cavers, 605 Loughborough Road, Birstall, Leicester.

**Do you need sprites**, scrolling, fast running programs? Then learn machine code with ACTION TAPES! Tape 1 for the complete beginner includes demos for sprites and scrolling, and all for just £3. Try it! Nick Lewis, 52 Kyle Crescent, Whitchurch, Cardiff CF4 1SU.

## FANZINES

**ENIGMA 4 out now!** 300K of 100% m/code, news, review, screens, hacks and hints. Exclusive interview with Mike Gerrard. All for only £1.99 (£1.50 + blank C-90). For Spectrum 128/+2/+3. From 'Enigma' (Mail Order), 15 Westfield Road, Inverurie, Aberdeen AB5 9YR.

**GAME BUSTERS.** Over 26 A4 sides containing 200+ pokes, maps, cheats and solutions for only £2 + 50p P&P. Free Ocean game for first 10 replies. Cheques or PO's to S. Clark, 25 South Road, Saffron Walden, Essex CB11 3DG.

## EVENTS DIARY

**Closing down sale!!!** All 'Cairnpokes' pokes, maps, solutions, adventure maps + solutions and more - must go!!! Over 50% off everything!! For catalogue - 40p + SAE:- Cairnpoke, Glenfield House, 246 Comber Road, Lisburn, Co Antrim BT27 6XZ. Must end soon!!! Free competition with catalogue!!

## MISCELLANEOUS

**Christmas Greetings** from Vinsoft! KNOCKOUT - Boxing - Strategy + Simulation - 12 opponents, speech, joystick, great colourful graphics + more! Only £1.99!! GRAND PRIX RIDERS - 100% fast response menu driven strategy, realistic, save/load game, sponsors, bank, weather +

more! Only £2.99!! \*NEW\* SPI-DROID - a compulsively addictive "Marble-Madness" clone - amazing graphics, colour + sound! 30+ screens, 3 skill levels, hi-score table, joysticks, define keys, aliens, lifts, holes, Killer Bubbles + more! Overall : 80% C.C.C. Nov 89! Only £2.50!! \*VINSOFT'S XMAS '89 PACK\* An ideal Xmas present for all tastes; all 3 aforementioned games for only £6.50! Inc. P&P!! (Chq/PO/cash) - Months of fun! We'll also giftwrap it at your request! Offer closes Jan 25th. Hurry! Payments to: V. Vity, 11 Willow Gr., Bare, Morecambe, Lancs. LA4 6JJ. Please state Crash. PS: Rudolf The Red Nose Kangaroo had a very shiny rhubarb!

**Soccer PBM**, match reports, league and lots of cup competitions. Cash and other prizes to be won. Turns weekly. For free Start Up write to Top Teams, 61 Cadle Place, Portmead, Swansea SA5 5NE.

**Fantasy Software** has now four new games on release. For full details send a SAE to R. Johnson, 43 Russell Road, Gravesend, Kent DA12 2RT.

**Compilation** tape of high quality programs for your Spectrum. Arcade and Adventure normally sold separate, but as a special launch offer to readers of Crash only £6.99. Cheques payable to: Philip Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

**Build your own arcade machine** using your computer and television. Easy to build. Playing games will never be the same again! Send a SAE for free information: Mr S.J. Howlett, 58 Beacons View Road, Clase, Swansea SA6 7HU.

**\*PBM Spectacular\*** "Finally here" QUADREN is new, professional and giving away 100's of prizes. QUADREN is an adventure in the making - and everyone's a

winner!! Send a SAE for details to: Quad (I), 17 Grove Rd North, Southsea, Portsmouth, Hants. PO5 1JJ.

**MEGAPRIX:** 30 teams, 65 drivers, 5 tyre and engine types, 16 race real Grand Prix season. Start Up 2 pounds. Turns 50p. For more details send SAE to Malc Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

**GRAND STRATEGY PBM.** Playtest free start and 75p per turn. Computer moderated with best graphics ever seen in a PBM. Ideal for beginners. Write Just PBM, PO Box 14, Blackpool, Lancs. FY1 2PT.

**Dungeon of Death**, the first ever adventure game guaranteed = playable, enjoyable & solvable, by anyone including YOU!!! Available for the 48/128K Spectrums. Send £3.00 to Trevor, 529 Middlepark Avenue, Motttingham, London SE9 5QP.

**Control Software's** Speech Synthesizer: make your Speccy talk. No more to buy, only £4.99. Buy now and enter the Control's give-away. Win joysticks, software, light guns. Closing date 1st December. Control Software, St Anthonys Church Hill, Glanmire, Co Cork, Ireland. IPost today!

**Control Software's** great mad give-away. If you buy Alien Block, just £3.00, and enter the free draw. Win light guns, software, Quickshot 2 joysticks, and all especially for Christmas. Closing date 25/11/89. Control Software, St Anthonys Church Hill, Glanmire, Co Cork, Ireland. Hurry!!!

**STAR TREK - The Computer Game.** Take command of the Starship Enterprise in battles against the Klingons. Phasers, Photon Torpedos, Starbases. This 1989 version has the lot! Only £2.99: S.J. Howlett, 58 Beaconsview Road, Clase, Swansea SA6 7HU.

### 35 WORDS FOR ONLY £4.50!

Fill in the form below and enclose with your £4.50 payment, cheque or postal order made payable to **NEWSFIELD LIMITED**. Photocopies of the form are acceptable

**CRASH Reader Classified** section is not open to trade or commercial advertisers, but Fanzines may use it. Headings are: WANTED, FOR SALE, USER GROUPS, PENPALS, FANZINES and EVENTS DIARY (for club/user groups). The maximum wordage is 35. Small ads will be printed in the first available issue. The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy.

### CRASH READER CLASSIFIEDS

Send to **CRASH READER CLASSIFIED**, PO Box 10, Ludlow, Shropshire SY8 1DB

Name .....

Address .....

Postcode .....

Please tick: ☐ Wanted ☐ For Sale ☐ Penpals ☐ User Groups ☐ Fanzines

☐ Events Diary ☐ Miscellaneous

Write your advertisement here, one word per box and include address and phone number if you want them printed.


**EDITORIAL OFFICE** 47 Gravel Hill, Ludlow, Shropshire SY8 1QS (0584) 875851/2/3 Editor: Oliver Frey Features Editor: Richard Eddy Staff Writer: Mark Caswell Editorial Assistant: Viv Vickress Photography: Michael Parkinson Contributors: Nick Roberts Production Manager: Jonathan Rignall Production Supervisor: Matthew Uffindell Reprographics: Robert Millicham, Tim Morris, Robb (the Rev) Hamilton, Jenny Reddard Design: David Western, Mark Kendrick, Melvyn Fisher Systems Operator: Ian Chubbitt Group Advertisement Manager: Neil Dyson Advertisement Sales Executives: Caroline Blake, Christiana Testa Assistant: Jackie Morris (0584) 874803 Group Promotions Executive: Richard Eddy Mail order: Carol Kinsey Subscriptions: PO Box 20, Ludlow, Shropshire SY8 1DB Designed and typeset on Apple Macintosh II computers running Quark Xpress and Adobe Illustrator 88, with systems support from Digital Print Reprographics, Wirral Business Centre, Merseyside. Colour origination by Scan Studios, Islington Green, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of the BPCC Group.

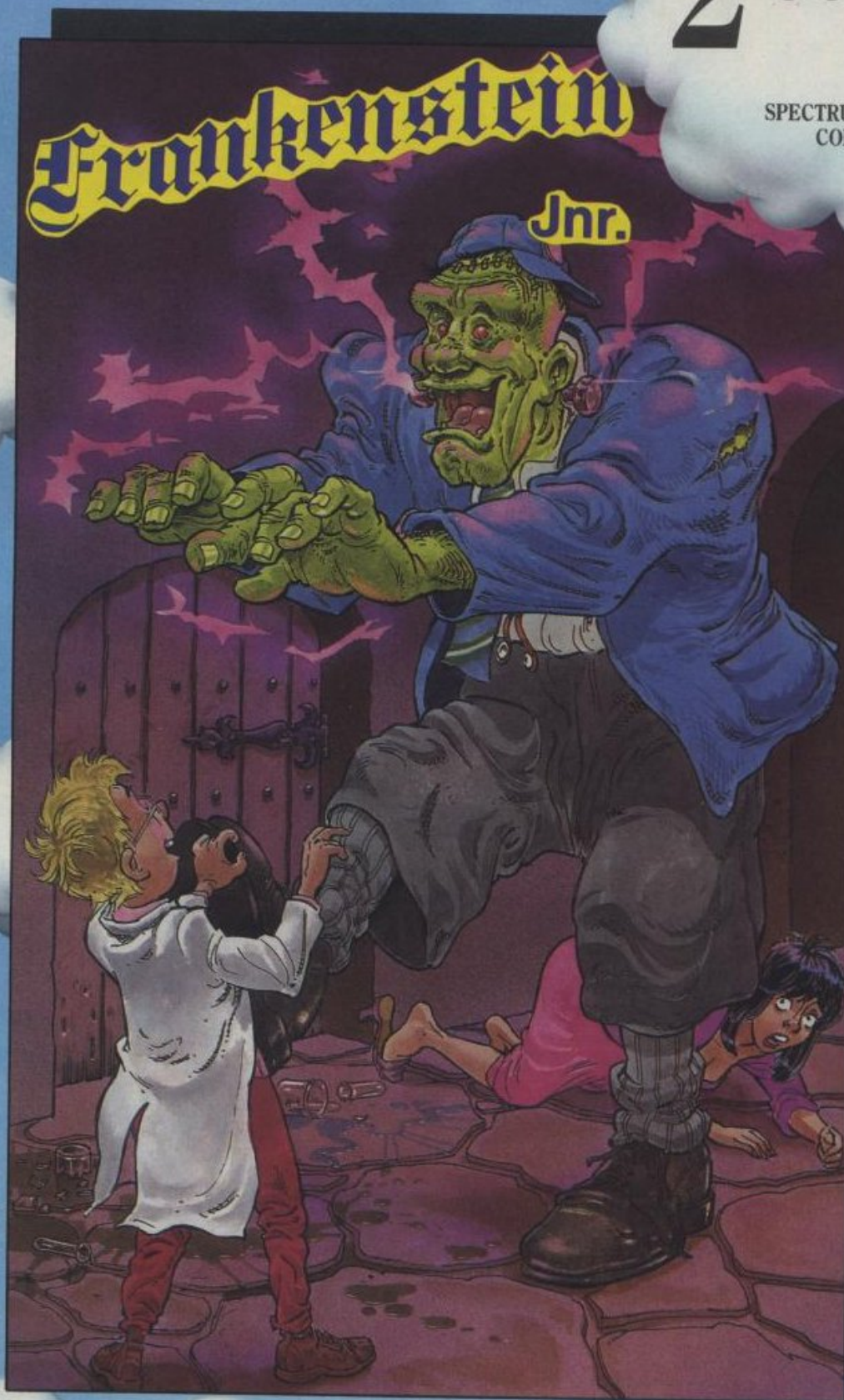
Distribution by COMAG, Tavistock Road, West Drayton, Middlesex. **COMPETITION RULES** The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to dispatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitors (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Viv Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes may enter one of our competitions. No material may be reproduced in part or in whole without the written consent of the copyright holders. We cannot undertake to return anything sent into CRASH - including written and photographic material, hardware and software - unless it is accompanied by a suitably stamped, addressed envelope. We regret that readers' postal enquiries cannot always be answered. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. Colour photographic material should be 35mm transparencies wherever possible. The views expressed in CRASH are not necessarily those of the publishers. Copyright CRASH Ltd 1989 A Newsfield Publication ISSN 0954-8861 Cover Design by Oliver Frey.



£2.99

"Look out for great  
new games in the  
Cartoon Time  
range from  
CodeMasters"

SPECTRUM, AMSTRAD CPC,  
COMMODORE 64



1

LECTOR'S  
DITION

### FRANKENSTEIN JNR.

Take control of The Monster in this hilarious Cartoon Adventure.

All Cartoon Time Games feature special Cartoon Characters, some you will already know, others like FRANKENSTEIN JNR. are new to the World of computer games.

The Cartoon Time games are a Collector's Series, each with its own unique number. Look out for the great Prizes from Character T-Shirts to Trips to DisneyWorld!

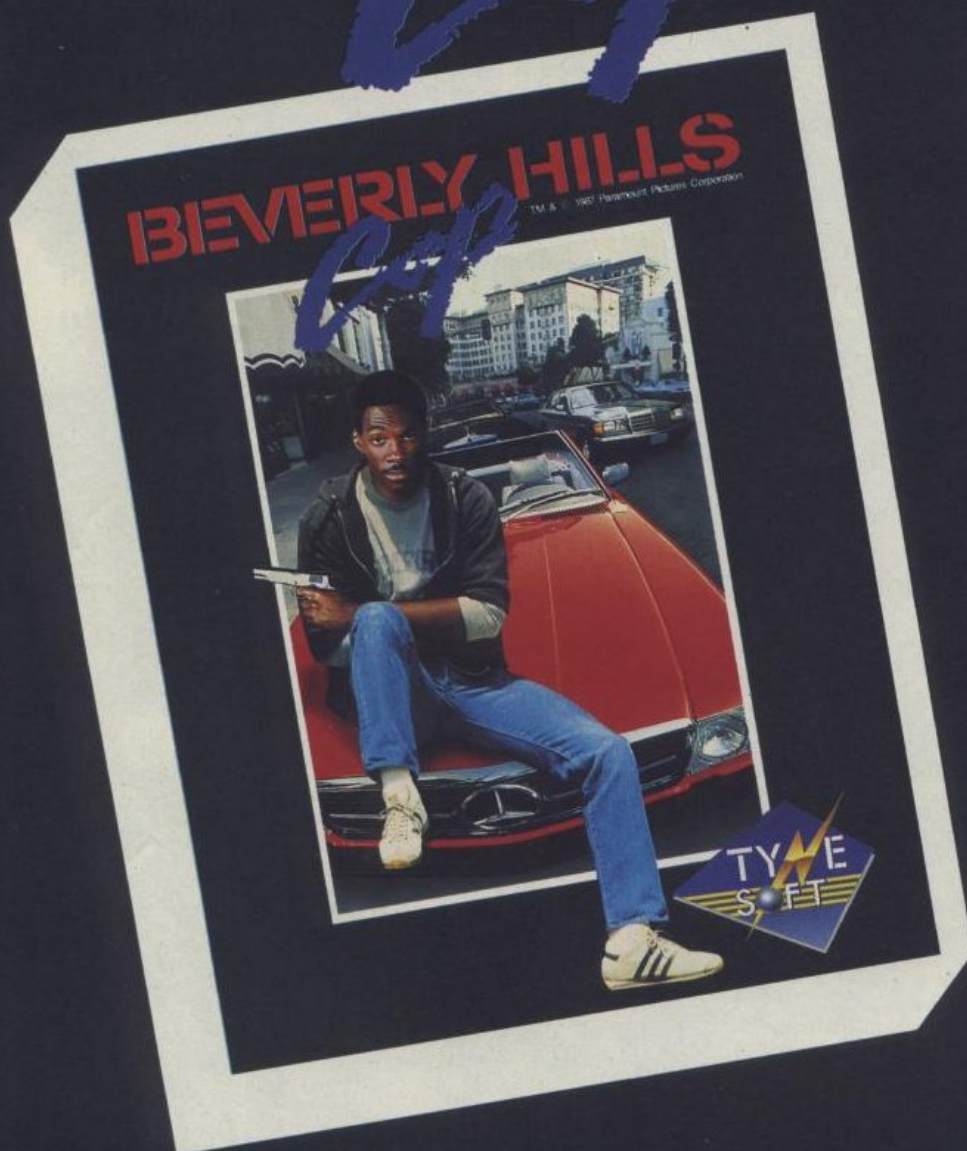
**CARTOON  
TIME**



# BEVERLY HILLS

® & © 1990 PARAMOUNT PICTURES.  
ALL RIGHTS RESERVED.

*Cop*



Look out, Beverly Hills  
Here comes Axel Foley !

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real stumper! He's going to stop the crime of the year, unless an army of trigger-happy gunmen stop him first !

You'll roar down crowded city streets, race against time to stop a daring robbery, stalk armed killers, hunt for clues to a bizarre crime, and fight for your life again and again in this high-speed action adventure starring the fast-talking, quick-shooting detective.

## AVAILABLE ON:

ST £24.99 AMIGA £24.99 PC £24.99 CBM64 CASS £9.99  
CBM64 DISK £14.99 AMSTRAD CASS £9.99 AMSTRAD DISK £14.99  
SPECTRUM CASS £8.99 SPECTRUM DISK £14.99

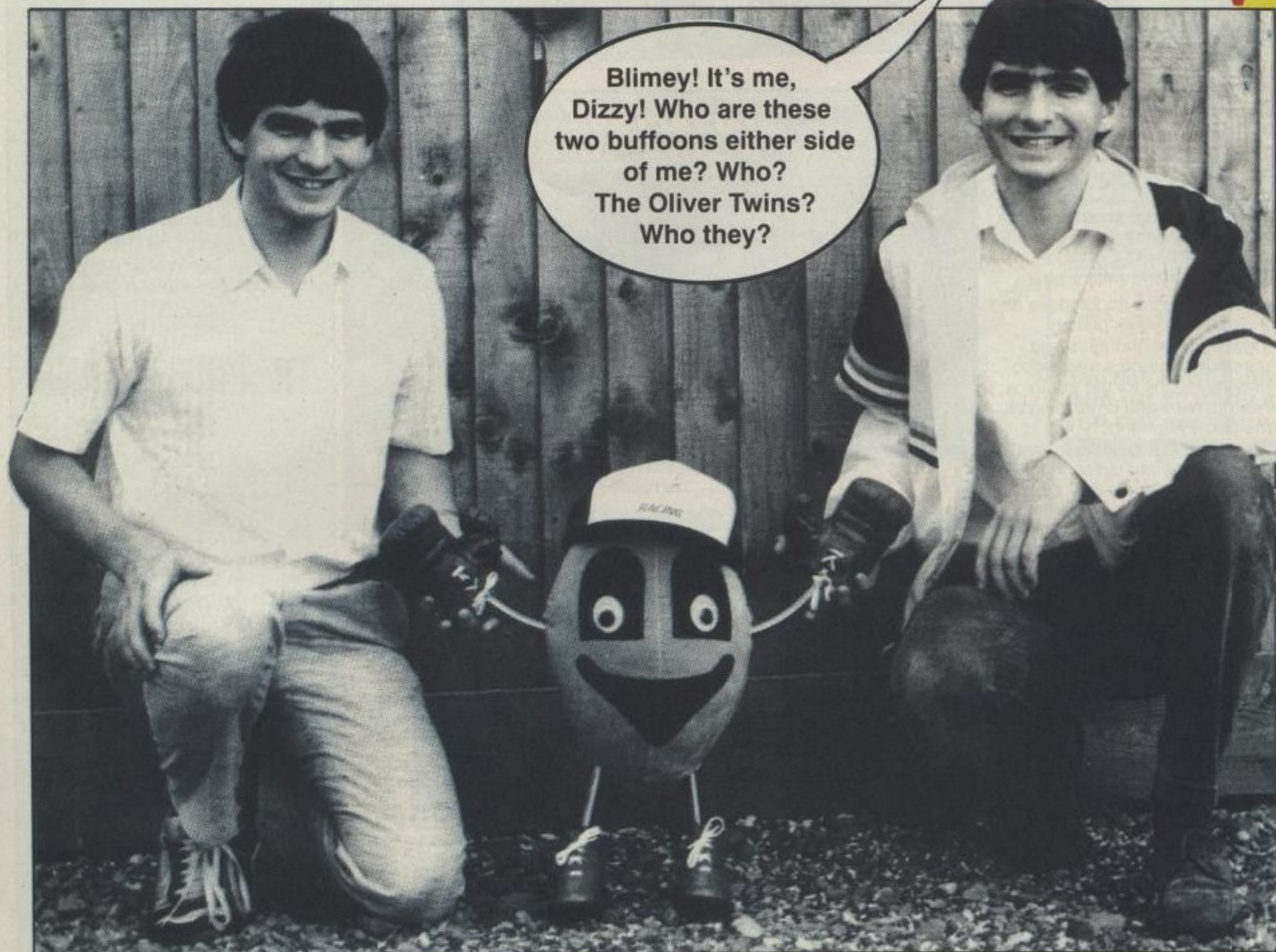


Tynesoft Computer Software Ltd., Addison Industrial Estate, Blaydon, Tyne & Wear NE21 4TE. U.K. Tel: (091) 414 4611



# THE PHENOMENON THAT IS DIZZY!!

That ever potential omelette Dizzy is an eggstraordinary little fellow, isn't he? Created by the now 'famous' Oliver Twins he's won the heart of around a million games players, putting his popularity up among the Robocop stakes. Now the Twins have finished Dizzy's third epic, Richard Eddy begins to wonder whether the nation isn't going completely potty!



**T**he Oliver Twins (Philip and Andrew) are renowned for being loud, enthusiastic and quite pleasantly dotty, so there's no point talking to them unless you've psyched yourself up for it. Right. Here goes. 'Hello? HELLO!' bawls an Oliver Twin down the CRASH blower, 'It's Philip! Hello!! Sorry, it's only me!! You've only got one twin to speak to!! Andrew's really ill!!' (a

noise of coughing, spluttering and general illness comes from the background).

Right then. Hello Philip. So, tell me, has the nation really gone Dizzy dotty? 'Oh yes! Completely! Hundreds of thousands of people are playing the Dizzy games. He's probably the most popular character ever created on computer. He's better than any licensed character

y'know!' Really? 'Oh yeah! Y'know we had a game called *Fast Food* which was released not long after *Dizzy II*, well that had a 'guest appearance' by Dizzy and it really made the game. It sold even more than the original Dizzy did. He's great!'

Good grief! Is there any way to save the nation's sanity? 'Well, it's a bit late now, isn't it? But, did you know that Dizzy nearly never

happened?' Gosh! Pray, tell.. 'Before Dizzy we were mainly producing action games, y'know — all the simulator types. And then we did this game called *Robin Hood* (fun platform jae) which was followed up by *Ghost Hunters*. They were quite different. The main characters in both games were men, but we were fed up of drawing and animating people, so I tried



something else. I drew up this egg-shaped blob with arms and legs and thought: 'Dizzy!' And that's how he was born.

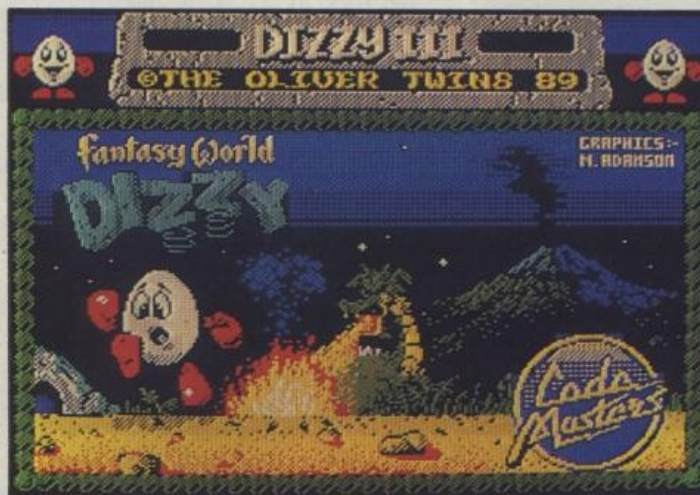
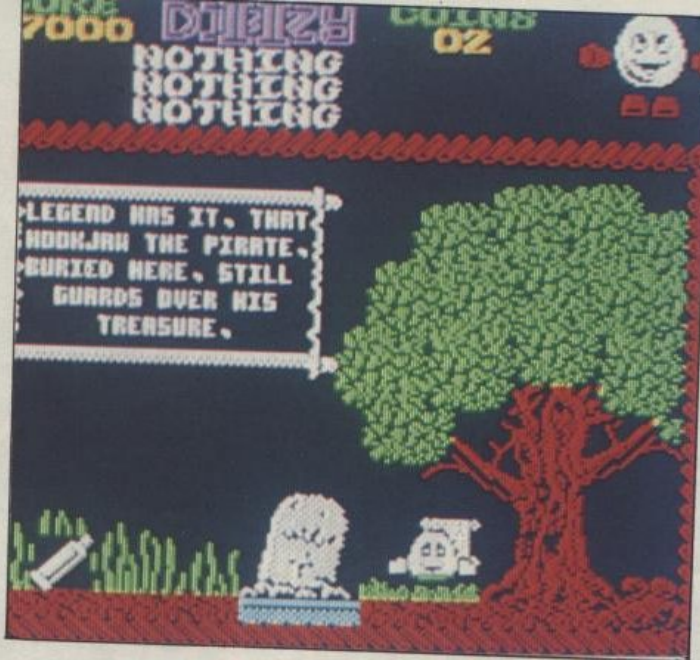
'We implemented Dizzy into *Ghost Hunters* with all his animation of running and jumping and showed it to Richard and David (Darling) at CodeMasters. But they weren't too happy with it, thought it wouldn't work, but said to come up with a game idea and then show them again. So we did, and they put it out as an experiment. And it sold like hot cakes!! It was just sooo popular and was in the charts for ages.

'It was then that we realised we had given the younger group of games players something ideal — *Dizzy* was fun, graphically very good, entertaining, cheap and most importantly cute. Both *Treasure Island Dizzy* and *Fast Food* were then created with the same objectives in mind and it worked. Hence the new CodeMasters label **Cartoon Time**, created especially for fun games like *Dizzy*: it should be very popular!'

How do you go about creating a new *Dizzy* game? 'We do think about it! We don't just wake up one morning and write a new *Dizzy*. We knock about ideas and then spend a week putting together all our thoughts and research to create a new world; drawing roughs for the graphics, making maps and organising all the puzzle elements.

'Though saying all that, after deciding on a gameplan it doesn't take that long to actually program the game. *Dizzy III* was written in 29 days in September!! We didn't rush it, but it was enjoyable to do, and I'm very pleased with the end result.'

Do you ever go back and play the previous *Dizzy* games? 'No! It makes me feel guilty — playing games is so much fun that I think it isn't work, so I tend not to. Anyway, after three days play-testing a game non-stop, testing every nook and cranny, there's not a lot left for me to discover, is there?! I will play arcade



machines, as research obviously.' (Hem, hem).

Now Dizzy's in his new adventure, *Fantasy World*, what's he going to be getting up to next? 'We don't want to spoil the excitement at the moment. It'll probably be another year before Dizzy returns again — he's in need of a holiday! No, but seriously, bringing out another adventure would dilute the effect of *Fantasy World* — we want gamers to enjoy that for a while.

Though, for the next game, we're toying with the idea of a *Superhero Dizzy*: that might be on the cards next'. In the meantime you can expect to see Dizzy making a few more guest appearances!'

Phew! This Dizzy milarky could drive you bonkers! Before you know it you'll probably see Dizzy badges, t-shirts, pillows, mugs and books popping up all over the place!! 'Erm,' says Philip, 'funny you should say that because...'

ARRRGGGGHHH! Hay! No! I can't stand it! I'm seeing Dizzys before my eyes! Yibble! Yibble!! Where's me Dizzy hot water bottle, nurse? Nurse!! Yibble!! (Straight jackets ahoy!! —Ed)

**HE'S EVERYWHERE**  
Play the CRASH version of *Dizzy II* on this month's tape and check out CRASH 65 for *Dizzy* — The CRASH Edition on the Powertape cassette!



## DJ Nicko's Crucial Guide to the Phenomenon That Is Dizzy!!

### DIZZY

#### Hit The First

'The animation is excellent, the graphics are brilliant, with colour complementing them perfectly; sound is well used with a good tune at the start and spot FX an tunes in the game. I can't find ANYTHING nasty to say about Dizzy, it's just so addictive and neat.'

85%

## TREASURE ISLAND DIZZY

#### Hit The Second

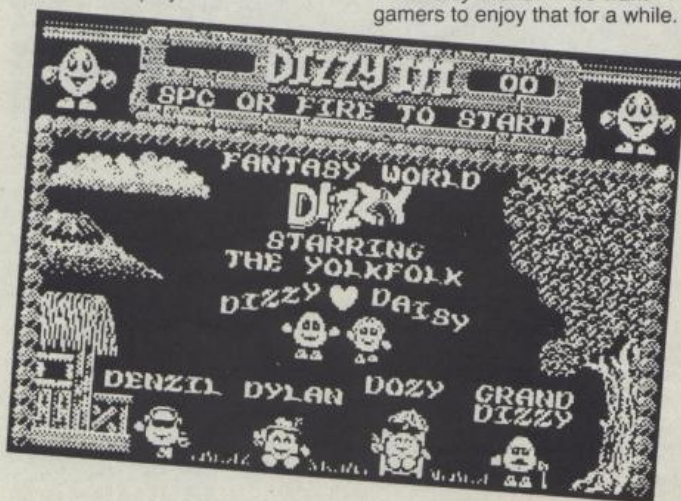
'The graphics on the island are all cartoon-style with an impressive amount of colour and great detail. The Dizzy sprite is the same as in the original game with all its jumps and cute little rolls. It's this cuteness coupled with the playability that makes it so addictive. The puzzles in the game are just at the right difficulty level. I guarantee you will get hours of fun out of this game, a must for everyone's software collection.'

87%

## FANTASY WORLD DIZZY

#### Hit The Third

'This is just brilliant — the perfect cartoon caper and definitely the best Dizzy game yet. The puzzles are easy to start with and get progressively harder, but that makes the playability just right! Graphics are of a very high standard and.. Oh! Flip to page 56 and read the Smashing review!!'





# DATEL ELECTRONICS

**THE ULTIMATE  
MIDI PACKAGE...**



**MIDI  
COMPATIBLE**



## music machine

**THE RAM MUSIC MACHINE IS PROBABLY THE MOST  
EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.**

- ▼ It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- ▼ It's an echo chamber & digital delay line. Create very interesting effects.
- ▼ Various sampled sounds are provided to get you going.

- ▼ The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.

- ▼ The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.

- ▼ It's a two voice music/sound synth.

- ▼ Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- ▼ Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- ▼ Use a full size MIDI keyboard to play the Music Machine.
- ▼ Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.

- ▼ On screen Sound Editor can produce MIDI data from your own compositions.

- ▼ No other product can offer so much in one unit - it's the total solution!!

**ONLY  
£49.99**

**FOR THE BEST MUSIC  
ADD-ON AVAILABLE  
FOR THE SPECTRUM**

**NEW**

## A TOTAL MIDI/MUSIC PACKAGE

**IF YOU ARE INTERESTED IN MIDI/MUSIC ON THE SPECTRUM...  
THIS IS FOR YOU!!**

**COMPLETE PACKAGE  
INCLUDES RAM  
MUSIC MACHINE  
PLUS YAMAHA SHS  
10 SYNTHESISER  
KEYBOARD PLUS  
FREE MIDI CABLES**

**ALL FOR**

**ONLY  
£99.99**

**FREE  
MIDI  
CABLES**



**YAMAHA  
SYNTHESISER  
PLUS RAM MUSIC MACHINE  
MAKES THE PERFECT MIDI SYSTEM  
FOR THE SPECTRUM!!**

**▼ WE HAVE LIMITED NUMBERS OF THESE SUPERB MIDI SYNTHESISER MUSIC  
PACKS. JUST COMPARE THE FEATURES...**

- ▼ The world's first shoulder keyboard.
- ▼ With 25 built-in instrument choices.
- ▼ Choice of 25 rhythm styles.
- ▼ Vibrato, sustain and portamento special effects available.

- ▼ 3 fill-in variations for professional rhythm changeovers.
- ▼ Complete range of 32 keys for great melody play-a-long.
- ▼ Compose your own backing into the chord sequencer.

- ▼ True MIDI output - connects to other MIDI instruments including Music Machine.
- ▼ Comes complete with Music Machine (see details above).
- ▼ Use the built-in pitch bend wheel for added stunning effects.

**THE BEST MUSIC PACKAGES FOR THE SPECTRUM -  
BAR NONE!!**



# DATEL ELECTRONICS

## SPECIAL VALUE PACK



+ **Quickshot II**

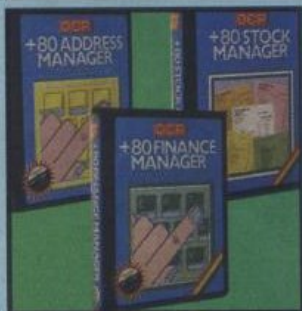
## VALUE PACK

WITH FREE SUPERSPRINT GAME!!

- ▼ The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- ▼ The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- ▼ Throughport allows for other add-ons.
- ▼ Built-in reset switch & power protector.

- ▼ Allows simultaneous two player option for dual games (inc.. free Supersprint).
- ▼ Works with any standard 99 pin joystick including auto fire types.
- ▼ The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- ▼ Four suction cups on the base facilitate one hand operation.

**ONLY £22.99 COMPLETE**  
(WHILE STOCKS LAST)  
RAM TURBO INTERFACE AVAILABLE  
SEPARATELY **ONLY £14.99**



## DCP MICRO MANAGERS

### ADDRESS MANAGER

- ▼ Store up to 350 names, addresses & phone numbers.
- ▼ Find just what you want easily - multi-indexing.
- ▼ Label printing routine - full screen editing.

### FINANCE MANAGER

- ▼ A superb yet simple program that allows you to keep your finances in order.
- ▼ From household to small business this is your answer.

### STOCK MANAGER

- ▼ Ideal for the small business - up to 600 lines.
- ▼ Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

**ALL THREE ONLY**  
**£14.99** (All Microdrive compatible)



## DCP TOOLKITS

### MASTER TOOLKIT

- ▼ Add a whole range of powerful new commands to the existing Spectrum Basic.
- ▼ Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- ▼ A real must for the programming beginner.

### EDITOR ASSEMBLER

- ▼ If you are writing Machine Code or just exploring your Spectrum then this is for you.
- ▼ Full 280 instruction set supporter.
- ▼ Too many features to list.

### MACHINE CODE TESTER

- ▼ The ultimate professional tutor/de-bugger
- ▼ This program was written to help the beginner to explore the world of machine code programming.
- ▼ Sits in memory alongside the editor assembler program.

**ALL THREE ONLY**  
**£14.99** (All Microdrive compatible)

## JOYSTICK INTERFACE

- ▼ Full Kempston compatibility.
- ▼ Works with most any program.
- ▼ Superbly styled case - fits snugly into your Spectrum.
- ▼ Accepts any 9 pin type joystick, including rapid fire models.

**ONLY £6.99**  
**SPECIAL OFFER!**  
COMPLETE WITH QUICKSHOT II  
**ONLY £15.99**

## DUAL PORT JOYSTICK INTERFACE

- ▼ Full compatibility with Kempston & cursor.
- ▼ Two sockets to accept any 9 pin joysticks.
- ▼ Supports rapid fire models.
- ▼ Allows two player simultaneous control.

**ONLY £8.99**  
**SPECIAL OFFER!**  
COMPLETE WITH QUICKSHOT II  
**ONLY £15.99**

## CABLES ETC.

### +3 CASSETTE ADAPTOR

- ▼ Allows you to connect a cassette recorder to your +3.

**ONLY £3.49**

### REPLACEMENT TV LEAD

**ONLY £3.49**

### +3 PRINTER PORT LEAD

- ▼ Connect a Centronics printer to your +3 or +2A.

**ONLY £9.99**

### +2 JOYSTICK ADAPTOR

- ▼ Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

**ONLY £2.99**

### 56 WAY EXTENSION

- ▼ Allows you to distance peripherals from your computer. 6" long.

**ONLY £8.99**

### TWO WAY EXTENSION

- ▼ Allows peripherals to be connected together (memory conflicts allowing).

**ONLY £10.99**

## RAMPRINT

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- ▼ Works with most any fullsize Centronics printer.
- ▼ Huge range of printer driver options for maximum compatibility.
- ▼ Software on ROM - just power up & go!
- ▼ Even has built-in joystick interface (Kempston).
- ▼ Comes complete with printer cable - no more to buy.

### PLUS A SUPERB WORD PROCESSOR...

- ▼ Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- ▼ Full range of wordprocessor commands without the need to load anything.

**ONLY £34.99 NO MORE TO BUY!!**





# DATEL ELECTRONICS

dk'tronics

Lightpen

Spectrum 16/48K



## dk'tronics LIGHTWRITER™

**JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.**

- Very easy to use - all functions selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screens created with your Lightpen.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.
- Reliable design - many thousands already sold.
- Attractively styled in computer colours to integrate perfectly with your computer system.

- Animate several screens in the computer's memory.
- Complete with full instructions on its installation and use.

**COMPLETE SYSTEM  
LIGHTPEN/INTERFACE/SOFTWARE  
ONLY £15.99**



### PARALLEL/CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LPrint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

**ONLY £19.99**

dk'tronics

### SPEECH SYNTHESISER



- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

**ONLY £19.99**

dk'tronics

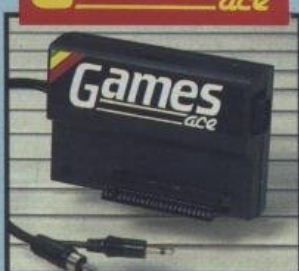


### THREE CHANNEL SOUND SYNTHESISER

- Allows you to create an infinite range of synthesised sounds over 8 octaves.
- Explosions, zaps, chimes, whistles, etc.
- 3 channels of tone &/or white noise.
- Comes complete with its own 4" pod mounted speaker - volume control - cassette software.
- Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

**ONLY £19.99**

Games  
ace



- Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
- Fully controllable from a whisper to a roar.
- Ideal for early Spectrums with only a "Beep".
- Accepts any 9 pin joystick.

**ONLY £10.99**

**COMPLETE WITH  
QUICKSHOT II ONLY £17.99**

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER ...

### BY PHONE

0782 744707  
24hr Credit  
Card Line

### BY POST

Send cheques/POs made  
payable to  
"Datel Electronics"

### FAX

0782 744292

UK ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS  
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

**DATEL  
ELECTRONICS**

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY  
0782 744707

TECHNICAL ONLY  
0782 744324



# DATTEL ELECTRONICS

## THE ULTIMATE GRAPHICS PACKAGE...



**SPECIAL OFFER PACK!**



## Genius Mouse

COMPLETE WITH

## ART STUDIO™

▼ **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**

▼ **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

▼ Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.

▼ Spray patterns or shades, make elastic lines - stretch and manipulate shapes.

▼ Zoom in to add detail in fine mode.

▼ Pulldown/Icon driven menus for ease of use.

▼ Mouse operation, plus joystick and keyboard control.

▼ 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.

▼ Full cut and paste facilities plus excellent printer support.

▼ Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.

**ONLY £49.99**

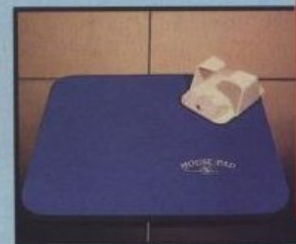
**TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER**

### PLUS BUILT-IN JOYSTICK INTERFACE

▼ The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.

▼ Accepts any standard 9 pin joystick including rapid fire models.

▼ Works on IN31 (Kempston) system.



**FREE!**  
**MOUSE MAT AND MOUSE HOLDER**  
(WORTH £12.99)  
**WITH EACH PACKAGE**

**ONLY WHILE STOCKS LAST**

### WITH CUSTOM MOUSE IC

**NEW**

▼ The Genius Mouse/Joystick Interface features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.

▼ By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.

▼ No other system can offer this power at this incredible price!!



### WHAT THE MAGAZINES HAD TO SAY...

**SINCLAIR USER**  
**"CLASSIC"**

**C.T.W.**  
**"PICK OF THE WEEK"**

**C.C.I.**  
**"BEST GRAPHIC PRODUCT OF THE YEAR"**

### ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS HOW TO ORDER ...

#### BY PHONE

**0782 744707**  
24hr Credit Card Line

#### BY POST

Send cheques/POs made payable to "Datel Electronics"

#### FAX

**0782 744292**

UK ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

# DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

**SALES ONLY**  
**0782 744707**

**TECHNICAL ONLY**  
**0782 744324**



# Nick's PLAYING TIPS

Well how was it for you then? Christmas, I mean. The usual thing in my house: brothers waking you up at 5.00am screaming 'He's been, Nick!', and more food than you could possibly eat (we have a jolly good attempt though!). But that's what Christmas is all about, isn't it? (Nick is, of course, making all this up in an attempt to be seasonal. It is, in fact, November 24 here in the CRASH office —Ed).

A new year, a new decade and a brand new edition of action packed Playing Tips is here to brighten up your days ahead. This month I've got a map of that energetic game The Running Man, a map for the great budget bash Postman Pat to go with the tips already printed, and tips for Twin Turbo V8 and the Christmas scorcher Powerdrift and Continental Circus. The £40 software prize is back in as well (I know I've forgotten to do it for a few months), so no more complaints please.

Well there's not much more to say except Happy New Year. I'm off for another mug of hot black liquid (coffee, we think he means).



## TWIN TURBO V8

A highly detailed map (ahem!) and some tips on Twin Turbo V8 here from someone with a brilliant name. Daniel Roberts of Solihull is the driver in the hot seat.

On Map...

1. Stay in middle of road until bend and drift to left for straight.
2. Stay on left at top speed, get ready to turn.
3. On first bend keep on left; approaching next bend drift to the right and accelerate under bridge.
4. Keep right, and when approaching bend move to left. Accelerate up hill.
5. Slow down towards bottom of dip, steer left and accelerate up hill.
6. Stay at top speed, but watch for cars in the way.
7. Top speed all of the way.
8. Slow down slightly at bend, move to middle of road and top speed over the crest. Watch it, you might land on another car.
9. Top speed until the finish.

Tips...

- Try to stick to one lane, don't drive on dotted line.
- Don't drive too close to side of road.
- Brake on tight bends, get ready to speed away.
- When approaching a group of opponents, slow down. If one lane is free from cars get into it and overtake. If not wait until the cars separate, find a gap and accelerate through. Use brakes and throttle to manoeuvre through.
- Speed while accelerating to change gear: 68-70mph.
- Top speeds: low gear = 124mph, high gear = 252mph.
- When accelerating don't move back to original position until about five seconds later. The overtaken car might still be right behind and moving across may cause a hit.

## POWERDRIFT

Andrew Cooke of Llangollen has been buggying away at Powerdrift ever since it came out and has come up with these brilliant tips to help anyone out there who's stuck.

1. At the start change to high gear when your speed reads 120(ish). This prevents anyone coming up from behind.
2. If you run into the tyres by the side of uphill roads you bounce to the other side. This can be very useful for passing cars or getting on the inside of a corner.

FINISH

STAGE ONE

9

DIP 8

7

HILL

6

DIP

HILL

5

DIP

HILL

4

BRIDGE

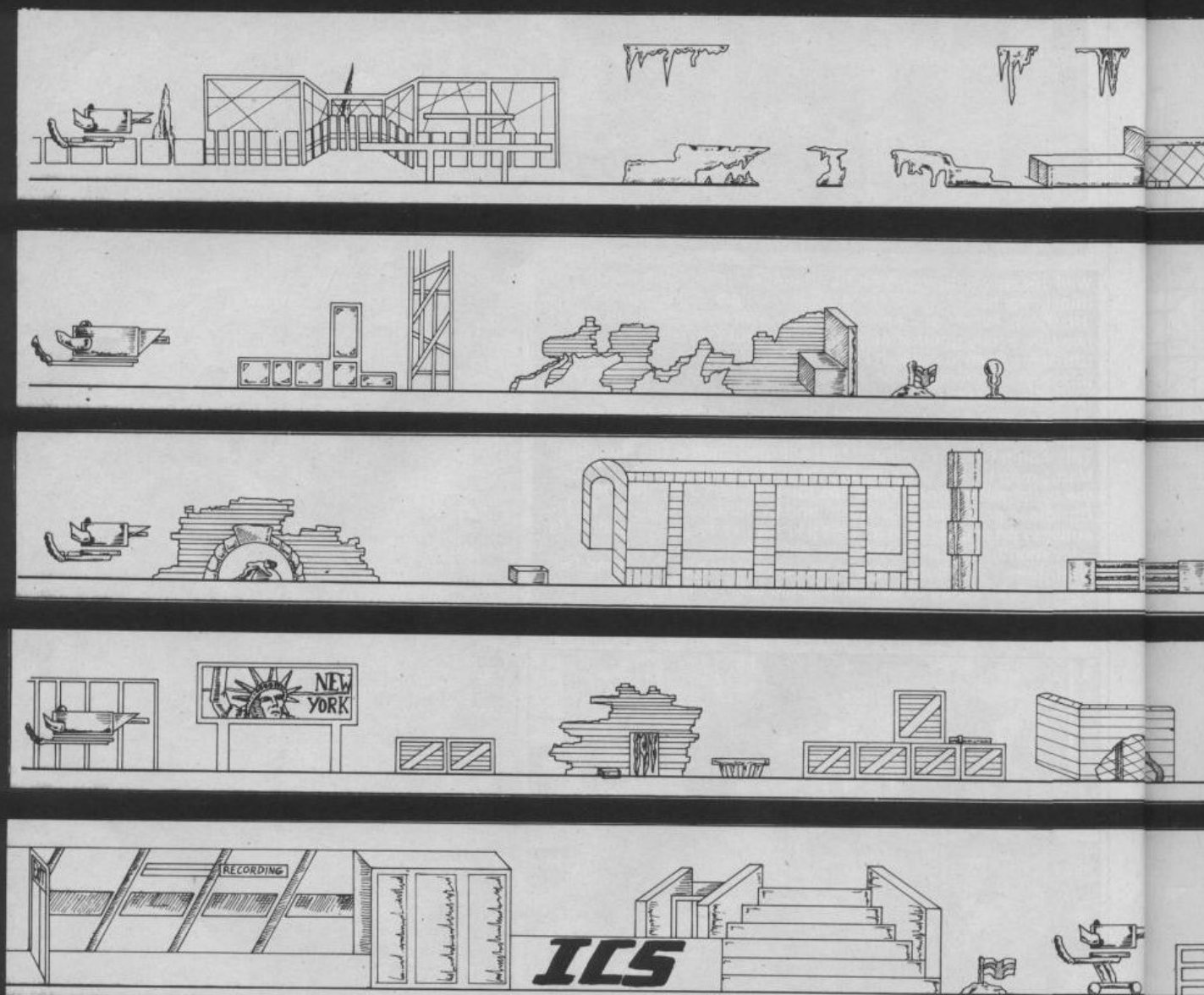
3

2

1

START

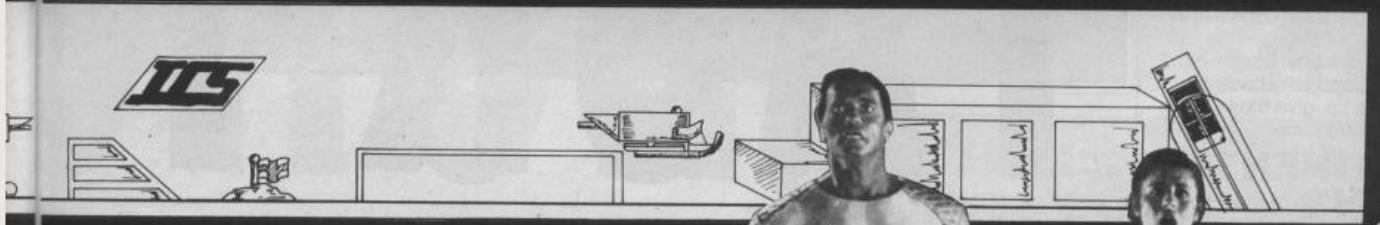
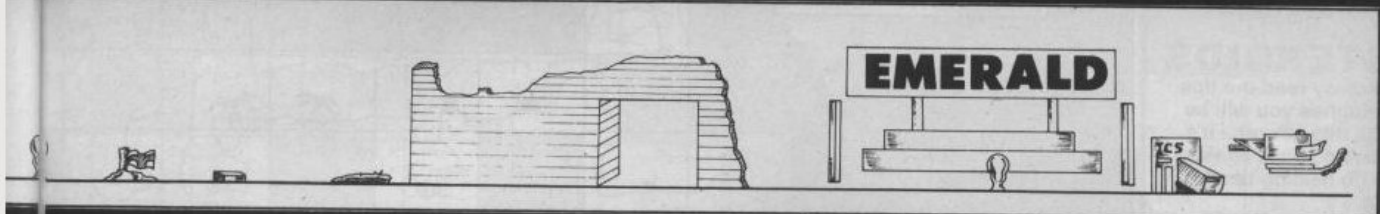
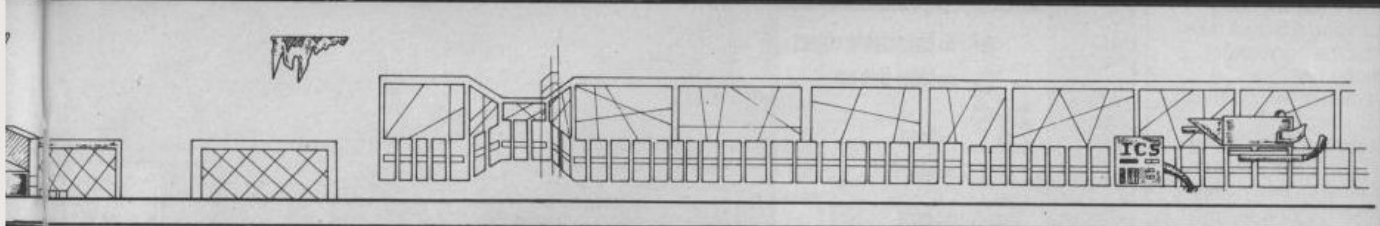




# THE RUNNING

© 1989 TAFT ENTERTAINMENT MOTION PICTURES/KEITH BARISH PRODUCTIONS





NG MAN





3. If a corner or sticky situation requires slowing down, don't brake: use engine (i.e. just take your finger off the accelerator whilst cornering.)
4. It doesn't matter which driver you pick.
5. Lapped cars (back markers) appear from lap three onwards. Any cars overtaken prior to lap three will advance your position.
6. If you gain on the car ahead slowly it's ranked higher than you. You zoom past back markers.

## BLASTEROIDS

If you've already read the tips on Emlyn Hughes you will be familiar with this geezer... it's Jason Smallwood back again with some rib tickling tips for Blasteroids.

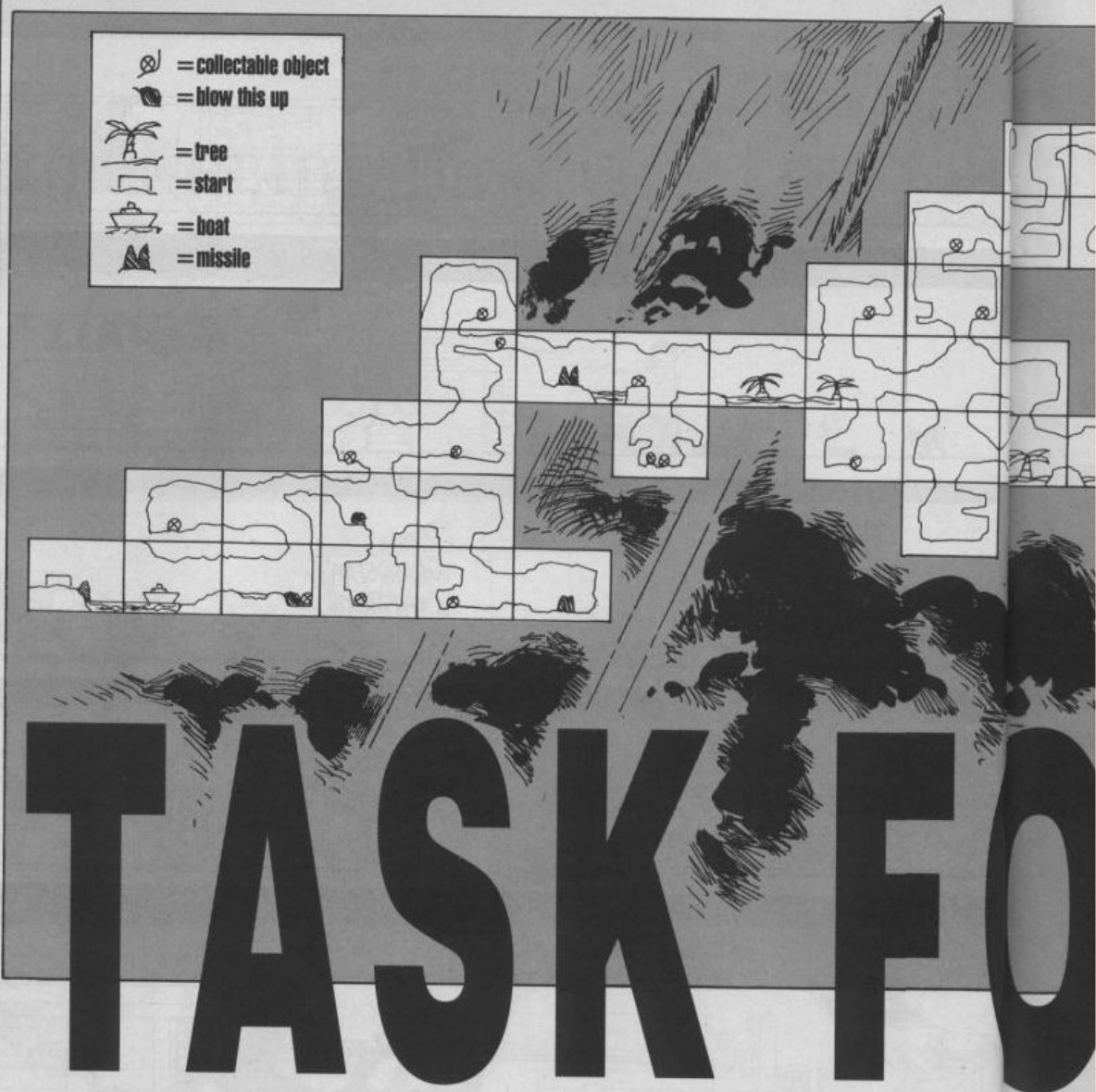
1. When going onto a new screen select the speeder and make sure nothing collides with the ship.
2. Take all the sectors in a certain order.
3. When facing Mukor use the warrior to fire and speeder to position yourself.
4. Docking ships may be good fun but can also be dangerous... very dangerous!
5. In two player mode, try to protect your friend. If you don't he'll probably use up all the credits.
6. When a sector has been cleared, transform into speeder and rush to the portal to receive a bonus and control of the map.
7. When an alien is dispensed of, collect the power up and get away before another alien comes after you.
8. Rip-stars are best used when Mukor's minions are chasing you.
9. One more tip, give those minions one from me!

## CONTINENTAL CIRCUS

Cor, there's more car racing games around at the moment than I've had hot dinners, and that's saying something! One of the best has to be Continental Circus, with its special extras like rain on the track and animated pit stops. These tips for the game have come in from Elton Bird of Bracknell. Elton wins the £40 software prize for this month, and in answer to Elton's question: English Language is the most important, but any GCSE is a step up on the ladder.

### General Tips

1. For a 'flying start' do the following: about half a second after first red light comes on, press accelerate. About half a second after second red light



release accelerate, then when green light comes on press it again. This sends you straight off the starting line at 100km/h. Then just move into second gear and zoom, zoom, zoom!

2. A★ after course names in the 'course tips' section below means this tip can be used: You can get rain to dry up on certain courses! Make your car start to smoke by ramming up someone's rear (pardon!). About 10 seconds before your smoke turns to fire the rain should stop. You must then quickly enter the pits for repairs: Great, because driving with a smoking engine is easier than driving in the rain.

3. Always try to stick to the middle of the road and weave your way

through any packs of cars.

### Course Tips

**Brazil:** Don't use the 'flying start' as you start off in last rank. You can't drop any further, so let three cars pass you, ending up with four cars in front of you. Overtake them and you gain four places very quickly. It never rains in Brazil (perhaps that's why they grow coffee beans!). A good race here could put you into 65th position.

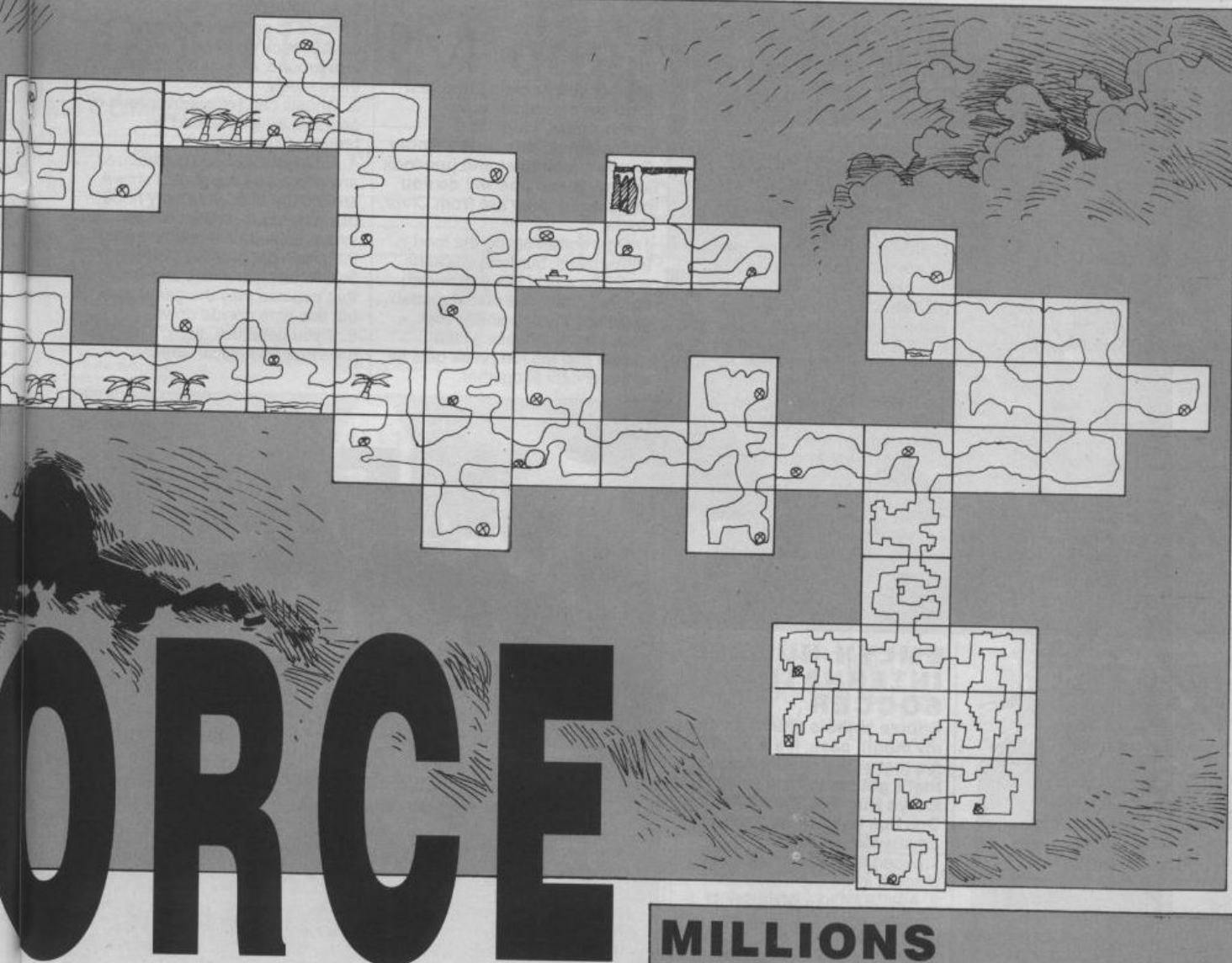
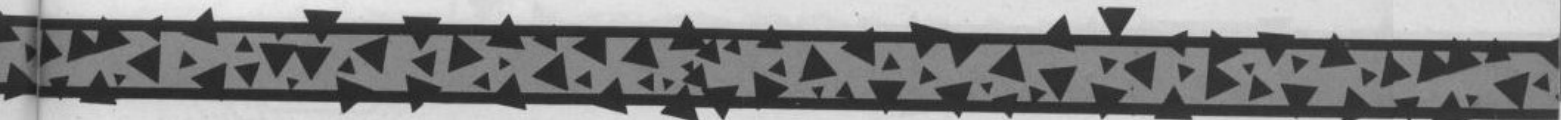
**America:** Use the 'flying start' for every race from now on. This course can be very dangerous, so it pays to drive carefully. It may begin to rain on or just before the first corner, so start driving on and off the track to the right as the second bend is likely to wipe you

off the track and a crash before the first check point can put you out of the race. Get into the pits straight after the first check point. Drive flat out all the way and stick to the middle. A good performance here could get you into the top 50.

**France:** This course has to be the easiest of them all. If it rains don't pit in, just carefully drive on. Carefully doesn't mean slowly, you should drive as fast as possible and you should do it, no sweat. Aim to make it in the top 30 or 35.

**Monaco:** ★ This one can be very hard. If it starts to rain early in the race, don't go into the pits, the nearest one is so far away the rain stops just past it. If you enter





## MILLIONS OF MULTIFACERS

Well, the exact number is more like 20! These have all come from the same POKE perfect person, Dan Drummond. The key for these POKES is INF=infinite lives, TB=turbo boost, RB=rebel squad, T=time.

**Thundercats**  
POKE 31401,0.....INF  
**Stormlord**  
POKE 56877,0.....INF  
**Exolon..**  
POKE 42338,0.....INF  
**Crosswize**  
POKE 51617,0.....INF  
**Cerius**  
POKE 65520,0.....INF  
**Gunfighter**  
POKE 65535,0.....INF  
**Tank Command**  
POKE 65535,0.....INF

**Ghosts 'n' Goblins**  
POKE 36083,0.....TB  
**Ghosts 'n' Goblins**  
2.POKE 46840,(0-255)....RB  
**Renegade III (1)**  
POKE 38500,0.....INF  
**Renegade III (2)**  
POKE 39095,0.....T  
**Salamander**  
POKE 38498,0.....INF  
**SAS Combat**  
POKE 33034,0.....INF  
**Street Gang**  
POKE 39254,0.....INF  
**Hellfire Attack**  
POKE 50017,0.....INF  
**Bigfoot**  
POKE 55189,0.....INF  
**Skateboard**  
POKE 22568,0.....INF  
**Pacland (+3)**  
POKE 23541,0.....INF

the pits all you do is lose ranking. Be very careful when going into the chicanes. The time limit may be running out just after the last bend, going into the home straight, but don't give up.

**Germany:★** The main problem with this one is it's very changeable. If it rains here, get into the pit pronto or you'll probably crash, and a crash here can be fatal. It can be very hard or very easy depending on your driving: the best policy is to drive fast and hope for the best! If luck is on your side you will do it.

**Spain:★** No problem! This is a fairly easy course, but it does have a rather tight time limit. You may find yourself rolling just short of the finish line, a bit like Monaco.

As far as rain is concerned it is mainly on the plain. Sorry: you shouldn't see much of it, but if you do it's safer to pit in.

**Mexico:** This is very similar to Spain, so you shouldn't find it too hard. I've only experienced rain here once in all the times I've played, so it must be pretty rare. With any luck I'll see you in Japan for the final test!

**Japan:** Still here? Good, glad you've made it this far. I've only finished this course once, and even then I was outside the top three. When I did make it all I did was to keep my foot on the floor (well finger on the key) and concentrate! What makes this one so hard is the time limit, blink and you miss the whole race!



# FLASHBACK

Yes Flashback returns this month, flashy logo and all. And what better game to give tips on but the classic Manic Miner. This is a cheat for all you people who could never get past the third screen (it only works on the Software Projects version).

To get to any of the 20 rooms at the touch of a button follow these instructions...

1. Load the game and press ENTER to start as usual.  
2. Now that the first screen has appeared enter TYPEWRITER: a boot should appear in front of miner Willy.

You can now enter any of the screens below by pressing the correct combination of numbers stated. Every time you enter a new level your time will start as normal, however lives lost will not be replaced.

9 Central Cavern  
19 Cold Room  
29 Menagerie  
129 Abandoned Uranium Mines  
39 Eugene's Lair  
1239 Willy Meets Kong Beast  
49 Wacky Amoebatrions  
149 Endorian Forest  
27 Attack of the Mutant Telephones  
2349 Bank  
1249 Return of the Alien Kong Beast  
1259 Final Barrier  
1349 Sky Lab Landing Bay  
3469 Ore Refinery  
259 Solar Power Generator  
289 Vat  
139 Processing Plant  
159 Amoebatrions' Revenge  
12379 The Sixteenth Cavern  
59 The Warehouse

## FAST FOOD

(Burp!) You know all that fast food isn't good for you: hamburgers, chips and chocolate donuts, that's Robin Candy's main diet and just look at him! These tips will do you more good, they are from Chris Sonta.

1. Only bother eating the food (milkshakes, burgers, chickens, etc). The shield lets you munch up the ghosts, the purple medal gives you invulnerability, the purple bottle freezes all the ghosts and the red bottle gets rid of the ghosts altogether.

2. All ghosts can be fooled. Pretend to go one way then double back another. They rarely turn around, so you can follow them safely.  
3. Ghosts can't move over food or goodies, so let the food be brought to you.  
4. On level 27: if you get trapped anywhere and the ghosts crowd around the door, your only hope of escape is to wait for the red sauce bottle to arrive at the door, then rush out and eat it quickly.  
5. The surprise at the end is just that you can play the game again, but this time upside down!  
6. If you get stuck, think. There is always a strategical way out.

# CHEAT MODE MOTEL

A quick spring clean (well it's not actually spring yet, but you get the idea) and the motel is back in business after all the Christmas parties and all night drinking sessions (hic!). So what cheats have we got for you this month? Take a look for yourself.]

when you press SHIFT and 1 you should go to the end of the level. (Sarah Phillips)

## NINJA MASSACRE

The codes for this game are SNOW, EASY, RACK, BLUE, SLAG, HULL, BEER and BARD (Simon Sausage)

## 3D GRAND PRIX

Press SYMBOL SHIFT + P, Z and CAPSHIFT + 5 on the final positions menu - you'll be rewarded with five extra levels! (Stu and Daz)

## SPHERICAL

Code words are for player one level 9: RADAGAST; level 19: YARMAK; level 39: ORCSLAYER; level 59: SKYFIRE; level 75: MIRGAL. For player two level 9: GHANIMA; level 19: GLIEP; level 39: MOURNBLADE; level 59: JADAWIN; level 75: ILLUMINATUS.

## INDIANA JONES AND THE LAST CRUSADE

On the title page hold down O, T and D to go to level one. Pressing SHIFT and 2 will now take you to level two and pressing SHIFT 3 will take you (wait for it) to level three! (Mr Nobody)

## STRIDER

Press Z and 0 while playing the game, then H to pause. Now

## EMLYN HUGHES INTERNATIONAL SOCCER

Dribble, dribble (damn crack in my mug!), pass, it's a goal! Yes, it's that saucy soccer game that's got something to do with Emlyn Hughes. These Division One tips have come from Jason Smallwood of Leeds.

1. When first playing get some practice in.  
2. After playing a while select practice, use back heels and get used to the kick directions.  
3. When fairly advanced, try playing without automatic keeper, have shots at yourself.  
4. Gradually move up the levels.  
5. If you reach a level you can't cope with, select edit team and make the opposing teams less skillful, often just lowering their speed will do it.  
6. Customising your own teams is great! Postman Pat is a wicked striker.  
7. Customising teams, then saving them can prove great for parties (good tips these).  
8. Don't bother with substitutes, unless you like that sort of thing.  
9. Choosing players manually is much better than getting frustrated with the computer picking the wrong player.  
10. On penalties try to angle the ball slightly with a lot of power, or if only one kick direction has been chosen, kick the ball as hard as possible.

## CHOORRR! IT'S POKEMANIA!

Seven pokes on tape to help you cheat your way through the latest batch of games, courtesy of Graham 'TURBO' Mason. To control Pokemania you should press Q to scroll the list up, A to scroll it down and SPACE to select the flashing Poke. Here's this month's seven deadly hacks...

Dragon Spirit  
Tusker  
Cabal 48K  
Cabal 128K  
Shark  
Rally Cross  
The Untouchables





# HYPERMARKET

## ORDER FORM

MY COMPUTER IS:

CODE	ITEM	PRICE

The software discount table may only be applied to recommended retail prices as seen in the ads of this magazine, not on OFFER prices shown within the CRASH HYPERMARKET pages. No other discounts may be applied.

\*\*\*\*\* CRASH BACK NUMBERS \*\*\*\*\*

All back issues now \$1.50 (Inclusive P&P). Overseas please add \$0.80  
**SPECIAL QUANTITY DISCOUNT:**  
 Order 4 issues and pay only for 3!  
 Issue 65: Micronaut One, Mooncrest, Dizzy, Wanted Monty Mole  
 Issue 66: Quondam, One Man & his Droid, Robot Messiah, Whole New Ball Game  
 Issue 67: Metabolis, Nonteraqueous, Mountains of Ket, Ultimate Warrior  
 Issue 68: Rockman, Ket II: Temple of Vran, Super Sleuth, Sceptre of Baghdad  
 Issue 69: Supersoccer, Zanthrax, Delta Wing, Ketill: The Final Mission  
 Circle issues required:  
 04 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31  
 32 33 34 35 36 37 38 39 40 41 43 44 45 46 47 48  
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64  
 65 66 67 68 69 70 71

BACK NUMBER ORDER TOTAL £

ORDER TOTAL £

Name

Name

Address

Postcode

Please make cheques/postal orders payable to: **CRASH**. It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for: £

☐ I wish to pay by VISA/ACCESS (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT by: £

My account No. is:

Expiry Date  Signature

SEND THIS FORM TO:

**CRASH HYPERMARKET, PO BOX 20  
 LUDLOW, SHROPSHIRE SY8 1DB**

## THREE ISSUES FREE WHEN YOU

## SUBSCRIBE!!!

Subscribe to CRASH for  
 12 months for just  
**£14.40!!!!**

**SEND IN YOUR COUPON NOW!!**

You can't afford to miss this subs offer: Because now you can subscribe to CRASH for just £14.40!! That means by subbing, compared to the shop price for 12 issues at £19.90, you're saving £4.38!! And you're saving even more than that because the Special issues usually cost £1.95 - but you don't pay any extra when you subscribe!!

(Offer applies to mainland UK only)

**I would like to subscribe to CRASH for 12 issues for the amazingly cheap price of £14.40!! (mainland UK)**  
 Please tick appropriate box

- ☐ I enclose £14.40 for a new 12 month sub to CRASH (Mainland UK)  
☐ I enclose £25.00 for a new CRASH sub outside mainland UK -surface mail  
☐ I enclose £38.00 for a new CRASH sub outside Europe - Air mail  
☐ I am a new subber  
☐ I am an existing subber, my sub number is  please extend my sub starting with issue

**EARLY WARNING:** If you wish to start your new sub with issue 73 send in your coupon no later than 30th December 1989

## SMASH HITS

### HARD DRIVIN'

Domark OFFER: £7.99 cass £11.99 disk

### STUNT CAR RACER

MicroStyle OFFER: £7.99 cass £11.99 disk

### GALAXY FORCE II

Activision OFFER: £7.99 cass only

### GHOSTBUSTERS II

Activision OFFER: £7.99 cass only

### MOONWALKER

US Gold OFFER: £7.99 cass £11.99 disk

**AND DON'T FORGET, YOU CAN STILL ORDER STUNNING SOFTWARE SUCH AS CHASE HQ, GHOULS 'N' GHOSTS, OR OP THUNDERBOLT! OUR OFFER: £7.99 ON CASS OR £11.99 ON DISK!! REMEMBER YOU CAN ORDER ANY PIECE OF SPECCY SOFTWARE REVIEWED IN CRASH — WORK OUT THE SPECIAL OFFER FROM THE TABLE BELOW!!**

## How to order

Apart from our highly recommended games list, you can order any game released by the major software houses to date on cassette, disk or cartridge.

The offer prices on our games list include a generous discount and are inclusive of First Class postage.

If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price quoted on the software houses adverts.

SPECIAL OFFER DISCOUNT TABLE		
RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on it this page! Don't forget to indicate a which computer you own and whether you require the software in cassette, disk or cartridge form. Similarly, don't forget to indicate garment size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add \$2.00 per item for Air Mail delivery.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any long delays.

Please ring (0584) 5620 16 for release dates!

## BUDGET SPECIAL OFFER!

Order any four games in the \$1.99 range and pay for three ie (\$5.97 payment total - a saving of \$1.99)

Order any four games in the \$2.99 range and pay for three ie (\$8.97 payment total) - a saving of \$2.99



# SPHERICAL

**Choor! It's some brill and triff tips for that new game Spherical. These have been kindly donated by Andrew Platt of Stockport, and Tim Giles of Milton Keynes.**

**Screen 2:** Race down, trap the ball, then build a platform across to the exit.

**Screen 6:** By now you need to have mastered the art of building your own ladder. The best way to do this is to conjure a block, jump on it, conjure another next to it, jump on that... and so on. Run left immediately, fall on to the hourglass, charge up into the alcove, and place a block right next to the ball.

**Screen 7:** Another race against time this. Don't bother to put a block to the left of the ball since it always rolls right. Go up the left, there is only one ghost here.

**Screen 8:** Be careful not to fall into any of the chambers at the base of the screen, you won't be able to get out.

**Screen 10:** A tough one this. What you must not do is fall to the bottom of the screen. Leap across the top of the screen, get past the ball and race down, unblocking all the holes. Once at the bottom block all the gaps and you're home and dry.

**Screen 19:** Lovely screen this (aahh!). Don't bother to avoid all the bubbles, just sprint across the top, get the red potion, then race across to the next floor and fall down. Get the energy potion and build a long platform. Simple eh? (No, not really — Nick).

**Screen 20:** Very difficult at first, the problem is how to key the key behind the dragon. The answer is you don't. No sorry, you kill it. Collect both torches, build a short platform to its head and just stand there letting the sparkler smash its head in (subtle). Just pray you don't run out of energy first!

**Screen 24:** The only real problem is getting up to the ball before it falls into the gap next to it.

**Screen 25:** You must have a red potion here or you will never complete it.

**Screen 26:** Forsake all weedy ideas of self preservation and simply zoom up and trap the ball.

**Screen 29:** Don't worry about this level it's so easy even bitter—spot drinkers could

complete it. All you need to know is that there is a hidden symbol four blocks down from the top left hand corner. Just plant a block there and you're whisked away to the next level.

**Screen 30:** This level is difficult. Start by blocking the eyes on both sides, then fall down on the right, onto the red key. If you fall onto the left, you're dead. Build the ladder back up to the top right and climb across the platform to get the blue key. Then fall down onto the purple key and climb up the ladder you built previously. Phew!

**Screen 33:** Unbelievable. You have to leap every single bit of poison. If you touch one you might as well quit.

## General Tips

- \* Always pause instantly on entering a new screen.
- \* The first thing to look for is the safety of the ball. If it is poised on the brink of a precipice or just about to tumble into an inescapable trap, you'll have to act fast and trap it, making it safe.

- \* Also check that five billion ghosts aren't about to converge on you simultaneously.

- \* If you're good enough, you can jump a gap of three blocks.

## The Nasties

### Ghosts

These spectres dumbly move left and right and can be stopped completely by placing a block at the point where they turn round.

### Bubbles

Bubbles are a pain, virtually indestructible, they only give you a pixel space to travel underneath.

### Eyes

Eyeballs are stupid. They just bounce up and down and can easily be trapped by placing a block above or below them.

### Faces

These ugly mugs defy all logic. They rotate around in dim circles three times and then decide to change direction illogically. It's best to trap them immediately, and be careful where you put the blocks.

### Wizards

These guys materialise, shoot a fireball and then disappear. It's always best to pause for a few moments at the start of a screen just to see if any of these boys appear in painful places (ie. the block you are standing on!).

# THE NEW ZEALAND STORY



More New Zealand Story tips to add to the ones already printed in Issue 70. From playing the game I know it is usually just the end of level monsters that kill off most players, so here is an explanation on how to defeat every one.

**Round 1 — The Ice Whale**  
Stay back and keep jumping and firing (aim towards the lower half). Watch for any snow flakes that fly out at a high angle from old Whale face and dodge them. Eventually you'll get him and it's off to World 2.

**Round 2 — The Rock Octopus**  
The Octopus isn't difficult if you stay back and use the steps to leap out of the way of the bats. Just aim for the small nozzle in its front and keep firing. You can line up the nozzle from one of the higher steps if you're lucky, but the Octopus doesn't stay still for very long.

**Round 3 — Duruma**  
For this monster just stay on the bottom and jump up between salvos of rockets. Don't leap too high but keep firing at the monster's middle and you should do it some damage.

**Round 4 — The Pirate Ship**  
World 4 has no Guardian to speak of but is another stage in itself with a Pirate Ship to be found at the bottom with the Kiwi deep within. The stage before it ends at a wall. Just walk up to it and you're faced with one hell of a tough level.

**Round 5 — Wally Walrus**  
To defeat old Wally try to keep about an inch away from him and lined up with the bottom edge of the balloon (where it connects with Wally's head)). You'll know where to stay by watching the loop of the balls he fires. To kill Wally keep firing at the balloon. Watch out though, he often moves forward so be prepared to move back.

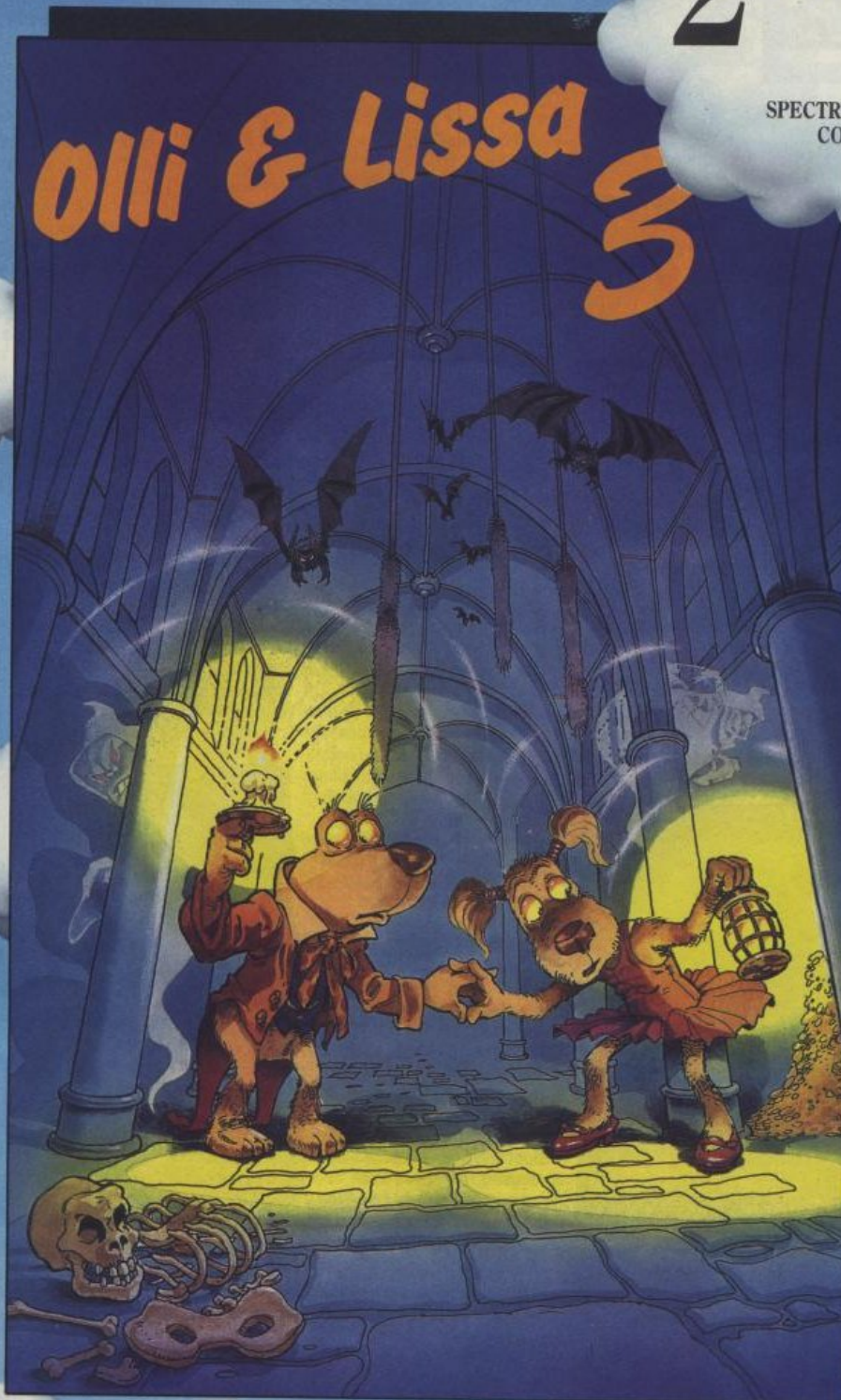
The end is nigh. Not the end of the world but something almost as catastrophic, the end of another Nick's Playing Tips. But don't go out and do all those things you always wanted but didn't have the guts to, just wait until next month when there will be another red hot issue of CRASH just waiting on the newsagent shelf for you. Meanwhile send all your tips, maps and spare cash to... NICK 'Leftover Turkey' ROBERTS, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.



£2.99

"Look out for great new games in the Cartoon Time range from CodeMasters"

SPECTRUM, AMSTRAD CPC,  
COMMODORE 64



No. 2

COLLECTOR'S  
EDITION

Continue the Adventures of Olli & Lissa in "The Candlelight Adventure" – even better than the original Best Seller!

All Cartoon Time Games feature special Cartoon Characters, some you will already know, others like FRANKENSTEIN JNR. are new to the World of computer games.

The Cartoon Time games are a Collector's Series, each with its own unique number. Look out for the great Prizes from Character T-Shirts to Trips to DisneyWorld!

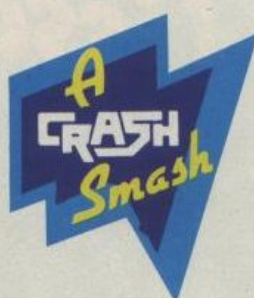


CodeMasters, PO Box 6, Southam, Warwickshire CV33 0SH





# HARD DRIVIN'



Tengen  
Domark/Mike Day ■ £9.99 cass, £14.99 disk

**NICK** Oh wow. This is simply amazing. I first played the arcade machine at the 1989 PC Show, and with its proper car controls (clutch, brake, accelerator and gears) it was the best driving simulation I had ever seen. Now it's come to the Spectrum (or SAM if you have a prosperous Christmas!). Everyone must have dreamed of sitting in the little toy cars when you used to push them around tracks as a child. I know I did, and now I can live out my fantasy with Hard Drivin'.

The 3-D graphics are out of this world. Made up of monochrome shading and detailed backdrops, they zip around the screen so fast. The choice of two styles of game is a good idea. You can zoom at speeds up to 140mph on the speed track, or perform loop the loops and jump ramps on the stunt track - brilliant. Just to add an extra boost of addictiveness there's the replay sequence that shows an aerial view of you (and all your mistakes). This is an instant hit with me and will keep me hooked for ages. Get a copy of Hard Drivin' - the ultimate driving experience.

92%

the most graphically impressive of the two, because apart from driving like a maniac you must negotiate three types of obstacle.

These are the Bridge Jump, the Loop the Loop and if your stomach is still in its proper place the Bend's sheer slope

has to be tackled. Watch out on both tracks for the speed signs: drive any faster or slower than they advise and you'll be witness to the spectacular action replay of your car rocketing off the track and exploding in a sheet of flames. The first lap (whichever

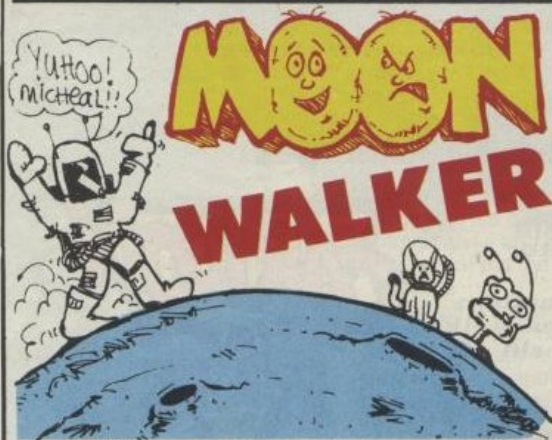
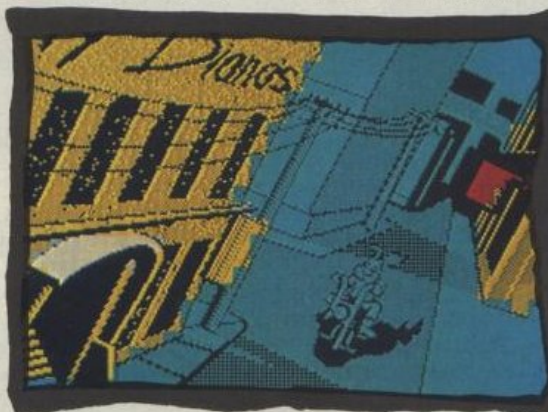
**T**he original arcade version of Domark's Formula 1 entry into the Chrimble scramble isn't so much a racing game as a racing simulator: an impressive beast, mainly because of the clutch/gear set up that allows you to drive it like a real car. Obviously the Speccy isn't built like a car, but you do have the option to pick either manual or automatic gear mode just by moving the steering wheel left or right to choose. Two tracks await you: Stunt and Speed. As the name suggests, the speed track demands warp speed driving. But the Stunt track is probably

**B**ased on the movie of the same name, Moonwalker is the story of young

Michael Jackson seeing shooting stars and trying to stop the antics of villain Mr

Big. Scene one sees Michael on a film set being chased by his fans: a maze type affair viewed from above, Gauntlet style. To escape you must find seven parts of a rabbit suit and four special objects, whilst avoiding the fans. If they catch you, you lose one of your precious platinum disks (these act as lives and you start with twenty). There's a radar at screen bottom, not very detailed and not much help, just dots to tell you who is where.

Level two is set in Michaelsville. There's no escaping your fans: Mr Big tells them where you are, and the chase resumes. The



US Gold/Emerald ■ £9.99 cass, £14.99 disk

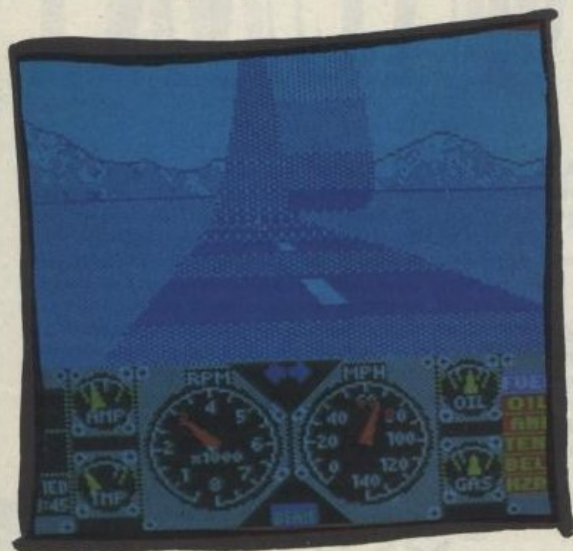


way you go) is against the clock, and if you beat the lap time you enter the second phase of the game.

This is a straight one lap race around the Stunt track against the Phantom Photon (a computer controlled car), and you need to get a move on 'cause this guy doesn't hang around. If you manage to survive the course (crashing

used to: I found myself spinning off the track (with accompanying action replay) so often, I considered applying for a pilot's licence. Luckily this is a computer game, and not the real thing, so you get endless goes with no damage — and endless attempts at 'Hard Drivin' you'll definitely want!

**MARK 92%**



means instant disqualification) and beat the Phantom your score is entered on the high score table, — and your driving pattern is taken up by the Phantom next time you race him.

The arcade version was fast, and on the Speccy we couldn't believe our eyes - this game moves at warp factor seven. The graphics are all beautifully drawn and shaded. The controls take a bit of getting

A excellent conversion, fast 'n' thrilling and something very different from the rest

PRESENTATION	90%
GRAPHICS	91%
SOUND	86%
PLAYABILITY	89%
ADDICTIVITY	90%
<b>OVERALL</b>	<b>92%</b>

**RATING**

maze/radar format is used again, but this time you are on a motorbike in search of glowing green orbs. Collect all

of them and the bike turns into a sleek sports car (but only for 10 seconds), which must jump a road block. The town splits

**NICK** You know I'm bad, I'm bad. Well in fact, at this game I'm quite good! Moonwalker is the latest 'biggy' from U.S. Gold, they've even had it on the telly! The game is fun to play too, which is quite a novelty for big licences. The idea is a little bit Pacmanish: you as Wacko run around the film set (I think that's what it's supposed to be) dodging fat people on motor bikes and collecting parts of a rabbit suit. Once they have all been collected you jump onto your own bike and speed off to level two which is the same! Luckily levels three and four are totally different. Fans of Wacko Jacko will be happy to hear that there are three of his hit songs playing in the game namely BAD, Speed Demon and Smooth Criminal. Fans of the Spectrum will know that they won't sound anything like the originals!

Moonwalker is a fun game even if it does resemble Pacman a lot. It's the terrible multi-load that spoils it. If you think your tape recorder can stand the strain take a look at Moonwalker. **72%**



# Sporting Triangles

**CDS ■ £9.99 cass, £14.99 disk**

**W**e've had Every Second Counts, A Question Of Sport, Mike Reid's Pop Quiz and Bob's Full House, and this is the latest TV quiz game. Based on the Central TV sports quiz it starts with the options screen where you pick how many players want to participate (up to three), the computer skill level (if you can't find a couple of friends to rope into the 'action'), decide the length of a round and finally 'throw' a dice to decide order of play.

You are then given twelve sporting categories and asked to choose one, after which a 'studio set' appears with three

figures sitting behind desks waiting to be asked tough sporting questions. Five of seven rounds are standard question sessions, where each contestant in turn is asked to throw a die. The resulting number is transferred to a triangular board split into coloured segments, and a cursor is moved round the board. Each colour corresponds to a subject on the board. When the question is asked you are offered an 'answer' or 'give up' option. The idea is to speak the answer out loud and be honest when the computer asks you if you answered the question correctly or not.

In the Hit For Six round the player is offered seven

different answers and six points for a correct answer if he gets it right first time. The more attempts made, the lower the score. The Jigsaw Picture round is similar, with a pictorial clue gradually revealed to give the player a chance to answer the written question correctly. Again the six points initially offered decrease with more tries. The final round is a finger on the buzzer job where the player with the quickest finger gets to answer the question, though again you have to be honest when asked if you answered correctly.

Sorry CDS but I have never been a big fan of this trivia type game, and sadly Sporting Triangles does nothing to change this. The sporting questions are very tough, and I feel most will only be answerable by the most fanatical sports fan; worse still, against the computer the game is a joke because you can cheat to your heart's content in most of the rounds. Quite a nice touch is the contestants being dressed in the clobber of their chosen sports, but the amusement this causes is very brief.

**MARK 45%**

**NICK** Sporting Triangles wasn't exactly the most exciting game show on television and it doesn't make the most fantastic game I've ever seen. If you are not a fan of sport playing this will probably send you to sleep. The graphics are nice but quite sparse, and colour has been used adequately. Unless you are playing with a friend who can stop you cheating, you're bound to win because the program asks whether you got the question right or wrong! Sound is really poor with an average tune when you first load up and hardly any effects through the game. About the only good thing is that all the levels load up in one go (on my Spectrum +3 anyway). This saves having to multi-load over and over again. Sporting Triangles is for the avid sports fan only, anyone else will soon find it boring. **55%**

A mediocre conversion of a less than brilliant TV quiz and for sport fanatics only.

PRESENTATION	64%
GRAPHICS	62%
SOUND	45%
PLAYABILITY	52%
ADDICTIVITY	48%
<b>OVERALL</b>	<b>50%</b>

**RATING**

gets more than he bargained for when Michael turns into a huge robot and lays into all and sundry with his laser cannon. Apart from the hitmen, a huge plasma cannon must be destroyed before Mr Big's empire crashes around his ears. Mission accomplished, 'Whacko' turns into a spaceship and blasts off into the sunset.

Graphically and sonically the game is good, with some impressive renditions of songs from the 'Bad' album. The main letdown are the first two levels: I tried matchsticks, I tried strong coffee but nothing could keep me awake. Overhead maze games are old

hat now. But the Club 30 and the Arena are great fun and the sagging game picks up, albeit too late to save the day.

**MARK 68%**

Neatly packaged and tuneful average to good games, not BAD.

PRESENTATION	76%
GRAPHICS	66%
SOUND	71%
PLAYABILITY	67%
ADDICTIVITY	64%
<b>OVERALL</b>	<b>70%</b>

**RATING**





# STIR CRAZY featuring bobo

Infogrames/Brian Beuken ■ £9.99 cass, £14.99 disk

**F**or 17 years BoBo has been in a prison called Inzeeslammer. He keeps

trying to escape but is always recaptured. Up to five people can play Stir Crazy, and the first decision is whether to play each of the five levels separately or all together. Then enter the name of the players and prepare to go Stir Crazy.

**NICK** Games from across the water (France to the rest of you) have often not been too hot, and Stir Crazy featuring Bobo falls into this category. Apparently Bobo is a big cartoon star in the land of garlic, snails and frogs' legs: all I can say is I hope they never show it over here. Various cartoon scenes have Bobo performing comic capers to get a high score. These wizard japes include riveting things as peeling potatoes and poking prisoners. Not exactly hysterical.

The strange thing about this game is that even if you don't do well and complete a stage, you go on to the next anyway. This takes away any surprises the game might have had in store. Downright daft! Stir Crazy featuring Bobo is graphically very good but has hardly any playability. Disappointing.

63%

Level one is a slice of prison life with BoBo in the canteen feeding fellow inmates as they appear. Equipped with a ladle and saucepan full of soup, he must make sure no plate is empty if he wants to avoid extreme nastiness!

Next it's into the kitchen to peel potatoes. BoBo is seated on a stool in front of an ever growing pile of spuds. As he picks one up a representation of it appears bottom right of the screen to check it is peeled properly, if not it is thrown back. The level ends when BoBo either peels all the spuds in the pile, or he is buried by them. Level three coincides with warders' break time, and the inmates of Inzeeslammer take the opportunity to go over the wall — with BoBo's help of course. As each inmate leaps from a window our hero pushes a trampoline under them in an attempt to propel them over the wall until all including BoBo escape. Level four has BoBo running along three electrical wires avoiding sparks and electrocution!

Unfortunately the final level sees BoBo recaptured and back in his cosy prison cell with five bunk mates. They snore loud enough to wake the dead, and BoBo creeps around the cell gently trying to poke each offender into silence. He must watch the chamberpot, if it's kicked over too often the noise wakes the sleepers.

Stir Crazy with its cartoon style graphics is fun to play for a while, but sadly there is really very little to do, so tedium soon sets in. My favourite section is the spud peeling, the look on BoBo's face as an unpeeled potato is hurled back at him is a classic. Each section contains some fun, but the action is limited, ultimately leading to boredom. Snore.

MARK 62%

Comic capers do not a game make: adieu BoBo...

PRESENTATION	70%
GRAPHICS	73%
SOUND	37%
PLAYABILITY	60%
ADDICTIVITY	62%
<b>OVERALL</b>	<b>63%</b>

**RATING**

# GALAXY

Activision/Software Studios ■ £9.99 cass only

**T**he background story to this game is basic: the diabolical Forth Empire is building huge fortresses on the five planets in the Junos system. Once the jewel of the galaxy, Junos, Velteor, Malkland, Orthea and Ashutar have been reduced to ashes,

and as a brave pilot you must abort the evil empire's building plans.

The game starts with a representation of all five planets. You can flip through each one and select which you want to tackle. The Forth Empire have heard about your presence, and send everything they have at you. Varied spaceships, gun turrets and even military robots vie for the



Activision/Foursfield ■ £9.99 cass only

**T**he Ghostbusters' first battle was a tough and heroic one, and now, four years later, Pete Venkman, Ray Stantz, Egon Spengler and

**NICK** Flashy loaders and great presentation abound in Ghostbusters II from Activision. The whole front end of the game is amazing. While it's loading you get the theme tune, digitized pictures from the film along with text to tell the story that continues on from the original Ghostbusters (what a game that was!). That is all very nice. The game is another matter. The first level is almost impossible to play without tearing all the hair out of your head. You swing from side to side on a rope and just can't help hitting all the ghosts around you. If you do make it through, the second and third levels promise to be a bit better, it's getting there that's the problem.

Ghostbusters II will of course sell because of its name, and the presentation makes it look really slick. There is just a big gap in the playability department.

73%





# FORCE II

destruction, and it's onto the next planet to continue your rampage.

The arcade Galaxy Force II is an amazing game, but it isn't the speed of the graphics that impress me. The hydraulic chair is the star and not to be savoured after a meal. On the Spectrum the game lives up to speed expectations, my only slight niggle being that although the game is monochromatic the chequer board patterns are a bit of a strain on the eyeballs. If, like me, you're a fan of the coin op, check it out.

MARK 78%



honour of stamping your card, but you come prepared. Twin laser cannon fire constantly, whilst a seemingly unlimited supply of missiles can be unleashed when a 'lock on' cursor appears on the enemy craft.

In the arcade Galaxy Force's speed was controlled by a lever, on the computer a keypress does the same job, and you need to fly jolly slow

when entering the fortresses if you don't want to lose several layers of paint by moving at warp speed. Contact with enemy laser bolts or the sides of a cave wall knock down energy levels, but extra energy can be earned throughout the game. Nonetheless, remember you only have three continue plays. Reach the end of a cavern and the enemy control center presents itself for

**NICK** Oh wow! Another great arcade favourite of mine. I spent a fortune on this. You just can't stop stuffing the cash in... well, until it's all gone! All the excitement of the original has been successfully converted onto the Spectrum, with detailed sprites and scenery plus the speed that makes the game a joy to play. Sound is another strong point. There is a great tune and plenty of effects to keep your ears a wagging. The one big let down in Galaxy Force II: the multi-load. I can't stand them as you may already know, and this spoils some of the good qualities. You can still have a good time zipping in and out of the rocks and crashing at high speeds though.

Galaxy Force II is a good conversion of one of the best arcade machines around. Take a look for yourself!

80%

Smashing game well converted, though the multi-load is a right pain.

PRESENTATION	80%
GRAPHICS	76%
SOUND	72%
PLAYABILITY	79%
ADDICTIVITY	79%
<b>OVERALL</b>	<b>79%</b>

**RATING**



nuclear charged particle beam weapon, along with other handy gizmos found on the ledges. When his successful return to the surface it's revealed that the slime is sensitive to emotion (aah!) — heaps of good causes it pain. So in section two the 'Busters use positively charged slime to

animate the Statue Of Liberty and the attack on the swarm of ghosts begins.

The statue's torch produces balls of good ectoplasm which kill all demons in its path. A band of citizens trail behind to collect the ectoplasm that forms when a ghost is destroyed. But the willing

helpers are sometimes picked up by the enraged spooks and must be helped if possible.

The third and final confrontation is with Vigo, who can only reanimate if his spirit enters the body of a baby. The kid chosen is Oscar Barret, son of Dana Barret, the heroine of the first film. The

Ghostbusters abseil into the gallery where a portrait of Vigo hangs. One 'Buster must rescue the baby, another must dispose of Janosz Poha, a painter zombified by Vigo, whilst the remaining duo dispose of Vigo's ghost when it appears. Can the Ghostbusters save the day for a second time?

I enjoyed the original game but am disappointed with the follow up. With a mere three levels a bit steep at the price. While it is good graphically with the four intrepid sprites and assorted nasties neatly done, a bit more gameplay action could have been provided. I hope the film is better.

MARK 75%

Winston Zeddemore get back into action against a nasty dude called Vigo who wants to enter the real world from his state of limbo to create havoc. Based on the movie plot the game starts with Ray being winched down a 120 meter deep air shaft to collect samples of ectoplasmic goo which threatens New York. Natch the ghosts and other ectoplasmic nasties ain't too chuffed at him swinging around their nice cosy shaft and attack.

Hands appear from the walls, disembodied heads spit goo at him and cable cutting ghosts saw away at his lifeline. But he can zap them with his



Slick, with good graphics and sound, but sadly playability doesn't match presentation.

PRESENTATION	84%
GRAPHICS	83%
SOUND	76%
PLAYABILITY	63%
ADDICTIVITY	65%
<b>OVERALL</b>	<b>74%</b>

**RATING**



## Saint & Greavsie

**Grandslam/Core Design ■ £9.99 cass, £14.99 disk**

It's a funny old game: yep, the grinning Scot and the balding one who spouts amazingly unfunny catchphrases like 'funny old game' are here with yet another footy trivia game. The

of course if the answer is correct a goal is scored. Bonus points can be collected with you as goalie saving a hoover from the computer. After each question (which supposedly represents a match), a league table informs you of your progress. It's then onto the next, and the next until a winner is announced (which is always you in one player mode).

**NICK** Oh come on, you must be joking. Grandslam can't have seriously made a game about two of the most boring people in the world! Even if you're a big soccer fan, I bet you couldn't stand them both nattering on and generally throwing insults at each other. The game is trivia style with some graphics, animation and the odd tune thrown in to cheer it up a bit. I'm afraid it fails miserably. The digitised pictures of the two gents are hardly recognisable (well perhaps if you squint and stand on one leg) and the animation and music is very basic.

Not being a big fan of soccer in the first place (well not watching it, playing it perhaps) this game just doesn't interest me. If you are a big fan you may get some play out of it, otherwise leave it alone.

**35%**

Idea is simple. Answer 42 questions, and the player with the highest points score wins the League Championship.

Enter the number of players, the names and the difficulty level (easy, medium or hard). You're then faced with a representation of a footy pitch, a fluctuating bar in the center of the screen and digitised piccys of the daring duo in the left corner. The idea is to press the fire button to choose a question type: Home (scoring 1 point), Away (2 points) and Derby (3 points).

You then see a player standing in front of a goal mouth. One of the terrible twosome appears to ask a question — sometimes you have the choice to play or pass, other times the question is a true or false. A timer on the right of the screen ticks down whilst you scan through three possible answers (except in true or false). Then a press on the fire button sends the ball winging its way to the goalie,

What can one say? This game failed to spark any semblance of interest in any of us. The two grinning gits are my least favourite people at the best of times, but times must be hard if they're sponsoring this. Most multi player games are at least semi decent when played with friends — we had to nudge each other awake when it was the next person's turn. Do yourself a favour don't buy this.

**MARK 30%**

Very basic soccer trivia with frills that don't help

PRESENTATION	34%
GRAPHICS	40%
SOUND	49%
PLAYABILITY	32%
ADDICTIVITY	31%
<b>OVERALL</b>	<b>33%</b>

**RATING**

HERE ARE THE LATEST RESULTS					
GRANDSLAM LEAGUE DIVISION 1					
TEAM	P	M	L	PTS	PASS
CRASH	01	00	01	00	01

## THE NINJA WARRIORS

**Virgin Games ■ £9.99 cass, £14.99 disk**

It's 1993 and sinister dictator Bangler is in control of the city with even the armed forces and the criminal underworld in his power. The citizenry, lead by a guy called Marc (my sort of

chap), build two bionic Ninjas to dispose of Bangler once and for all. Dubbed The Ninja Warriors the robotic pals are sent to dish out some rip, mangle and maim fun.

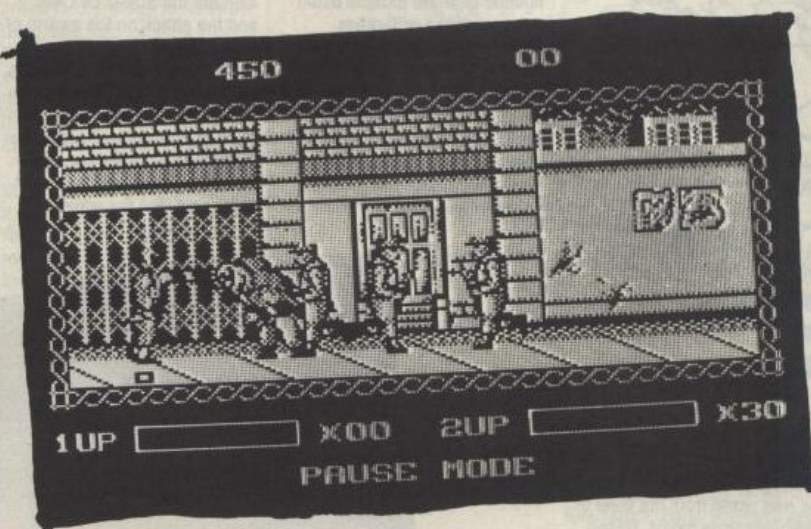
Alone, or with a buddy, you control one of the immortal murder machines on their six level horizontally scrolling romp through the devastated remains of a once proud city.

Armed with a pair of knives and a limited supply of throwing stars you must defeat soldiers armed with knives, guns and grenade launchers, hunchbacked ground spicers, huge tanks and Ninja swordladies, to name but a few. Not being human your metal hide can take a lot more punishment than mere flesh and bone would, but heavy poundings will get you in the end.

Levels conclude with a big fatty, and a handy tip is to save your shuriken for these guys, because they are tough. Finally Bangler will be faced, and despite pleading for his miserable life cut down.

The game gets off to a good start with a creditable rendition of the arcade title tune. The sprites in The Ninja Warriors are all very nicely detailed, but the game is incredibly tough. Soldiers swarm around the immortal murder machines and end the first few games very quickly. Many fans of the arcade machine will no doubt be put off by the high difficulty level: definitely one for VERY tough joystick bashers only.

**MARK 71%**



**NICK** Ninja Warriors is a brand new concept in computer gaming, an idea that has never been used before in the history of computers. Well, that was a lie, it is (as you might have guessed) a ninja beat 'em up game. I played the arcade original at the PC Show and, as beat 'em ups go, it was quite good. The Spectrum version is not a bad conversion but is a little on the slow side. The graphics keep up the quality of the coin-op, but the colour has been washed out of them to produce a nice shade of black on white!. Animation is good though, and smooth. For all you sound freaks there are a few digitised words at the beginning, a tune which I find very annoying and the odd effect while playing.

Ninja Warriors is a good arcade conversion, but then the original did not really have anything new to offer the punters.

**68%**

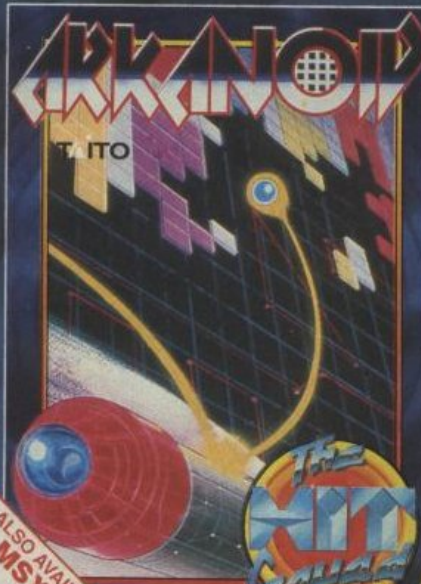
A good but tough conversion of a none too original coin-op.

PRESENTATION	74%
GRAPHICS	73%
SOUND	72%
PLAYABILITY	65%
ADDICTIVITY	62%
<b>OVERALL</b>	<b>69%</b>

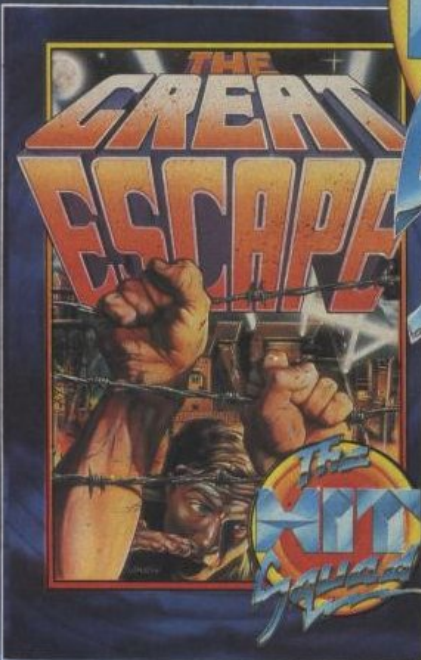
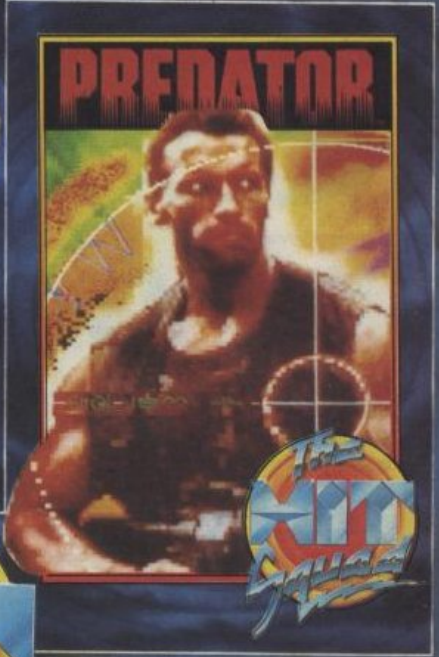
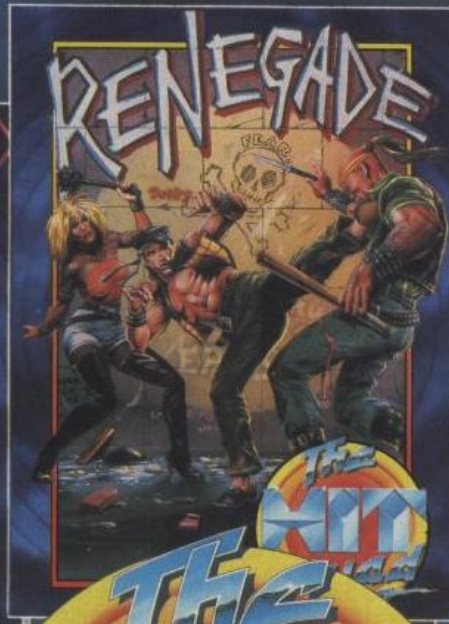
**RATING**



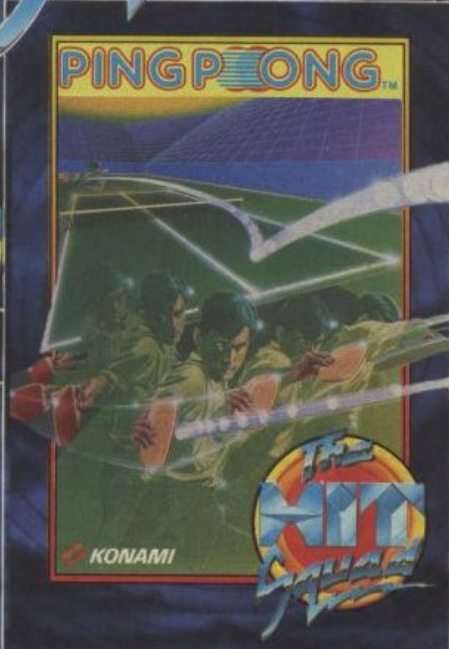
# HIT'EM FOR SIX!



ALSO AVAILABLE FOR  
MSX • BBC  
ATARI  
ST



ALL AVAILABLE FOR:  
SPECTRUM  
COMMODORE  
AMSTRAD  
£2.99 EACH



HIT NAMES  
HIT GAMES





## STUNT CAR RACER

**MicroStyle/Geoff Crammond & Pete Cooke ■ £9.99 cass, £14.99 disk**

**F**ormula 1 motor racing was a popular sport back in the late 20th Century, but people are clamouring for more excitement and thus in the 21st Century Stunt Car racing is introduced. And now the track is a large aerial structure rather like an old time roller coaster. Not for those of faint heart.

Choose single player or multiplayer option, practise one of the eight tracks then start the racing season. The aim of this 3D game is simple, rise from the bottom of division four to the top of division one. There are two tracks in each division, Hump Back and Little Ramp in four, Big Ramp and Stepping Stones in three, Roller Coaster and High Jump in two and finally Draw Bridge and Ski Jump in one.

Practise is advised, but when you feel confident enough to tackle a race your car is winched up to the starting line and the race is on. You are presented with a driver's eye view of the course,

so the track along with the huge V8 engine that powers your vehicle is visible through the windscreen. There are eleven other racers all as keen as you to win the title of top racer, and like you they will stop at nothing to win. Your car is a speedy little devil capable of over three hundred turbo charged MPH.

Don't think you can race around without risk: watch the top of the screen — if you continually abuse the car large cracks appear. This is your damage meter, and if you prang the car too much it will

be termed a wreck.

Win or lose, I enjoyed playing Stunt Car greatly — a hair raising Speccy game. The Graphics are very sparse with the front of the car and the track the only features, but at over three hundred big ones you probably won't have time to see much of a background. One slight niggle is that when you prang the car it takes so damn long for the winch to get you back onto the track. That said though, Stunt Car is a great way to get the old adrenalin pumping.

**MARK 89%**



**NICK** What's the sudden attraction of 3-D car games? This is the second I've had to review this month. You've got to admit that they're pretty damn good fun though. Stunt Car Racer is not as varied as Hard Drivin', but it's still addictive and boasts amazing graphics. The only trouble with this game is that only having set courses to zoom along you feel quite restricted. Each course is made up of line graphics that all whizz by and twist and turn to give a great feeling of movement. The car takes some controlling to begin with, and you usually end up falling off the edge of the track. Before you start each course you get an overall view of it to see exactly what you're up against, which is a nice touch.

Stunt Car Racer is a fun game which you can play for hours without getting fed up. Bring the nearest thing to being on a roller coaster onto your computer now. **84%**

**A stomach churning ride: fun, playable and a great original idea.**

PRESENTATION	85%
GRAPHICS	85%
SOUND	74%
PLAYABILITY	86%
ADDICTIVITY	85%
<b>OVERALL</b>	<b>87%</b>

**RATING**

## Footballer Of The Year II

**Gremlin/Gary Priest ■ £9.99 cass, £14.99 disk**

**F**ootballer Of The Year II is finally here. The aim is quite simple, to become the country's top striker. Not an easy task: you need dedication, patience and a copy of this game. Enter your name and choose a skill level (1-9), pick a league team (or name one in editor mode) and a national team, just in case you are picked for an international side.

and if you accept you are given the terms of acceptance: either score three goals in the next game, or answer three trivia questions correctly.

But this game is all about scoring goals, so if your team is playing, click on the boot icon which takes to the match. Goal cards are used to increase your chances of scoring and you start the game with ten (extra cost £600). Prior to the game you will be asked which cards you want to use (each one represents a different tactical skill).

Give 'em hell, champ! This is

**NICK** Oh great, just what I always wanted, yet another football game. Gremlin seem to be very fond of this type. So what has Footballer Of The Year II got that none of the others had? Not a lot really. It's more trivia, but the big excitement is that this time you have to answer questions for money. The more money you get the more famous you become.

Some of the graphics are quite good and colourful, and musically there are some well written tunes and jingles. As in other games you will only like this if you are a big soccer fan and know all the questions that the game throws at you.

Footballer Of The Year II has nothing ultra special to offer, except perhaps new questions for the football buffs. A bit fourth division quality if you ask me. Sorry. **49%**

You are then offered seven icons — they are state of affairs (ie how your team is doing), your career successes so far, whether to load or save a game, transfer cards, quit the game, double or nothing and play a match. Your team starts at the beginning of a brand new season and can play league matches, Gremlin Super Cup, UK Super Cup, European Super Cup and World Super Cup matches. You can also try for transfer to another side, or play Double or Nothing. You start the game with £10,000 and Double or Nothing is a good way to try and gain more. Choose how much to gamble, then answer correctly a question put to you. Do this and you're asked whether you wish to collect or gamble. You have three chances to gain money.

A bid for transfer costs £5,000 for a transfer card. A team comes up with an offer,

the sort of game I like with plenty of chances to make a few bob. Footballer Of The Year II is a strategy footy game rather than a 'punt the ball around' type, and I quite enjoyed answering the trivia questions and manoeuvring around trying to transfer to different teams: worthy of consideration if you liked the original.

**MARK 76%**

**A reasonable soccer management/trivia game — for aficionados of the sport.**

PRESENTATION	68%
GRAPHICS	60%
SOUND	66%
PLAYABILITY	58%
ADDICTIVITY	56%
<b>OVERALL</b>	<b>63%</b>

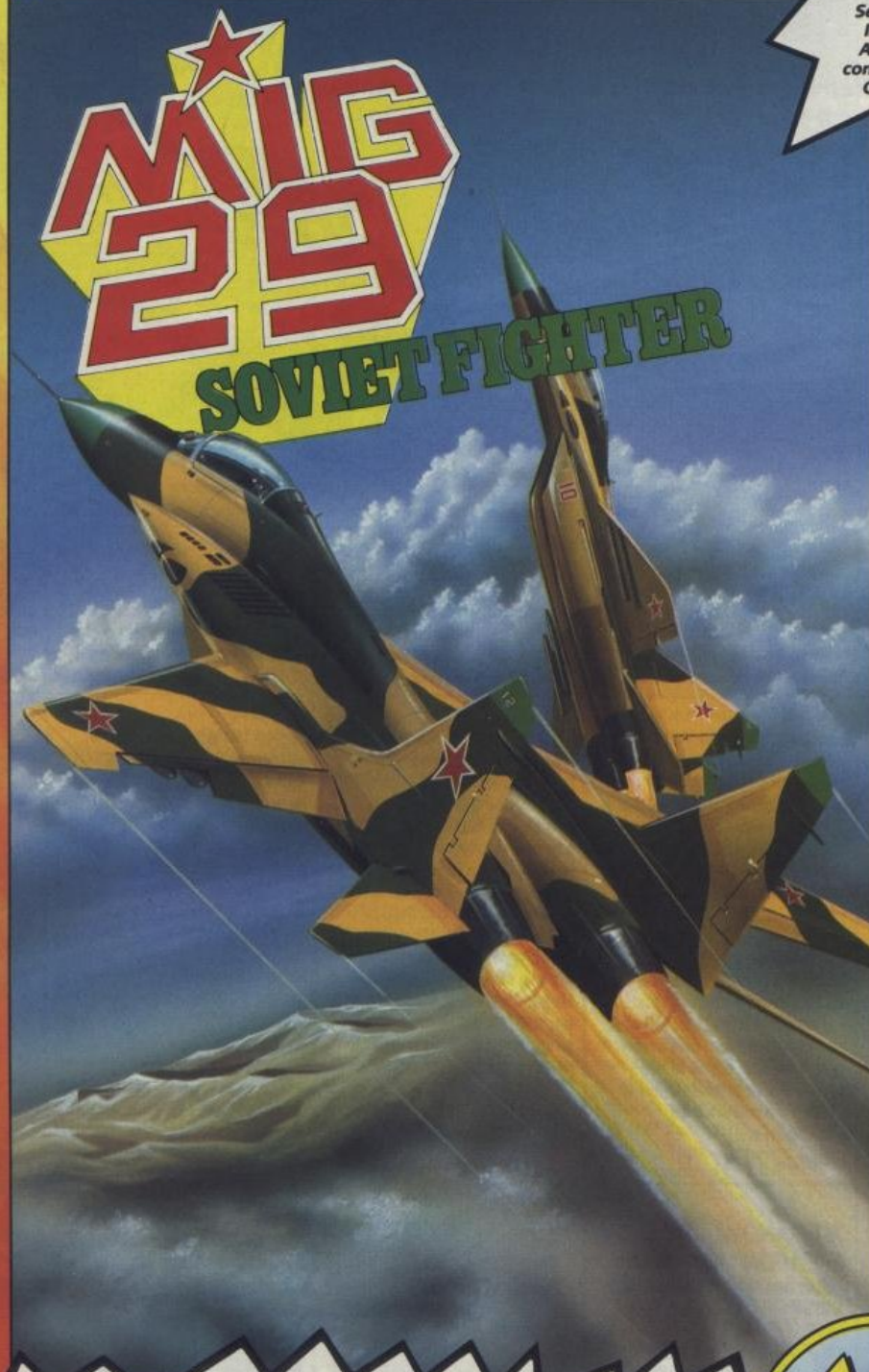
**RATING**



£2.99

SPECTRUM, AMSTRAD CPC,  
COMMODORE 64

"CodeMasters Best  
Selling Simulators –  
Incredible Arcade  
Action! The legend  
continues with the new  
Christmas lineup"



Incredible graphics, realistic aircraft, heat seeking missiles, in-flight refuelling, Sidewinders & NUCLEAR WARHEADS! Real air to air combat with Helicopter Gunships, Tomcats, Hornets and Tornados. Air to ground combat with Tanks, Subs and Ground attack vehicles. Combat environment includes DESERT, TROPICAL & ARCTIC regions.

Fast frantic 3D action – as fast as a real arcade game! Brilliant!

Other titles available: Super Tank Simulator, Operation Gunship, SuperBike Trans-Am.





# BUDGET

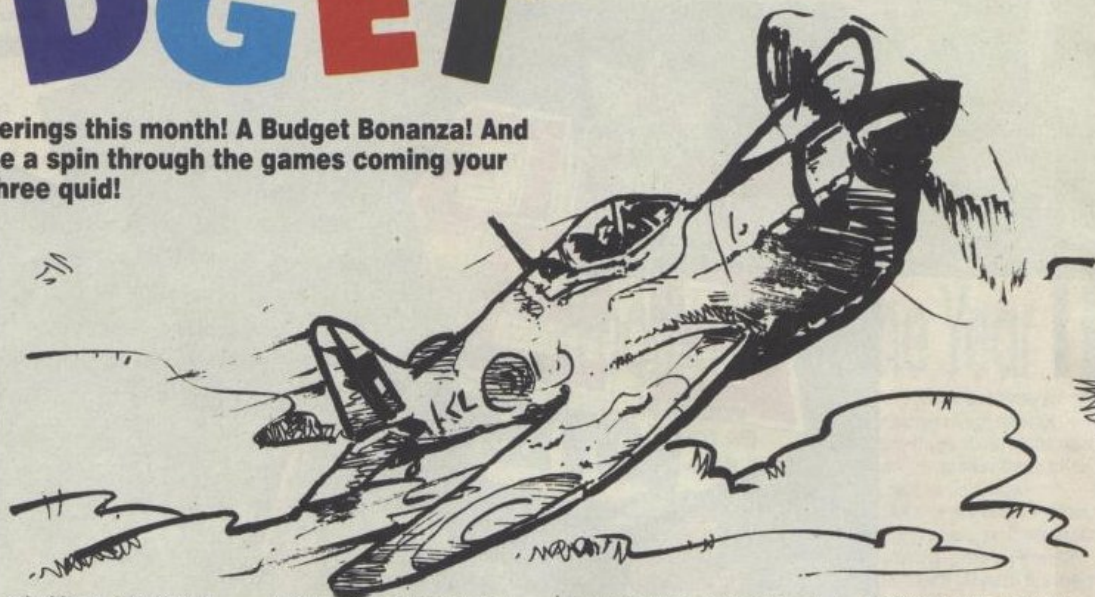
A veritable heap of offerings this month! A Budget Bonanza! And here's DJ Nicko to take a spin through the games coming your way for less than a three quid!

## SPITFIRE

Encore ■ £2.99

Upper class accents, flying jackets and silly goggles at the ready, because it's time to jump into the cockpit of one of the most advanced planes ever made, the Spitfire. You guessed it, you've got to fly round in one of them World War II bomber things and drop bombs on everyone you see.

The game is written by Durell, well known for games like Harrier Attack and the more recent Operation Hormuz. To tell you the truth (well would I do anything else?) Spitfire is the spitting image of Operation Hormuz graphically. Bit of a



coincidence, I don't think.

Durell are excellent at this type of game and Spitfire is packed full of fast action and detailed graphics. As well as the usual up, down, left, right, fire controls there are extras to

give the game more realism.

There's a map that can be called up if you haven't the foggiest where you are going. If things get really hairy (and I don't mean you have a head-on collision with a gorilla), you

can press the eject button and watch the little man bale out of the plane and crash into the nearest tree! There's also an A.G.A. key, but I haven't a clue what that does (answers on a postcard...).

Spitfire isn't the least bit original, but there is some playability in zooming about shooting lots of big ships, try it out.

**Overall 79%**

## RAMPAGE

The Hit Squad ■ £2.99 (rerelease)

It all started as a normal day in the greasy fast food restaurant. When George, Lizzie and Ralph bit into their Big Muck hamburgers they didn't realise what they were eating (well you never do). The company's Research Division had accidentally shipped out some experimental additives and they had got into the Big Mucks. Suddenly George, Lizzie and Ralph bust out of their clothes (oo-er!) and exchanged them for coats of fur. They became a gorilla, lizard and wolfman, all fifty foot high and looking for revenge.

Up to three people can play in this fight for survival. You control the monsters and can climb up buildings, smash windows and eat the people inside (well it beats fast food!). But watch out, because inside some of the buildings are nasty objects like toasters, TVs and cacti which don't do your stomach much good if you gulp them down. Eventually the buildings collapse, and you have to jump clear before you get crushed in the rubble. Destroy all the buildings between you and progress to the next level. Easy fun, if it weren't for the military who aren't keen on your handywork. They shoot at you

constantly, knocking down your energy level.

I love Rampage. The graphics are nicely defined and colour isn't too bad. Bashing and crushing the buildings is the best bit though (you didn't know I had an evil streak did you?). The game has its fair share of humour too: when you run out of energy you turn back into a human and run off screen in your birthday suit!

Rampage is packed full of addictiveness and playability. It may have lost some of the appeal it had originally but at £2.99 it's a must for all gamers.

**Overall 74%**

## MEGANOVA - THE WEAPON

Alternative Software ■ £2.99

Your quest is a tough one: you are Philipus Sunset and happen to have 'borrowed' a sprocket system from the evil Drowhar Empire when they weren't looking (who thinks up this stuff?). You now have to get the system back to your base in tip top condition with the Drowhars out to get you. You must fight against them in your space ship: only the most courageous can survive this challenge.

Basically this is Game Over

II with new graphics. Yes folks, it also happens to be programmed by Dinamic who did the Game Over games. If you played Game Over II you'll see what I mean just by looking at the screen shot.

The graphics may be similar to other games, but they're well defined, and the parallax scrolling in the background gives a really good effect. Meganova is just a shoot 'em up, and the sprites are quite sluggish at moving along the

screen too which spoils the effect. You collect extra power and weapons as you go along. Sound is there but not very impressive. The title tune is irritating and the effects won't blow your mind.

Meganova is a cheap alternative (no pun intended) to full price shoot 'em ups but you won't be playing it for long. A decidedly average game.

**Overall 57%**



## PRO MOUNTAIN BIKE SIMULATOR

Alternative Software ■ £2.99

Is there anything left in the world that hasn't had a computer simulator made of it? I thought not, but then along come Alternative with this little offering... Pro Mountain Bike Simulator. You can play

against the computer or enter a battle of the pedals with a mate.

The game is split into different maps which can be selected at the start. Each one holds a host of exciting obstacles and challenging mountains to climb on your multi-gear bike. There are a total of 18 gears to be selected. 18th to use on the straights in an attempt to break the land speed record and 1st to get up

those steep mountains.

The obstacles include logs, deep holes, rocks, swamp land and ramps. Most of these can easily be taken on the bike, but things like logs and deep holes need you to jump off and carry the bike through or over! The objective is of course to get to the end of the map before your opponent, or in record time.

Graphically the game lies very



## FANTASY WORLD DIZZY

CodeMasters ■ £2.99

Everyone's favourite computer game character has returned again with another action packed adventure from CodeMasters. Yes it's Dizzy the egg in Fantasy World Dizzy (or Dizzy II). Somehow Dizzy has acquired himself a family of little yokfolk, and they're all in the game to help him along, except one. Daisy, Dizzy's girlfriend has gone and got herself kidnapped in the fantasy world of evil dragons, ferocious alligators and magic spells galore. She's kept in the cloud castle, and it's poor old Dizzy's job to rescue the damsel.

There are two ways of completing the game, as in Treasure Island Dizzy. First of all you can collect all the gold coins littered around or you can use objects in the correct places and risk your lives



jumping alligator's noses (!) to rescue Daisy from the castle. All the cute sprites, colourful scenery and excellent sound add to the cartoon atmosphere and are totally addictive. There's even digitised speech



to greet you when you've loaded the game up, and all the usual excellent Code Masters spit and polish.

All the puzzles in the game are set at just about the right complexity so anyone can play and get enjoyment out of the game without having to be an absolute genius. In fact it's worth buying just for the cute graphics! Richard and I just can't stop playing it, as each

time we play we get just a little further. Definitely one for all you mappers out there.

The Dizzy games have earned themselves quite a cult following, and Dizzy III is set to be another success. If you don't get your copy today you'll never know the true meaning of playability and addictiveness.

**Overall 94%**



## POSTMAN PAT

Alternative Software ■ £2.99

Pom, pom, pom! Yes it's finally arrived - Postman Pat from Alternative. Well, to tell you the truth, the game's been out in the shops for ages (I've even printed tips on it), but we only received a review copy the other day. So was it worth the wait?

As you might expect the game is based around Pat's adventures through the day in Greendale. You start off at the Post Office where Mrs Goggins (who thought these names up?) will tell what to do first. Once you have your orders, off you go. Different tasks must be completed, ultra-exciting things like rounding up sheep



devastating. Sound wise there's a tune and a brilliant little squeaking effect for the wheels of each bike.

Pro Mountain Bike Simulator may not have to most imaginative title ever, but the game is good fun and well worth spending some time on. **Overall 70%**

colourful, and sprites and backgrounds are as detailed as they can be on this scale. You do get some clash now and then but nothing too

## WAR MACHINE

Players Premier ■ £2.99

Oh hum. The solar system is in deep peril once again. An evil Alien Syndicate has gone and taken control of the mining installation on the asteroid XR27B. Using this base they swarm across the entire system bringing a wave of death and destruction. You've been selected to go and reclaim the base. You must kill



all aliens you find, destroy all equipment and collect pieces of a mega-weapon that will allow you to zap the evil queen who started the whole ball

rolling.

Sounds easy doesn't it? It would be if the programmer hadn't made the screen layouts so infuriating to get around. There are bits of scenery sticking out all over the place, and moving past them without banging your head is a skill. The game is nicely detailed and coloured though, with Exolon style sprites and movement in the main character. There are some really good music and effects through the game, better than most so called full price software!

War Machine may not be original, but it provides a cheap challenge for any arcade adventure freak. Even if the movement is annoying to begin with this is worth taking a look at. **Overall 72%**

## HYPER SPORTS

The Hit Squad ■ £2.99 (rerelease)

Almost the original 'waggle your joystick until it chokes and dies' game, Hyper Sports was a brilliant sports simulation for it's time. Originally released in 1985 by Imagine, it includes six wholesome events to get stuck into. Each one is controlled using just the left, right and fire keys.

Swimming comes first, and the budding athlete must perform a racing dive into the pool and move the left and

right arms with the corresponding key. This is great fun, tapping away and going jolly fast, when suddenly the swimmer begins to choke and you find out that FIRE makes him breathe!

Skeet Shooting is next on the menu (what did the poor Skeet do then?). The controls for this are weird at first. You must use left to move the sights up (!) and right to move along then fire at the target. Fast reactions are needed to pass this event.

The Long Horse is welcome relief from the Skeet Shooting. All you have to do is jump on the springboard and somersault over the long horse. Timing is essential because otherwise you will do yourself some terrible damage! Archery, Triple Jump and one for the macho men (and women), Weight-Lifting, are also in the line up. The question is, will you have the energy to take them all on?

The graphics were outstanding in 1985, but you can hardly expect them to keep up with some of today's. Colourless sprites of the players leap and bound around the screen with the more colourful backgrounds scrolling by. They're still pretty good though.

Hyper Sports is a classic Spectrum game. If you didn't get it first time round, this is a chance you cannot miss. Definitely one for the collection.

**Overall 78%**



for Peter Fogg to boring everyday chores of delivering letters. There are about five tasks in all, and after you've completed

them they start repeating themselves. The game ends when the timer gets down to zero.

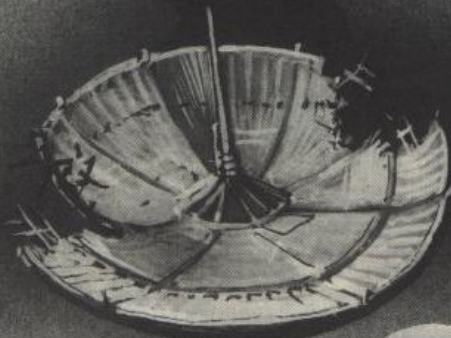
The game is set out in two different ways. First of all there's the overall map of Greendale and the surrounding countryside that you see from an aerial view. You control Pat's post van in this bit and have to drive around from place to place. Each of the houses, farms and fields are well drawn and coloured, with obstacles like oil and mad people on bikes to avoid. When you reach your destination the view switches to a cartoon scene just like on the telly well almost!

Postman Pat caters for all ages because Alternative have included an easy and a hard version. If you play the easy version you don't have to worry about hitting the mail biker or oil slicks. A fun game for a while, but once you've completed all the tasks the novelty soon wears off. What I want to know is where's Jess?

**Overall 62%**



# THALAMUS



The greatest journey  
is about to begin...

The Search for  
**Sharkla**

## MUTANT FORTRESS

Players Premier ■ £2.99

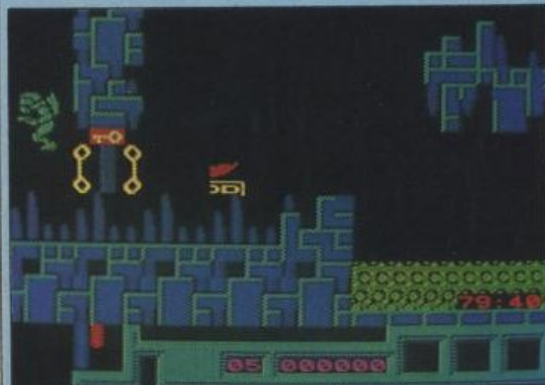
**W**ell, Players have come up with a few strange storylines in their time, but I think *Mutant Fortress* must take the crown. Catch a load of this...

You are Brad, a post-apocalyptic truck driver who likes nothing more than trundling down the motorway with a Yorkie in one hand and a machine gun in the other! The only thing you cared about in the world was your 18 wheel truck, and now the naughty mutants have gone and stolen it for no apparent reason (ooo, how naughty!). Of course your mission is to now reclaim your

wasteland and Tesco's on a Friday night, collecting weapons, ammo, first aid kits and the odd tin of baked beans.

All the *Players Premier* games have a high quality of graphics and sound, and *Mutant Fortress* is of course no exception. There is a brilliant 128K tune, and all the backgrounds, mutants and especially the big truck itself have been excellently drawn. Only one thing lets the game down: It's far too difficult. I like to think that I'm pretty good at this sort of shooty shooty game but I can't even get onto the second section.

*Mutant Fortress* will provide a challenge to even the best players out there, and at this



40 foot property and get home before tea time. To get the truck back you must battle your way through zombie infested forests, parched

sort of price you can't go wrong, can you? *Players Premier* have got themselves another winner.

**Overall 81%**

## SHARK

Players Premier ■ £2.99

**N**o crowded American beaches or floating heads in this game (awww!): this is a different type of *Shark*. In fact it's an amazing prototype submersible (a submarine to us mere mortals!), and you're its pilot. The evil Snake Brothers are the source of your troubles as they've overrun the top secret base Atlantic 5. You must now free the base from these slimy customers.

The game is played in a Cybernoid sort of way with the *Shark* moving around each screen in turn, and weapons having to be selected then used against the enemy. All the graphics are excellent. The detailed sprites and good use of colour make the game very attractive. Presentation is also up to the usual *Players* standard and very slick indeed.

There are three levels, each played in a similar way but with different objectives. I found it



very difficult to select the weapons and kill some enemy to begin with. You usually end up in a right muddle. Some of the ways weapons explode and fire are excellent, even if most of the time they don't have the slightest effect on the enemy! A good tune on the title screen and plenty of sound effects add atmosphere to the endless shooting. *Shark* is a good, fun game and will provide all shoot 'em up fans with a reasonable challenge.

**Overall 80%**



£2.99

SPECTRUM, AMSTRAD CPC,  
COMMODORE 64

"CodeMasters Best  
Selling Simulators –  
Incredible Arcade  
Action! The legend  
continues with the new  
Christmas lineup"

OPERATION

GUN



SHIP



The most SINISTER TOTALLY AWESOME COMBAT  
MACHINE IN EXISTENCE! Armed to the teeth you must  
blast everything in your gun-sights – aircraft carriers,  
fighter planes, patrol boats, warships, armoured tanks,  
choppers & heat seeking missiles!

A  
CRASH  
Smash

"Operation Gunship is best described as slick . . .  
the graphics are full of detail . . . well worth a Crash Smash" – 90%.

Other titles include: SuperTank Simulator, Mig-29 Soviet  
Fighter & SuperBike Trans-Am.





# *THE CD GAMES PACK*

1. BMX SIMULATOR
2. SUPER STUNTMAN
3. FRUIT MACHINE
4. PRO SNOOKER
5. SUPER ROBIN HOOD
6. 3D STAR FIGHTER
7. PINBALL SIM
8. INTER RUGBY SIM
9. DEATH STALKER
10. BMX FREESTYLE
11. DIZZY
12. SUPER G-MAN
13. ATV SIM
14. GHOST HUNTERS
15. STREET FOOTBALL
16. JET BIKE SIM
17. SAS COMBAT
18. BIGFOOT
19. NINJA MASSACRE
20. FAST FOOD
21. ARCADE FLIGHT SIM
22. BMX SIMULATOR 2
23. THE HIT SQUAD
24. TRANSMUTER
25. PRO SKATEBOARD
26. PRO SKI SIM
27. VAMPIRE
28. 4 SOCCER SIM
29. TWIN TURBO V8
30. TREASURE ISLAND  
DIZZY

Specifications correct at time of going to press





## NOW YOU CAN LOAD COMPUTER GAMES FROM YOUR COMPACT DISC PLAYER

CodeMasters have developed their new CD Games Pack utilizing the latest CD technology to give you **30** top award winning games on one compact disc. Digitally recorded to make load errors a thing of the past, even with the games loading in as little as 20 seconds. All you need is a Spectrum, Commodore 64 or Amstrad CPC and a normal music Compact Disc Player.

---

### ADVANTAGES OF COMPACT DISC GAMES

- Instant Track/Game selection ■ Mega fast loading – as little as 20 seconds
- Maximum reliability, virtually no load errors – Digitally Mastered, Digitally Mixed, Digitally Recorded – DDD
- Massive storage capacity allows for many games on one compact disc
- Easy to use.

---

### THE CODEMASTERS CD GAMES PACK INCLUDES:

- CD cable – to connect your CD player to your computer
- software – to allow ultra high speed loading
- Compact Disc – containing 30 excellent games.
- Full instructions – how to load and play the games.



**£19.95**

**SPECTRUM  
COMMODORE 64  
AMSTRAD CPC**

**THE ACTION STARTS HERE.**

CodeMasters, PO Box 6, Southam, Warwickshire CV33 0SH



# PREVIEW

What's coming to your Speccy in the New Year? Mark Caswell has been out and about to grab those elusive first pictures of forthcoming blockbusters...

## Kill the dragons in BLACK TIGER



Programming house Tiertex have built up their forces over the last couple of years and have grown to 15 programmers, musicians and graphic artists crammed into a very nice office in South Manchester. The company was started in 1987 by John Prince (the guy who programmed 16-Bit Strider) and Donald Campbell and they program almost exclusively for US Gold. Some of their best work includes 720, Strider, Thunderblade and Indiana Jones And The Last Crusade.

Right now they're putting the finishing touches to a long-awaited scorcher: Black Tiger is a six level hack 'n' slash game set to appear on a Speccy near you in February, and here's a sneak preview. A Capcom arcade licence, the story concerns a trio of very nasty fire breathing dragons descending on a happy and peaceful land, and completely decimating it.

Enter Black Tiger, a hero of many talents and all of them deadly. He determines to kill these Guardians of Darkness.

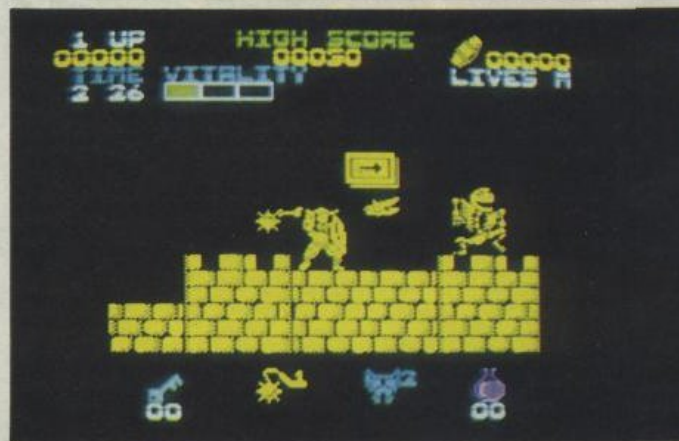
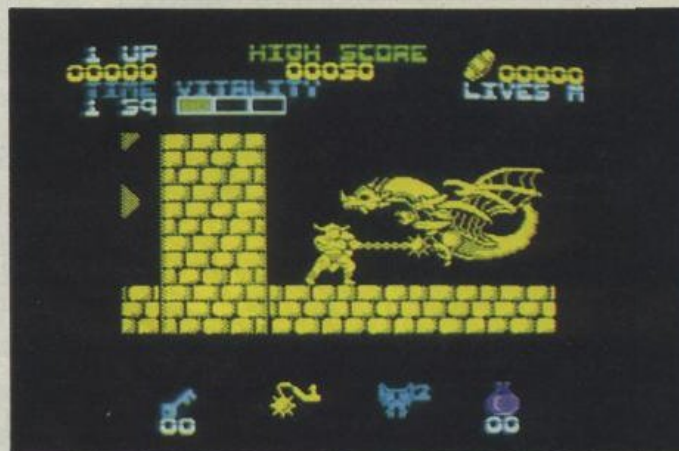
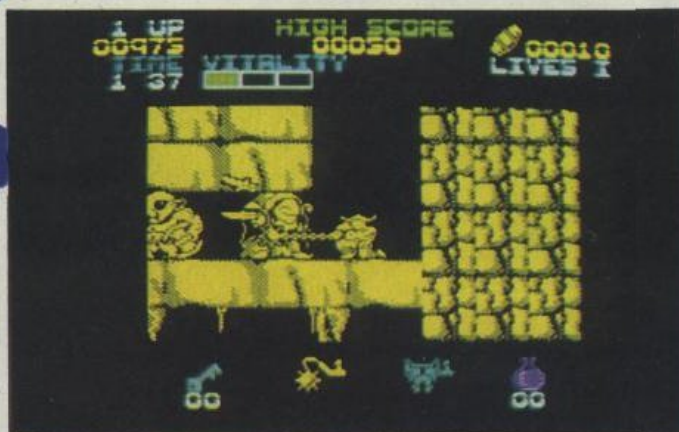
The main part of the game takes place in dank caverns and dingy tombs, where armed with an extendable mace (!!) and laser knives Black Tiger does battle with merciless bats, axemen and skeletons. Killing the creatures

earns him Zennys, a handy currency with which to buy armour and more powerful weapons.

The process of converting the game started with screenshots being taken from the arcade machine and dumped onto Tiertex's own in house development packages. These run on Atari 1040 ST's, and comprise of a Z80 editor/assembler and various sprite grabber programs that can pregenerate masks and compress sprite data from Degas sheets (and no I don't know what that means either). Object codes and graphics are then down-loaded onto the Speccy via a parallel arrangement.

It was then that the 128K music was added: a mixture of arcade and original pieces composed by in-house music maestro Mark Tait. It all looks and sounds great, but we shall have to wait and see!

More goodies are in the works: Dynasty Wars (hopefully a preview on that one next month), and an entirely original game called Tor which is a sort of cross between Strider and The Transformers (the hero can change into a huge robot). Plus there's a football game quite simply called, guess what: Football!





# CRACK DOWN

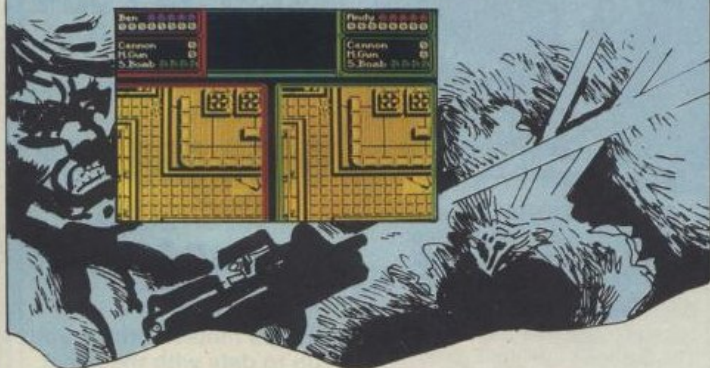


# CRACK DOWN

## US Gold

Crackdown is all about two brave volunteers' mission to save the world from megalomaniac nutter Dr K. Sixteen levels of explosive

action stand between them and their final objective, the huge bomb Dr K plans to use to destroy the world. Nail-biting stuff eh? Play it early 90.

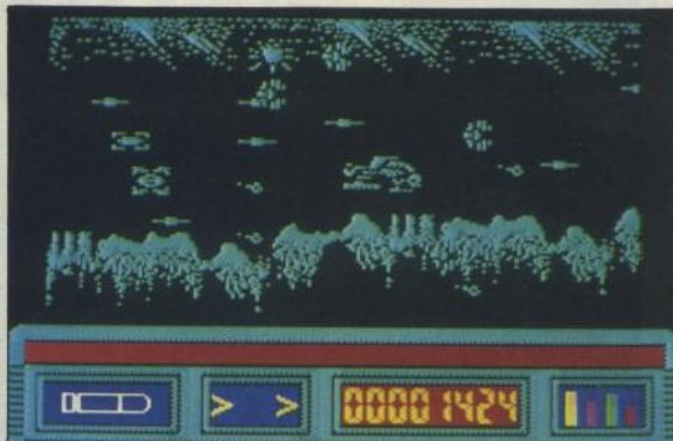


# X-OUT

## Rainbow Arts

They came from the outer regions of Alpha Centauri, they built heavily defended battle stations deep below the oceans, and waited for the chance to wipe out the human race. After a brief and

bloody battle the Earth's governments banded together created project Deep Star: You've been chosen to pilot the ultimate submarine in a desperate attempt to rout the aliens. Good luck, you're going to need it.



# SNOOPY MEETS DARIUS +

The Edge are set to follow their two imminent comic licences, Punisher and X-Men, with Snoopy — The Cool Computer Game and Darius +. In Snoopy you play everyone's fave Beagle who wanders around solving clues that will lead him to Linus's lost blanket (and Peanuts fans know

what happens when he can't find it).

On the other hand Darius + has no plot: just go forth and kick seven shades of purple out of the alien hordes, but watch out for the Fatty Glutton Fish. Expect a review of both next month.



# US GOLD GO BONKERS!!

## THEY'RE GIVING AWAY £4000 WORTH OF GAMES!!!

Fabulous or wot?! £4,000 worth of games! US Gold's Compo Dept have been having a tippie too much of the Christmas spirit, eh? But — hell! — who's complaining? US Gold are offering 50 — 50! — goody bags, each packed with eight games to start the New Year with a bang!

Each goody bag contains wizzo Speccy cassettes of these eight great games: Black Tiger, Turbo Out Run, Ghouls 'n' Ghosts, Moonwalker, Winners!, EPYX Action, Strider, and Indy — The Action Game. Whatta lot they've got!

And how do you get a chance of winning one of the brilliant goody bags? Just by ringing the CRASH compo hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you've got the answers, write them down on a postcard or the back of a sealed envelope and send it to: **US GOLD GO BONKERS COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB.** And make sure all entries arrive here by 22 January 1990!

And here are the games!!

**BLACK TIGER:** Still in development, and planned for a February release, Black Tiger is the conversion of the hacking and slashing corky Capcom coin-op! Check out the details in the previews.

**TURBO OUT RUN:** Looks like being the fastest thing on four wheels! US Gold's sequel to their biggest selling ever game Out Run, from two years ago! Get hold of it the best way — win this compo!!

**GHOULS 'N' GHOSTS:** The brilliant conversion of Capcom's spooky arcade adventure was a 92% CRASH Smash last issue, and it's so addictive we've even missed an episode of Neighbours to play it!!

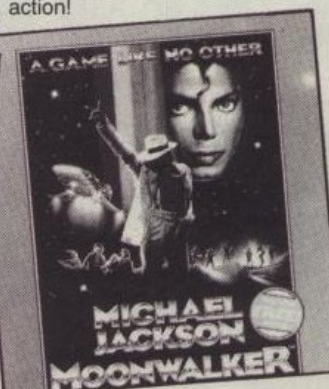
**MOONWALKER:** Michael Jackson stars in the game of the film, feel the rhythm of Club 30, become a huge silver robot and bash the living daylights out of Mr Big and heaps more pop star action!



**INDY — THE ACTION GAME:** The game that brings this summer's thrilling film to the Speccy screen. Take Indy through four fiendish levels in his search for the Holy Grail!



**WINNERS!:** A bit of a mega compilation this, featuring Thunder Blade, LED Storm, Indiana Jones and the Temple of Doom, Blasteroids and Impossible Mission III! It'll keep you playing for ages!



**EPYX ACTION:** Another compilation starring the best of EPYX games! There's 4x4 Off Road Racing, Street Sports Basketball, Impossible Mission II (again!), California Games and The Games — Winter Edition! It'll keep you fit!

**STRIDER:** Leap and bash your way through futuristic Moscow and out into the wilds of the USSR. Tough action throughout — you'll go barmy by the time you complete this one!!

## DIAL AWAY

**0898 555 084**

Win one of 50 US Gold goody bags — eight US Gold games in each! Mega!!

**0898 555 083**

**NICKO'S 'FLAMBOYANT' TIPS**

Mr Tips himself brings you up to date with the latest tips!

Calls cost 25p per minute during off-peak time and 35p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd

## NEXT MONTH

Fun packed thrill power coming your way with another exciting Power Tape jammed full of games!! Heaps of brill new games happening on your Speccy! Reviews, previews and Nicko's tips to help you through them!! Loads of compos with top prizes, plus all the excitement of the regulars in the next thrill packed issue!

**DON'T MISS IT!! CRASH ISSUE 73, THE MAG FOR FEBRUARY ON-SALE 25 JANUARY 1990! £1.60 IT'S GOING TO BE MEGA — THE NATION'S PLAYING OUR GAMES!!**



**FREE**

# THE MOST SPECTACULAR ADD-ON UNDER THE SPECTRUM.

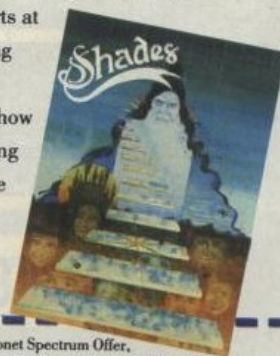


**JUST JOIN MICRONET FOR £23 AND WE'LL  
GIVE YOU A MODEM FREE!**

**A**nd that's just the beginning. Because when you join Micronet you inject a whole new lease of life into your Spectrum. You'll be able to play real

time multi-user games like Shades, talk to thousands of other computer users on Micronet's Chatlines, download free programs, stay up-to-date with the latest Spectrum news and much, much more. And because Micronet is just a local phone call away using it starts at just 55p an hour including telephone charges!

For more information about how to get a free modem (including software) and a free brochure call us today on freephone 0800 200 700, or return the coupon below.



Return to: Micronet Spectrum Offer,  
Units 8/10, Oxgate Centre, Oxgate Lane, London NW2 7JA.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Tel. No.: \_\_\_\_\_

Machine Type: \_\_\_\_\_

Age: \_\_\_\_\_



**VTC2  
MICRONET**

Offer available in the UK only while stocks last. Micronet and Prestel subscription £23 a quarter.



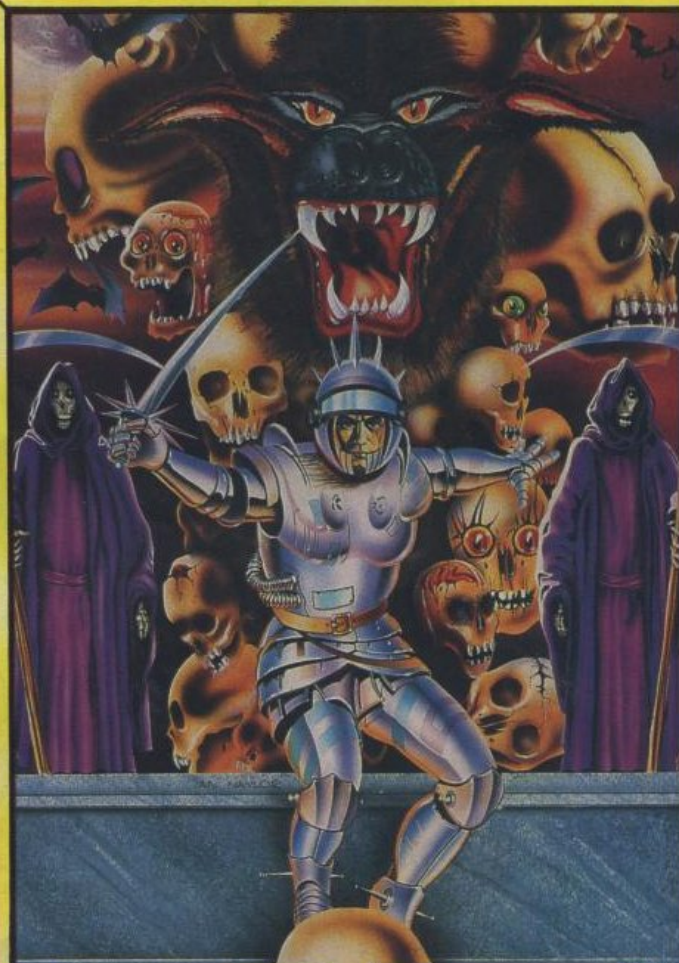
# CHART SM FROM U.



## STRIDER™

**CAPCOM™**

Available on: CBM 64/128 &  
AMSTRAD - Tape & Disk.  
SPECTRUM 48/128K - Tape.  
ATARI ST, CBM AMIGA, IBM PC/DISK.



## GHOULS 'N' GHOSTS™

**CAPCOM™**

Available on: CBM 64/128  
- Tape & Disk. AMSTRAD  
- Tape & Disk. SPECTRUM - Tape.  
ATARI ST, CBM AMIGA.

**U.S. GOLD®**

**4 CHART SMASHING  
FOR THE U.S. GOLD**

U.S. GOLD LTD., Units 2/3 Holford Way, Holford, Birmingham

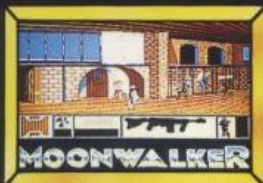


# MASHERS U.S.GOLD

A GAME LIKE NO OTHER



## MICHAEL JACKSON MOONWALKER

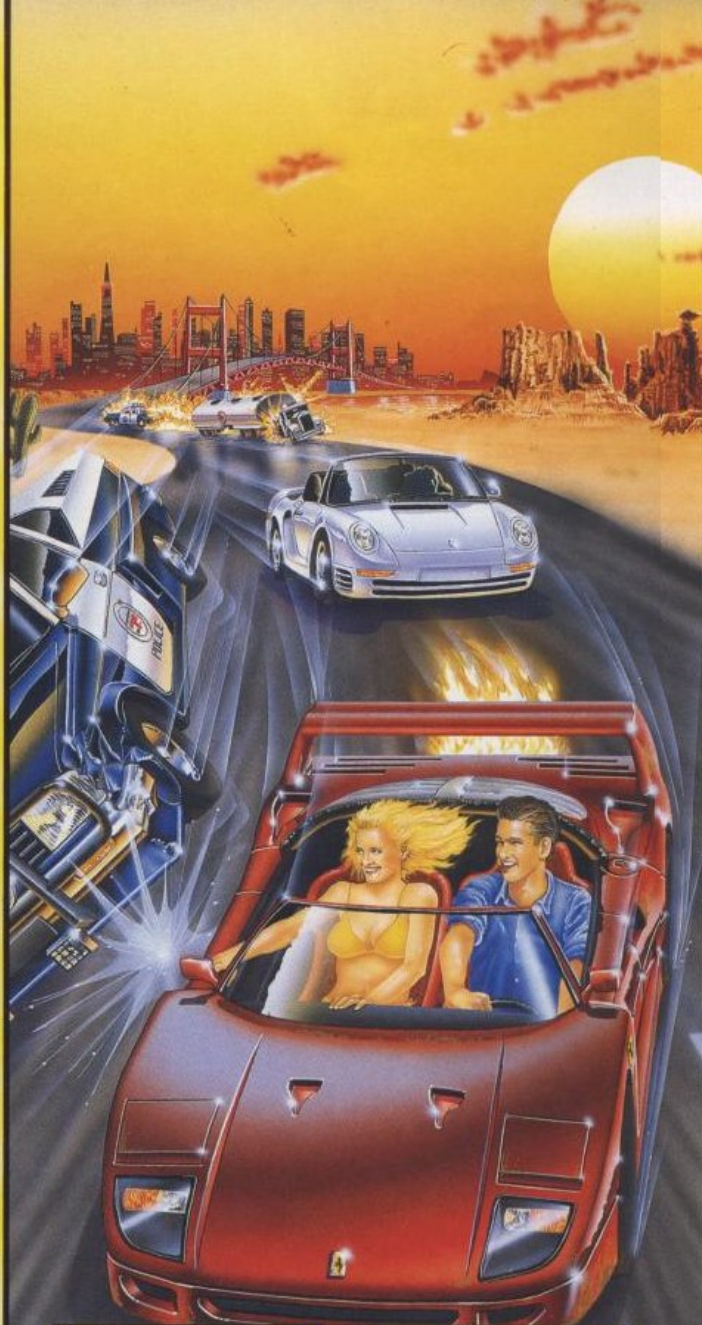


**MOONWALKER™**



© 1989 Triumph International, Inc. All Rights Reserved.  
© 1989 Key Punch Software, Inc. All Rights Reserved.

Available on: CBM 64/128,  
- Tape & Disk. AMSTRAD  
- Tape & Disk. SPECTRUM - Tape.  
ATARI ST, CBM AMIGA, IBM PC.



**TURBO OUT RUN™**



Available on: CBM 64/128  
- Tape & Disk. SPECTRUM - Tape.  
AMSTRAD - Tape & Disk.  
ATARI ST, CBM AMIGA.

ING GAMES DESTINED  
D HALL OF FAME!!



Screen shots from various systems.

ford, Birmingham B6 7AX. Tel: 021 625 3388



# A REALLY WICKED MIX...

All in  
One special pack



Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics... Without doubt this is a first class shoot 'em up." A CRASH SMASH. "Definitely the coin-op of the year..." Buy Operation Wolf, it's a brilliant conversion." C + VG GAME OF THE MONTH

© 1987 DATA CORP.

"...an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects." C + VG HIT "Palace have really put everything into this one... it's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD "Barbarian II is packed with humorous touches... great animation... the sound effects, too, are top quality... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.



© 1989 PALACE SOFTWARE

## DRAGONNINJA™

"A sure winner with the official conversion to the home computer." COMPUTER GAMESWEEK. "A very enjoyable and addictive game... The best conversion I have seen on the Amstrad." AMSTRAD ACTION. "There is more than enough action in this one to keep you coming back for more." ACE

© DATA EAST

COMMODORE  
AMSTRAD-SPECTRUM



## THE REAL GHOSTBUSTERS™

"The Real Ghostbusters offers great two player action." ST ACTION. "Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION. "The creatures are very well defined and animated... as near to cartoon graphics as you can get on the Spectrum." GAMES MAGAZINE.

© 1989 COLUMBIA PICTURES TELEVISION, A DIVISION OF CPT HOLDING, INC. ALL RIGHTS RESERVED. © 1984 COLUMBIA PICTURES INDUSTRIES, INC.

COMMODORE  
AMSTRAD-SPECTRUM



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650