

A NEWSFIELD PUBLICATION
No.79 AUGUST 1990
MAGAZINE
AND CASSETTE
£1.70

CRASH

SAN *coupe*
COMPATIBLE

SINGLES SPECTRUM GAMES

Blood 'n' Sand! GLADIATOR

JUST ONE OF
FOUR SMASHING
SPECTRUM
GAMES FOR THE
SUMMER HOLS -
ON YOUR MEGA
ACTION TAPE!

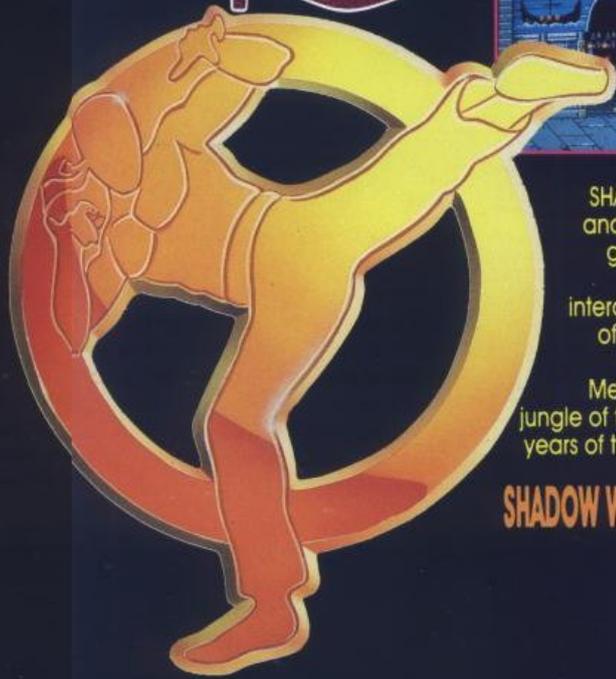
PLUS! Full playable level of
RUFF & REDDY - from Hi-Tec!
POKEMANIA!!

What?
No great CRASH cassette?!
Ask your newsagent for it
— nicely!

EXCLUSIVE
APPRENTICE
Coming soon from
Rainbow Arts



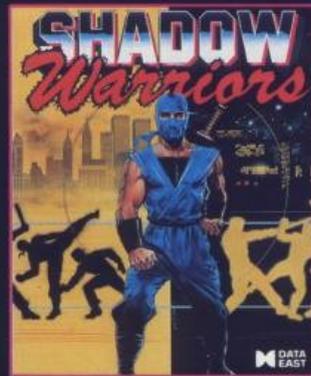
SIGNS OF THE



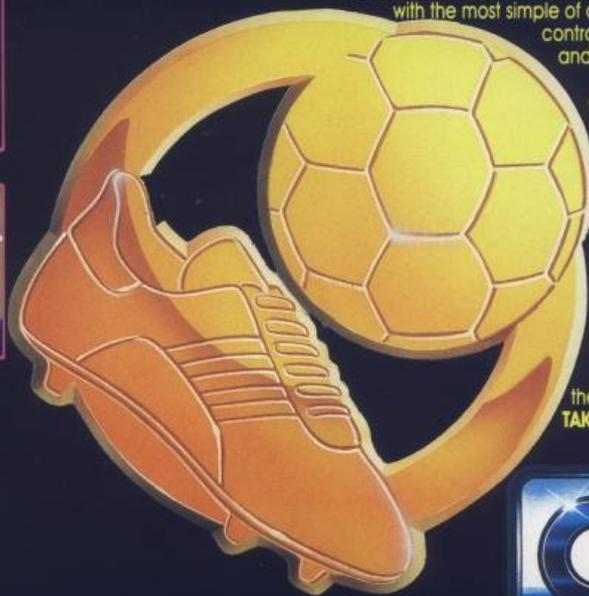
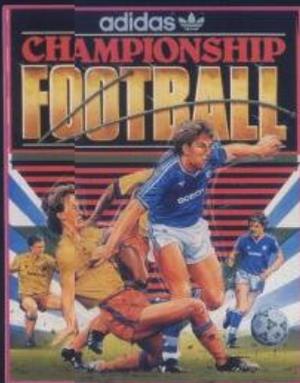
SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING
interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips...

Take your techniques to the streets
SHADOW WARRIOR...the hero of the nineties.



MIC

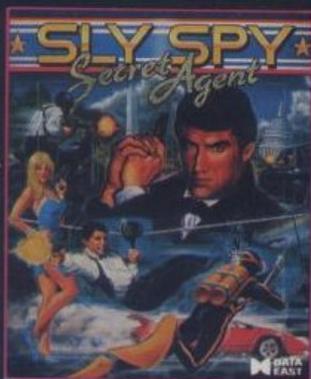


Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer.

TAKE ON THE WORLD!



TIMES



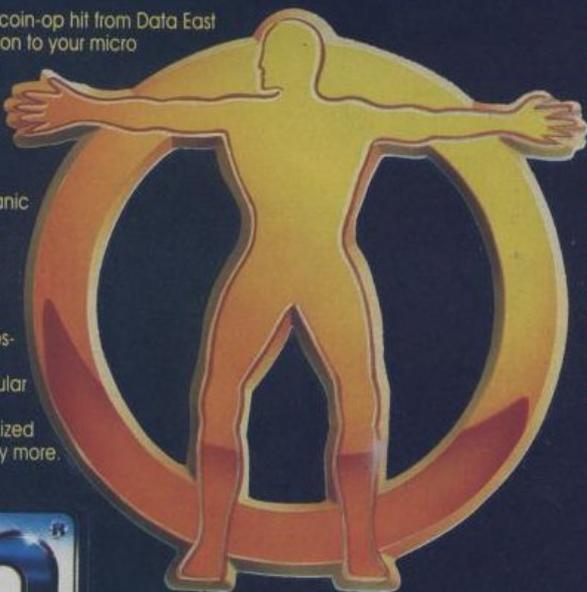
The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**



XO

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.

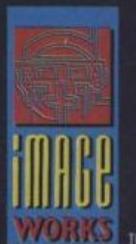


6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977
OCEANS G · Fax: 061 834 0650

**ALL AVAILABLE
FOR
SPECTRUM
AMSTRAD
COMMODORE
ATARI ST - AMIGA**

COMING SOON...

BACK TO THE FUTURE II PART II



© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel. 071-528 1434 SCREENSHOTS:

Atari ST

4 & 5 Courtesy of MCA

CRASH



CONTENTS

5 GAME THRILLS

Four amazing games for August! *Gladiator* (Domark)! *Assassin* (Psychedelic Hedgehog Software)! *Satcom* (Atlantis)! *Déjà Vu* — *The Remix* (Powertape)! PLUS: One complete playable level demo of *Ruff & Reddy* (Hi-tec)! PLUS: *Pokémonia* — tips on tape!!

8 PREVIEW

A Power Preview of the latest game from the people who brought you *Turrican* — it's *Rainbow Arts' Apprentice*! Plus all the action heading your way soon!

12 S'AMAZING!

Sad news about MGT, but there is plenty of info and action for Coupé groupies!

14 LIVE CIRCUIT



It's a bundle of joy on paper! There's *Jetman* (who's in a pickle — heck!), *Lloyd's Forum* (he's got some screws!), *Compo Winners* (they've got some prizes!) and all the news and views that's fit to print (and quite a bit which isn't!).

21 SINCLAIR'S SURVIVAL

Part two of a special CRASH story tracing the history of the Sinclair range of computers!

26 STICK IT ON THE WALL!

Great pull-out centrefold of *Vendetta*, last month's CRASH Smash

28 DATEL COMPO!

You could become *Leonardo Da Vinci* or *Jason Donovan* if you win one of the super utility prizes on offer from *Datel Electronics*!!

31 DJ NICKO'S TIPS

The roughest and toughest games are beaten into submission by DJ Nicko! Featuring a *Castle Master* special solution guide!!

40 REVIEWS

Yea, and verily in these days of lore, Three Power That Bee saide unto CRASH 'A plague of Soccer games will bee released onto the Speccy and yea, verily thoust shall review them'. And yea, verily, CRASH saide 'Takee thif football and ram it up your... (SNIP! — Ed)

47 BUDGET

DJ Nicko and the budget crew sort out the sizzlers from the suckers from this month's £2.99 selection!

50 BACKPAGE

It's the page at the back (Back! BACK!!)! Become a lean, mean racing mutha with *Accolade!* Leathers, t-shirts and shades must be won! Plus — next month's action previewed!

GAME

SUMMER FUN!

thrills

It's the first month of the summer holidays and CRASH is back to bring you all the action to make your break a mega one!

And if you thought it was all over in Italy with the World Cup finished, well, think again!! We're taking you back to Rome for another battle of the giants! It's *Gladiator* — just one of the four fab games we have on the Powertape this month! Also on the Powertape is *Déjà Vu* — *The Remix*, a smashing updated version of the crazy game from last Christmas's tape!

With *Satcom*, *Assassin* and a demo of *Ruff & Reddy* this summer's action is hotter than ever!!

THRILLS ON TAPE!

Where to find your brill thrills!

● SIDE A:

GLADIATOR
SATCOM
RUFF & REDDY Playable Level

● SIDE B:

ASSASSIN
DEJA-VU
POKEMANIA

Check the inlay for loading instructions.

Should your tape prove faulty, send it in its box to:

NEWSFIELD, CRASH TAPE CLINIC AUGUST (79), LUDLOW, SHROPSHIRE SY8 1JW

A working tape will wing its way back to you!



● Beat 'em up in Rome with Domark!

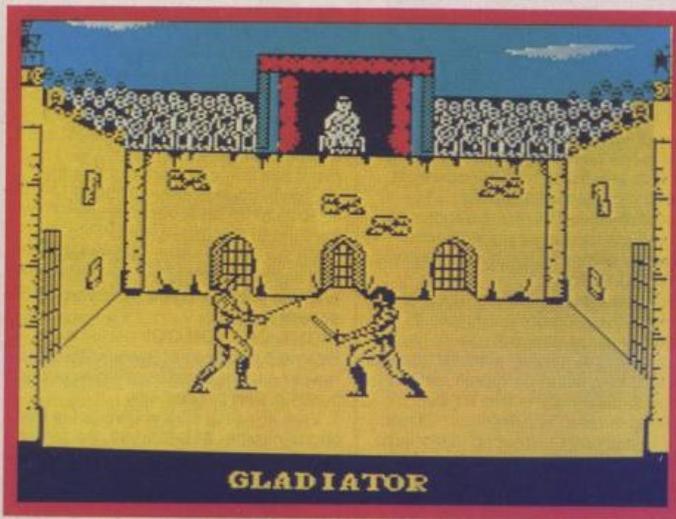
It's a fight to the finish in *Gladiator* — a wild and vicious beat 'em up set in ancient Rome. Can you beat the best and win the Emperor's favour?

Marcus (that's you) is a slave, and he's had it up to *here* with this being-bossed-around lark. So, he attempts to win his freedom in among the gladiators in the stadia of Rome. To buy his freedom, Marcus must win 32,400 Eagles — a lot of Roman dosh.

To get so much money you have to whack the living daylights out of seventeen fighters and then take part in a gambling session. As you win fights, you are matched against more skillful opponents who come into the arena with better weapons. Both Marcus and his opponents are capable of 25 — 25! — different moves, ranging from offensive to defensive, and during combat the idea is to reduce Marcus' opponent's energy supply, which is indicated by a bar graph on the side of the emperor's box.

A **weapon selection screen** pops up at the start of each contest.

GLADIATOR



GAME *thrills*

containing 45 different weapons. Arming Marcus is a process of trial and error as you don't know what each weapon's power is. Marcus can use a weapon in each hand as well as a set of wrist knives.

Then it's off to the arena where the fighting starts. Moves are made using a combination of **fire button** and **directions**. Three sets of moves are available: one using the directions only, another using the direction keys (or joystick) after fire has been pressed once, and the third set is accessed after fire has been pressed twice.

At least fifteen opponents have to be beaten in the arena before you get to the **betting screen**. Once you get to the bookies the points accumulated can be gambled, using the **1** key as up and **Q** as down to select the

amount to be gambled. Press **fire** and then, using the same keys, decide who to gamble on. If you win, then you double your money. Lose and the stake money becomes the bookie's. If all your money is lost then Marcus gets thrown back into the arena. Get 32,400 Eagles and a Marcus gets his coveted **Certificate of Freedom**.

FEELING GLAD ALL OVER?

You will be when you find out the control keys!

Player One: 1 to 5/up screen, Q to T/down screen, A, D, G/left, S, F/right, C, Z, X, C, V/fire.

Player Two: 6 to 0/up screen, Y to P/down screen, J, L/left, H, K ENTER/right, B, N, M, S, B/fire. Or give 'em hell with the joystick using Kempston or Sinclair interfaces

SATCOM

● Hacking away with Atlantis!!

★ Do you remember that fabbo movie *War Games*? It was all about saving the world by hacking into mega-computers at NASA and stuff. Don't you wish you could play at that? Well, now you can — thanks to Atlantis and their superb cracking game *Satcom*!

Right, lets check out the situation. Hell! It doesn't look good: someone's plugged a rogue mega-computer into the controller of a US laser-armed satellite. With control over two other satellites as well it's wreaking havoc in the heavens! Every two hours a satellite is wiped out. Somehow the self-destruct mechanism of the laser-armed satellite controlled by the mega-computer must be triggered!

You decide to help. But what if you don't do it within the next two hours? There's no time for panic — you tear the only clue available out of the morning paper — a telephone number discovered by the **FBI: 515-626160** — and set out on the most important hack of your life!

The FBI haven't got a clue what to do. The telephone number connects to a company called **Global Atmospherics UK**. But a director of GA maintains there's no connection between them and the current crisis...

HOW TO PLAY

When *Satcom* has loaded, press a key and the program generates its codes — these alter with every game (unless you're playing a saved game). Press a key, when prompted. An Icon Menu is displayed — this is your working screen. The first icon allows you to dial out, the second is the logic analyser, the third is the data screen and the fourth is the save/load facility.

To step through the menu, press **SPACE** (also used to close the phone

link, the data screen and the save/load facility). To action an icon hit enter. When you've dialled a telephone number the computer at the other end of the phone usually asks for a password code in numbers so you can gain further access. Virtually all the codes can be cracked with the help of the logic analyser.

Once you've dialled into another system the logic analyser grabs as much information as it can. So if you don't know the password, cut the telephone call and return to the main menu and put the logic analyser into action. The information from the logic analyser is then fed to the data screen for you to examine and will consist of the following:

HIGH, MID, LOW, or SAME
ODD (1,3,5,7,9) and EVEN (0,2,4,6,8)
For example: The data screen provides you with the first three numbers of a code. Let's say they were 1,2 and 3. You have to work out the next three numbers (codes are always six figures). The data screen shows the total sum of the final three digits - let's say it was 15 and your clues to the actual figures are:
EVEN/LOW
ODD/MID
EVEN/HIGH

From this you can work out that the complete code is either 123456, 123078 or 123258. All of which conform to the above data.

Then log back on with the computer you were attempting to gain access to and use your six figure password to access its data.

RIGHT, OFF YOU GO!

Because this style of game may be new to a lot of people we'll give you a guide to start playing.

1. Well, the only clue you've got is that phone number **515-626160**. So select the **phone icon** and input the number when prompted.

2. If you've accessed **Global Atmospherics'** computer you're now

asked for the coded password. You don't know it, do you? No, but the **logic analyser** has grabbed lots of info. So cut the phone call (press **SPACE**) and return to the main screen.

3. Get the logic analyser going by selecting it and pressing **ENTER** and wait until it has organised its data.

4. When it has finished go to the **data screen** and work out the last three digits of the password.

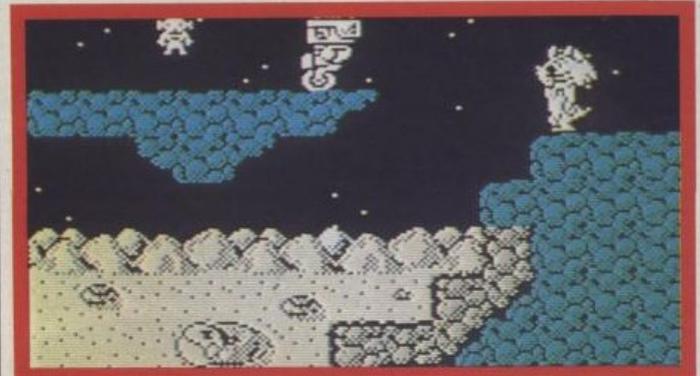
5. Now you have a six figure password. Dial up the GA computer and enter the password. If you've got

it right — you're IN!

6. Check through options **1** and **2** on the GA screen. Nothing much there is there? Wait — a new option appears! **Option 3:** a list of phone numbers. If it hasn't appeared just go through options **1** and **2** again — it appears eventually.

7. Write down all the numbers and start dialling!

8. That's all we're saying. Try the mew phone numbers, get more access codes; but most of all — **SAVE THE WORLD!!!**



EXCLUSIVE CRASH DEMO!

RUFF & REDDY

● It's the complete first level of Hi-tec Software's latest game!!

★ Who are Ruff and Reddy? To cartoon fanatics they're the chaotic dog and cat duo who are always in a pickle! They're also the stars of Hi-tec Software's latest game — suitably titled *Ruff & Reddy*!

The daring duo have agreed to test Professor Flipnoodle's pocket rocket. At blast-off something goes badly wrong and the rocket spins out of control. **Ruff and Reddy** find themselves on a strange alien planet where the inhabitants, **Lilli-Punies** kidnap our heroes.

In return for their freedom Ruff and Reddy agree to help the Lilli-Punies

by rescuing six of their small alien chums which are being held captive on a neighbouring planet. Ruff the cat heads off into the alien world to locate the six small creatures.

That's the task — locate and collect six small aliens (you can't miss 'em, they're a bit short and stay still). There's umpteen screens full of platform fun and japey and it's dead good — even if it is a bit tough when you can't find the correct route around the planet!

A BIT RUFF?

Better brush up on the controls! Use the keyboard on **O/left**, **P/right**, **SPACE/jump** or pick one of the joystick options from the title screen!

Ruff & Reddy is out in the shops now, a complete snip at £2.99! If you can't find it, give **Hi-tec** a call on **0742 587551**!

assassin

● Freaky alien shoot out from Psychaedelic Hedgehog!!

★ You are the Rt. Hon. Bob Fossington Kiwi — a freelance mercenary and assassin. He has been hired to infiltrate a colony asteroid that houses hundreds of yukky mutants and blow 'em away!!

Run along the face of the asteroid to confront the the dreaded Asteroid Worms from whom you must obtain four pages of an ancient manuscript for your employer! To obtain the pages a simple sub-game must be played and won. To enter the sub-game feed a monster to an Asteroid Worm and then take it in mind-to-mind combat when it's busy chomping. Use keys 1 to 5 to match with the relevant numbers on screen and when you make it all the way across you've done it! You can also obtain extra things to help you in your quest — these are acquired from magical wizards who pop up occasionally. But (but!) some wizards are a tad wicked, and bumping into one causes you a lot of harm.

Bob has four functions he can use:

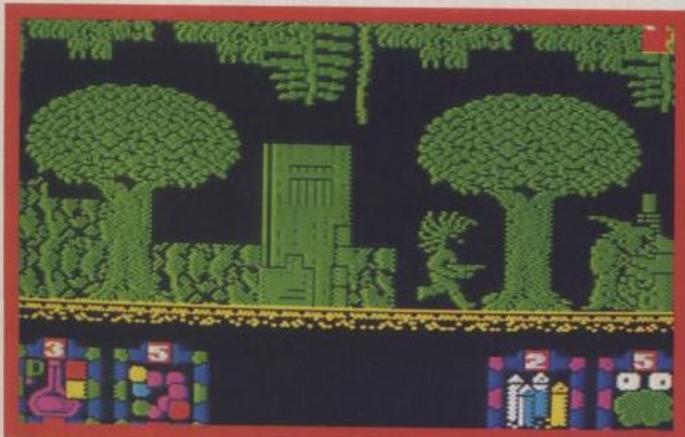
potions make Bob invincible for a short while, fungus gives Bob extra energy, bullets load up his gun and monsters are used to feed worms. In the top right-hand corner of the screen is an icicle cutesy box which is Bob's compass and points to all the exits.

CONTROLS

Bob is controlled with redefinable keyboard or joystick, and additional function keys are: SPACE/game status, 1/Potions, 2/fungus, 3/bullets, and 4/monsters. These correspond to the four boxes at the foot of the screen.

Psychaedelic Hedgehog

Software is a small software house currently operating on a mail order basis only. The latest release is *International Cricket Manager* — a strategy cricket game (hence the title!) in which you have to manage England as you battle on the pitch against international squads. Featuring graphics, sound and music (not usually found in other strategy games!), *International Cricket Manager* is available now for £9.99. Write to Psychaedelic Hedgehog Software, 55 Stanley Street, Ramsbottom, Bury BL0 9JG.

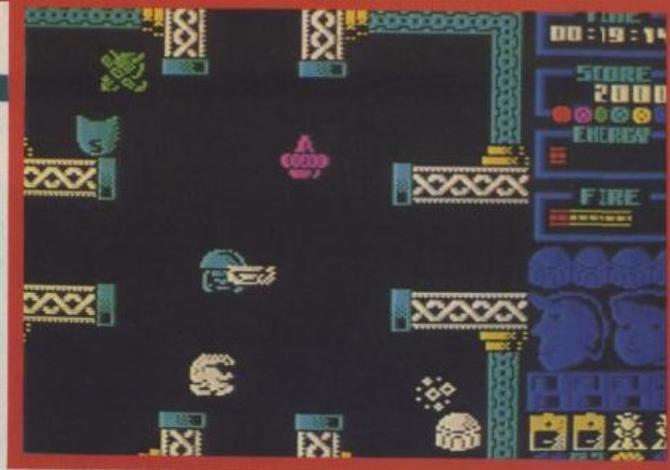


DEJA VU

the remix

● The Mega Team are back (back! back!) and better than ever!!
by Andrew Daly

★ Hands up everyone who bought the CRASH Chrissy Special! Cool! Worra lot! Remember that completely



berrilliant game *Déjà Vu*? You do? Good — well, it's back! *Déjà Vu — The Remix* is a new version that's even better to play and betterer (!!! —Ed) still to look at! Hurrah!

Earth is under attack by marauding slimey aliens (isn't it always?!). Not to worry, the Mega Team have arrived, and feeling in a particularly alien-hating mood, decide to see them off.

Unfortunately for Earth, two of the three members of the Mega Team were captured by the alien slimeballs, as they teleported aboard the ship. So it's down (or up) to you, the final member, to stop the aliens and save Earth! For the third time this month...

The objective is to collect the bomb which was beamed aboard the alien ship, carry it to the ship's hull and set the timer for it to explode. And if you're in a brave mood rescue your team members while you're at it!

To escape from the alien ship collect four fuel rods and enter the escape shuttle.

OBJECTS

Keys

Some sections of the ship are locked and can only be opened by the right key or solving an alien puzzle. The objective of the puzzle is to arrange the shapes in the correct sequence. Succeed and the area is unlocked, fail and you forfeit one of your six lives.

Extra Fire

Booom!

Extra Energy

The Bomb

Tick, Tick, Tick, Tick, Tick, BANG!!

Shield

To use press left, right and fire. If

using joystick press 2

Smart Bomb

Not an explosive which is at the height of fashion but one which kills everything on screen. To use press down and fire, if using a joystick press 1

Fuel Rod

Don't be a fool - grab some fuel!

CONTROLS

Kempston and cursor joysticks can be used, and the keys are definable. To pause press A, S, D, F, G together and press ENTER to restart. To abort press CAPS, Z, X, C, V together.

SO, WHO EXACTLY IS ANDREW DALY?

What happened to Andrew after the original *Déjà Vu*? Did he become and international star programmer writing hit after hit? Or did he go down the software dumper? Neither! He carried on with his blooming A levels!! He has been trying to get some work from a couple of software houses, but no luck yet. Instead he's pushed up the

original *Déjà Vu* to make it more impressive so he may get a job! So, next time you're writing to a software house stick this PS at the end of your letter: Hey, Mr Software House, why not do yourself a favour and hire that ace and generally all-round stillo programmer Andrew Daly?! I know — the one who did that smashing game *Déjà Vu — The Remix* 'or the CRASH Power Tape! I'd buy his games and I'm sure a squillions others would too! Hurrah!



POKEMANIA AHOY!

Find out what goodies Graham Turbo Mason has in store for you on Nicko's flabbo Tips pages!



GET YOURSELF ON THE COVER!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 19! It must accompany all entries!

PREVIEWS



● It's into the future, back to the past and fast forward this month! Confused? Just read on...

FUTURE FLYING

● SNOW STRIKE

Created by EPYX, a software house based in the States, *Snow Strike* promises to be an action-packed game. It's a flight simulation/combat game with a scenario set ten years into the future.

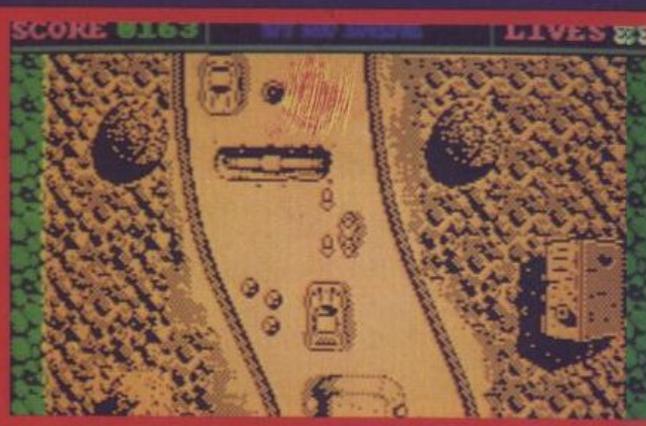
It's April 1999 and the President of America gives the green light on **Operation Snow Strike**, a planned attack on the drug barons of South America. A state-of-the-art fighter is bought especially for the mission — a **F14-LCB Cosmos**. Used as a tactical

weapon, this powerful and versatile fighter could destroy the major drug installations and transport modes — if it's flown by the right pilot! Guess who...

There are ten different missions to fly through, including missions specially prepared for your training. Have you got what it takes to make the grade of a futuristic fighter pilot? Maybe you'll get your wings when *Snow Strike* is released in August through **US Gold**.



OOOOOH!! JAMES!!



● THE SPY WHO LOVED ME

Let **CRASH** take you back in time (cue wibbly screen fade out) to a brilliant **Bond** movie — *The Spy Who Loved Me*. You remember? Good! There's a game based on the film coming! Hurrah! Of course, the world must be saved again, this time the meglomaniac is a nasty piece of work called **Karl Stromberg**. Stromberg has half-inched two nuclear submarines, one Russian and one British, and it's up to **Bond, James Bond**, along with beautiful Russian spy **Anya Amasova**, to stop him.

As usual **Major Boothroyd** and **Q**

Branch have come up with a range of deadly toys for 007 to test, not least a very special white **Lotus Esprit**. Being an amphibious car, a hasty retreat can be made into the sea, and those of you familiar with the film will know that is just where the car ends up on several occasions. **Bond** and his beautiful companion only have a few hours left to stop the evil genius — the whole world is counting on you **James**. September is the release date for this, the fifth **Bond** licence from **Domark**: let's hope it's as good as *Licence To Kill*!

TIME SLIP TRICKS

● TIME MACHINE

After the excellent *Hammerfist* Watford based programming team **Vivid Image** is releasing *Time Machine* through **Activision**. This is a 4-D (the fourth dimension is time!) fantasy role playing game where you take the part of an dotty straggly-haired professor who invents a time machine. A bunch of terrorists attempt to destroy said invention and their bomb hits a vital piece of machinery which sends our professor back in time, a long way back in time. Crikey!

Armed only with a **controller device** that stuns attackers and a limited supply of **travel pods**, Professor Potts must go back to the future (hey!) and stop the bomb attack that started the whole adventure. There are many puzzles to solve, not least how to guide the primitive ancestors of mankind in the right direction so you have a home to go to. The future of mankind is in your hands!! *Time Machine* will be available this month — if Prof Potts succeeds. Otherwise, of course, we all just blink out. So much for our theory of the time continuum...

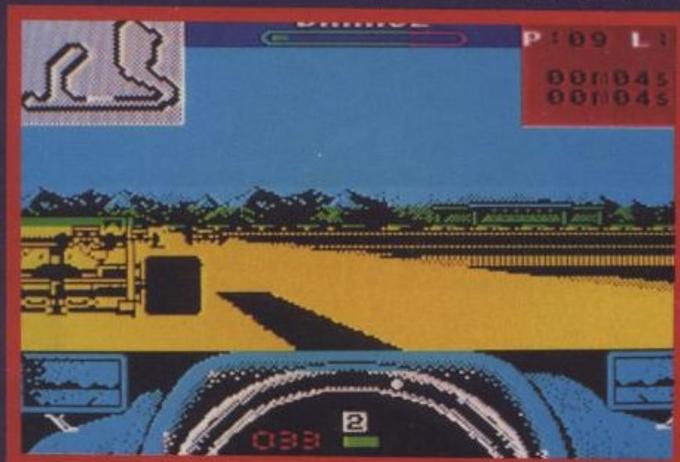


ACTION BIKING

● GRAND PRIX CIRCUIT

Another racing game is due from the **Accolade** garage in the very near future. It's called *Grand Prix Circuit* and lets you race one of three very powerful **Formula One** cars. Choose

from **Ferrari, Williams or McLaren**, and like *The Cycles* (reviewed last issue) each successive machine is more powerful than the last. Once your means of transport has been



chosen it's onto the options screen where you can select to practice a race, enter a single race or championship, set difficulty level, enter name and number of tracks. There are eight venues on offer: Brazil, Monaco, Canada, Detroit, Britain, Germany, Italy and Japan, but before you can race you must grab a place on the grid by qualifying. Available in September *Grand Prix Circuit* looks like it might be a must for all racing fans... That's if you don't already have a zillion other versions available!



exclusive!



BECOME A WARRIOR WIZARD!

Not only is Germany famous for its smashing software house which goes

the land of the lederhosen also has a rather skill football team, but

by the name of **Rainbow Arts**. Strange name for a software house, but the games are top quality! Remember *Rock 'N' Roll*, *X-Out* and the brilliant *CRASH Smash Turrican*? Yes! Dead good, weren't they?

So, what's next? It's *Apprentice*, an arcade adventure that follows the exploits of a wizard's young apprentice. It seems that this olde worlde YTS lad wants to join the Magicians Guild, but the ruling council think that even at the age of 400 you're too much of a young whippersnapper to be considered!

Still, reluctantly, it's agreed to send you into six dangerous worlds, each made up of 32 levels, to set you a final test. Pass and you will be dubbed a **Paul Daniels** acolyte. Fail and you'll probably spend the next 400 years as a lackey. **IF** you survive!

Dragons on the whole are big, scaly fire-breathing reptiles who like nothing better than torching a few villages and kidnapping fair maidens (and who can blame them?). **Fumo** is just that sort of dragon and it's your eventual goal to locate his lair and kill him. The main problem is that you only have ready access to 16 levels, so if you want to locate Fumo a lot of searching has to be done to find the secret doors to the other levels. You'd better pack your winter woolies because the climate as you pass from world to world changes regularly.

On the way to spank Fumo's bottom you climb mountains, cross rivers, suffer from vertigo as you enter cloud world and sweat like crazy as

you yomp across Hell. But you lugh in the face of danger (ha, ha, ha!) and chortle at the variety of creatures Fumo has sent to stop you (tee hee!). Even though you haven't gained full knowledge of wizardly ways, you have a few tricks under your pointy hat. By collecting money, ye old shoppes can be entered and a variety of goods purchased. These include **balloons** (to cross chasms), **energy bombs**, **extra lives** and **small spirits** which are the spitting image of you and are used to explore dank, dark, spooky places. Though be carefu! — the more accessible a shop the more expensive the goods are, and it's better (but much more dangerous) to clamber around and find the less accessible shops.

Fumo's minions are all over the place as expected, and he's enchanted all of the inhabitants of the land. It may be difficult to kill all the cute little birds and bunny rabbits etc, but to reach your target they must be either fought or avoided.

Though unarmed to begin with, the enemy can be kicked or you can throw handy chests at them. Having collected weaponry from shops, the serious business of maiming can begin.

Can you earn your pointy Wizard's hat by defeating Fumo?

Find out soon when *Apprentice* is released priced £8.99 on cassette and £12.99 on disk.



A QUICK PROBE

● The programming team responsible for this arcade extravaganza is

East Croydon based **Probe Software**. Created five years ago the guys initially developed, marketed and published their own games.

But that venture didn't last very long, so they decided to become one of the UK's top development houses! And plenty of work has come their way in the past few years as they program for some of the biggest names in the software business.

Though games like *Savage*, *Outrun*, *Mr Heli*, *Road Blasters* and *Sirm City* have done a lot to boost their reputation. We've already seen a playable demo of *Apprentice*, and although it's a few weeks off completion at the time of writing it looks as if it's set to be a winner. Expect to see a review next month.

More, more and more previews next issue!

One two three.



SPECIAL OFFER

Computer Games

Buy 3 get one
Free



*Please see reverse for details

One free too.

With Boots computer games you just can't lose. Buy any three during the period of July 9th to September 1st and you can select another one free. Keep hold of this Collect Card (if you do lose it just ask a sales assistant for another one) and we'll stamp it every time you buy a game from our large selection of titles. With three stamps on your card, all you have to do is return to your local Boots store. And then we'll give the game away.

A better buy at 

All titles must cost £9.95 or more and be for the same computer. The free offer does not apply to compilations. Subject to availability in larger stores only.

NEWS UPDATE

Over the last few weeks since CRASH 78 hit the streets you've probably read endless stories in the computer wee(a)klies that Miles Gordon Technology, producers of the SAM Coupé went into receivership on Monday 11 June. 'What hope do SAM Coupé owners have now?' they cried! Well, it's a shame weeklies must grab a story whether they know all of it or not. They don't hold on — and in this case their need to create a dramatic headline obviously threw current Coupé owners into a state of panic. The endless letters and phone calls CRASH has received during the past month proves that.

The good news is that the SAM Coupé has found a new home, though at the moment (24 hours before this issue starts rolling off the presses) no one is at liberty to tell us which company now has the rights to the Coupé. Fear not CRASH will tell you everything next month.

Readers who ordered a Coupé through CRASH mail order can also rest assured. As soon as we heard that MGT could no longer supply the Coupé we found another supplier who could fulfill the many orders. Better than writing shocking headlines...

Alan Miles, boss of MGT, was always confident that the Coupé would find a new resting place: 'It was the company that failed, not the product. We owed it to our customers, the developers and ourselves to find a stronger company to take on the Coupé and the later products we have planned'.

Hopefully the SAM Coupé will soon be back on the road to success — and CRASH is right behind it!!

FORMAT OFFERS SUPPORT

While waiting for details of the new Coupé company, owners of the SAM Coupé can turn to Format, the Coupé user group, for any help they may need. A telephone hotline to answer users' problems and to provide technical help advice on all things Coupé is now open. Phone 0452 412572 or write to: INDUG, Format Publications, 34 Bourton Road, Gloucester GL4 0LE.

12 ■ CRASH AUGUST



the page with all things coupé...

TYPE-IN

Jan Slavin has sent in this interesting listing to make your SAM Coupé do some pretty amazing graphic displays. Type it in and away you go!

```
10 LET S=1:FOR A =0 TO PI*2 STEP (PI*2)/120
```

```
20 PLOT PEN S; 128+35*COS A,77+70*SIN -A: DRAW TO PEN S; 128+70*SIN A,77+35*COS -A
```

```
30 LET S=S+1: IF S=16 THEN LET S=1
```

```
40 NEXT A
```

```
50 FOR A=1 TO 15: FOR S=4 TO 0 STEP -1:LET C=A+S:IF C>15 THEN LET C=C-15
```

```
60 PALETTE C,S:NEXT S:NEXT A:GOTO 50
```



The SAM Coupé: It's light doesn't stop shining!

TURBO COMPATIBILITY

The level of compatibility between Specky games and the SAM Coupé has always been a problem.

Graham 'Turbo' Mason (yes, he of *PokeMania*) wrote the emulator and would like to clear up a few points...

There have been a lot of reports about the incompatibility. This has been caused by MGT having several versions of the Coupé ROM and not telling me. I wrote the emulator for the Coupé I had. So, because of that, people who had the same ROM as my Coupé got it to work. Those with a different ROM complained that nothing loaded.

The issue two ROM is finished and so is the Coupé/Specky emulator version three. Alan Miles and Gary Thomas have extensively tested Specky games on it and have found, from a recent top 30, only one game that doesn't load. The new degree of compatibility is extremely high!



Alan Miles: Always confident that the Coupé would find a new company to support it.

HURRY, HURRY, HURRY!

Make a quick dash to page 46 now — that's where you'll find the CRASH review of *Enigma Variations*' Defenders of the EEarth: the SAM Coupé version! It's a crazy colourful blast!!

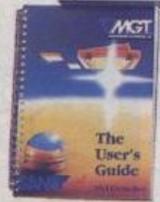
Watch this page next month, for all you want to know about your new SAM!

PSST! HEY PUNK! WANNA OWN YOUR OWN SAM? WELL FIND OUT THE DETAILS ON HOW TO GET ONE OF THESE WONDER MACHINES!

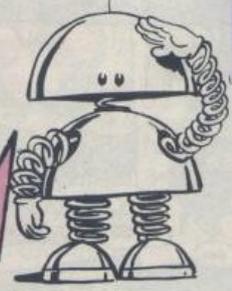
BUY YOUR SAM Coupé FROM CRASH!

**CRASH
MAIL ORDER
EXCLUSIVE!**

THE DISK DRIVE



THE COMPLETE SAM
COUPÉ PACK ONE



**The Sam Coupé
Computer Packs
On Offer!**

'Hi! SAM here. This is your chance to catch up with the latest and hottest computer around — the SAM Coupé! You can now buy your SAM Coupé straight from CRASH — a guarantee of reliable and efficient service. Three different SAM Coupé computer packs are on offer, from the basic pack right up to a SAM Coupé complete with two disk drives! And remember — you can play your favorite Speccy games on the SAM Coupé, so there's no need to miss out on all the latest action. And soon you'll be seeing special SAM Coupé games — taking advantage of all the great new facilities the SAM has to offer! Join the gang — and get a taste of the latest in computing with the SAM Coupé!

**SAM'S COUPÉ PACK ONE
SAM COUPÉ**
The computer, the power pack, the manuals, the tapes and *Flash!* — the art program! All for £179.95

**SAM'S COUPÉ PACK TWO
SAM COUPÉ
WITH ONE DISK DRIVE**
The computer, the disk drive, the power pack, the manuals, the tapes and *Flash!* — the art program! All for £249.95

**SAM'S COUPÉ PACK
THREE
SAM COUPÉ
WITH TWO DISK DRIVES**
The computer, two disk drives, the power pack, the manuals, the tapes and *Flash!* — the art program! All for £329.95

AND THOSE OPTIONAL EXTRAS

COUPÉ DISK DRIVE
£89.95
256K MEMORY PACK
£39.95
**COMMUNICATIONS
INTERFACE**
£29.95
**EXTERNAL DRIVE
INTERFACE**
£29.95

SCART MONITOR CABLE
£9.95
MIDI CABLE
£4.95
2 METRE NETWORK CABLE
£4.95
**ADVANCED TECHNICAL
MANUAL**
£15.95

SAM COUPÉ CRASH ORDER FORM

- Please send me:
- PACK ONE:** SAM Coupé £179.95
 - PACK TWO:** SAM Coupé with one disk drive £249.95
 - PACK THREE:** SAM Coupé with two disk drives £329.95
 - COUPÉ** disk drive £89.95
 - 256K** memory pack £39.95
 - Communications interface £29.95
 - External drive interface £29.95
 - SCART** monitor cable £9.95
 - MIDI** cable £4.95
 - 2** metre Network cable £4.95
 - Advanced Technical Manual £15.95
- All prices are inclusive of VAT and P&P.

I ENCLOSE A CHEQUE/POSTAL ORDER FOR THE TOTAL AMOUNT....

I WOULD LIKE TO PAY BY VISA/ACCESS

CREDIT CARD NUMBER

EXPIRY DATE.....

SIGNATURE

NAME

ADDRESS

.....POSTCODE.....

PHONE NUMBER.....

Make cheques and postal orders payable to NEWSFIELD Ltd. Send this form to: NEWSFIELD, SAM COUPÉ OFFER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Allow 28 days for delivery. Enquiries: 0584 875851.

LIVE CIRCUIT

Success is mine! the Campaign For Mangram To Get A Shiny New Desk is complete! Sort of. Well, thanks to your generous (ahem) donations I now have enough money to afford the first four screws. Real thanks though for this month's mail bag — a huge one! Keep 'em coming. *Letter Of The Month* goes to J Stanley this issue for a tale of woe that jerked my heart-strings (ping!). You too could be the lucky winner of a £40 software voucher by writing a great letter and sending it to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

128K WONDERS?

Dear Lloyd
I wonder how many other people like myself have naively purchased a ZX Spectrum -2, on the presumption that a 128K machine would enable then to play games of far superior quality than that of a 48K machine or even the Commodore 64, only to find that practically every item of software purchased is to be loaded in 48K mode.

I find this extremely frustrating as I genuinely believed at the time of purchasing my ZX Spectrum, that this machine would provide better graphics and music than the Commodore 64. But now having seen the same game played on both machines I know I was mistaken.

I would be prepared to pay a couple of pounds extra if the software houses were to bring out two versions of the same game, 48K and a better 128K. Should I have saved my money and just bought a 48K machine in the first place?

J Stanley, Milton Keynes, Bucks.

No, you were right to buy a 128K Speccy. There are many games that take advantage of the 128K's sound chip and larger memory. In fact most of the big name games do — *Batman*, *Chase HQ*, etc.

Don't be disheartened, indeed — have a £40 software voucher and treat yourself to software which will operate in 128K mode (your local retailer should be able to recommend some). Remember though, that the 128K's graphic capabilities are essentially the same as the 48K's.

LM

TERRIBLE DISEASE?

Dear Lloyd
What has happened to the Olibugs? Have they all died off from some terrible disease, or is there a vicious Olibug eater at the new CRASH headquarters? For many editions there have been no

Olibugs. Why? I know Olibugs are an endangered species. People would love to steal them

14 ■ CRASH AUGUST



and sell them for loads of money (having them in **CRASH** might attract thieves). But still, **CRASH** isn't the same without the friendly (well nearly friendly!) Olibugs.
Robert Butler, Beaconsfield HP9 1XW

The problem's this: Olibugs once lived happily on the **CRASH** designers' paste-up boards (where text and pictures were stuck down). Now **CRASH** is produced on Macintosh computers and the Olibugs are having a bit of bother invading the circuit boards. Latest reports indicate they've found the input port and are diving in, look out for an appearance soon!
LM

ISSUE ONE FOR SALE!

Dear Lloyd
I'm just writing in to let you know that I'd like to sell copies 1-48 of **CRASH**, or some of them, according to any buyer's preference. The first two volumes are in **CRASH** binders. I'm open to readers offers.

Philip Murphy, 42 The Drive, Northwood HA6 4HP.

An issue one? A rare item indeed. If you're interested in Philip's offer, get in there quick!
LM

OH DEAR, A POEM

Dear Lloyd
Here's a poem... *I like CRASH, I read it while I eat bangers and mash, I liked the WHAM Bar that was free, I ate it while I was having tea, Four free games each month to play, Three cheers for CRASH: Hooray, hooray hooray!!*
That must deserve £40 worth of software. Mustn't it?
Christopher Bailey, Wisbech PE13 2PP
PS. Here is some money to help with the new desk account. Now you have the grand total of erm... £00.05
Congratulations.
PPS I hope this bribe works.

There once was a chappie named Chris,
Whose bribery plot was this,
'Send Mangram some dosh,
And he'll be impressed — by gosh!
And award me £40 of software — ah, bliss!
You must be joking, be off with you!
LM

TOOTHLESS

Dear **CRASH**
Wham Bar: the most tooth

exploding bar in the world! It really works. On the first bite of my Wham bar, Kerpow!, my tooth broke and fell out. It's the tooth the whole tooth and nothing but the tooth (groan —LM).

Yours toothless
Marissa Smith (11), Stoneyburn EH47 8DY.

Apparently, (well, there's this rumour going around) if you stick a tooth under your pillow, this great fairy takes it and in its place leaves 10p — ideal for buying another WHAM Bar! A bit daft. How many fairies do you know who have tooth collections? That's what I want to know.
LM

FALSIES!

Dear Mr Mangram
Yo! How are you doing? (I picked that up from my grandson Peter). I'm an 82 year-old Granny and have been reading **CRASH** for a long while. To start with I stole Peter's copy every month, but eventually decided to get a subscription. Peter was most pleased as I stopped cutting out competition entries and posters!

Recently I've been playing the games on the Power Tapes. They're all pretty good (compared with my aged games such as *Space Intruders*), but I find them a bit hard - my



reactions aren't what they used to be!

Luckily, my husband George bought me one of those green and pink cruiser joysticks for Christmas. I used to find it hard to press down the keys because of my arthritis. The joystick has really helped, it also brightens up the living room and doesn't clash with the wallpaper. My only complaint is that my +2A doesn't match the TV very well. Do you know if Sinclair make a Teletext TV to match the +2A?

I've always fancied being a pilot, and there are several flight sims about. Is *Project Stealth Fighter* any good?

One other thing, I really enjoyed the 'Yummy, scrummy space-age WHAM bar'. The only trouble is my false teeth are still stuck in it.
Mildred Rix, Downham Market PE38 9RT

Regarding a Sinclair monitor, I'm afraid there isn't one. Just adjust the fine tuning on the TV set and a suitable signal should be found. And if you want to get into flight simulations *Project Stealth Fighter* is good — also try *Gunship* which is excellent.
LM



A GUIDE TO GIRLS!

WHO IS YOUR IDEAL GIRL? Find out exactly which girl is your perfect partner!!	0898 664 301
HOW DO YOU SCORE AT SNOGGING? So do you think you're hot stuff when it comes to tongue sarnies?	0898 664 303
HOW TO TELL IF A GIRL FANCIES YOU! We know you're just dying to find out the answer to this one!	0898 664 302
ARE YOU A SUPREME LOVE MACHINE? Put your passion power to the test against our computer!!	0898 664 307
HOW TO GET THAT GIRL TO FANCY YOU! Learn the tricks to be slick with the 'chicks'!!	0898 664 308

A Voiceline production. Calls cost 25p (cheap rate) and 38p (at all other times) per minute inc. VAT.

Voiceline Ltd., P.O.Box 1640, London NW1 8NP.

★ 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 Specky 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!! Yyyyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW. And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

OPERATION WOLF

680189 Ewan Macleod, Nairn IV12 5NR
546702 Dean Wyrton, Banstead SM7 3NA
498154 Richard Jones, Abertillery NP3 1TF

IK+

429500 Anthony Coughlan, London E77 3PE

LEGEND OF KAGE

136850 Anthony Coughlan, London E77 3PE

CRAZY CARS

5793424 Anthony Coughlan, London E77 3PE

TURBO OUTRUN

797890 Ross Carder, Hastings TN35 5AY
514380 Richard Jones, Abertillery NP3 1TF

OUT RUN

2060100 Robert Butler, Beaconfield HP9 1XW

RAINBOW ISLANDS

31199880 Daniel Fletcher, Baildon BD17 6AS
2333610 David Gilson, Hull HU5 5BZ
1391160 Tim Stevens, Derby DE7 3GA
1069740 Ewan Macleod, Nairn IV12 5NR

STRIDER

58800 Steven Downey, Worthing BN14 7LL



SUPER STUNTMAN

1187409 Darren Morgan, Milton Keynes MK14 7OP

HARD DRIVEN'

372390 Steven Downey, Worthing BN14 7LL

PAPERBOY

108320 Jane Broomfield, Hutton Cranswick YO25 9QL
81260 Ewan Macleod, Nairn IV12 5NR

CHASE HQ

16167155 Richard Jones, Abertillery NP3 1TF
5596581 Scott Brown, Glasgow G73 1AF

TYPHOON

30100 Richard Jones, Abertillery NP3 1TF

BATMAN MOVIE

260740 Tim Barton, Ringwood BH24 3DS
73280 Richard Jones, Abertillery NP3 1TF

DOUBLE DRAGON

52100 Ewan Macleod, Nairn IV12 5NR

DARK FUSION

20200 Richard Jones, Abertillery NP3 1TF

SAIGON COMBAT UNIT

141200 Richard Jones, Abertillery NP3 1TF

SURFACE TENSION

2901000000 Richard Jones, Abertillery NP3 1TF

CARRIER COMMAND

70260 Richard Jones, Abertillery NP3 1TF

OPERATION THUNDERBOLT

10318875 Ewan Macleod, Nairn IV12 5NR
4492962 Craig Chubb, Cheadle Hulme SK8 6BQ

And this month's incredibly lucky winner of the £40 software voucher is Richard Jones from Abertillery! Hurrah!

NAUGHTY JOKE LINE

0898 800 294

JOKE OF THE CENTURY
0898 800 243



FAT FREDA'S RUDE JOKES
0898 800 244

GORDON THE GOALIE'S FOUL! FOOTY JOKES
0898 800 245

AUSSIE NAUGHTY JOKES
0898 800 246

TASTELESS TIM'S BAD TASTE JOKES
0898 800 247



ROGER SMELLEE
0898 800 248

5p PER 12 SECS CHEAP RATE 5p PER 8 SECS ALL OTHER TIMES INC. VAT
ULTRA-NAUGHTY LINE FOR READERS OF SMALL PRINT 0898 800 249

BUZZ HUMBUCKLE 146 HAMMERSMITH GROVE, W6 7HE

MEL CROUCHER - COMPUTER Fun Line

THE NEWEST GAMES SECRETS

0898 299399

New event EVERY WEEK!

3 mins of mind blowing entertainment

MEGATIP GAMESLINE

0898 299388

Proprietor: B. Everiss, P.O. Box 71, Nineton, Warwick, CV35 9XA.
Calls charged at 25p per minute cheap rate and 38p per minute at all other times.
(Ask whoever pays phone bill)

AT LAST! SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/packing, handling and VAT

ULA 6C001	£11.99	SPECTRUM K/BOARD MEMBRANE	£6.99
128k ROM	£11.99	SPECTRUM K/BOARD MAT	£8.99
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£5.49
7805 REG	£1.49	SPECTRUM+ MEMBRANE	£9.99
4116 RAM	£1.49	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P & P, handling and VAT

Full spares list available / Trade enquiries welcome

Access/Visa or Postal Orders, Cheques

SPECTRUM REPAIRS £9.99 + PARTS + CARRIAGE + V.A.T.

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE
Tel. (0253) 822708

SINCLAIR SUPPLIES

POWER SUPPLIES

Spectrum 48/+	£9.99
Spectrum 128/+2	£14.99
Spectrum 128/+3	£24.99

LIGHT GUNS

Magnum	£29.99
Cheetah	£24.99

OTHER PARTS

Spectrum Membrane	£9.99
QL Membrane	£9.99
Spectrum Dataorder	£19.99
Kempton Interface	£9.99
10 Maxwell CF2	£24.99

NQL PRINTER

Mannesmann Tally MT81 Centronics 130 CPS/27 CPS NLO Friction/Tractor Auto Park	£132.99
--	---------

COMPUTERS

Spectrum +2	£119.99
-------------	---------

Spectrum +3	£159.99
Sam Coupe	£169.95
Sam Coupe + 1 Drive	£249.90
Sam Coupe + 2 Drives	£329.85

CABLES

+3 Cassette	£4.99
+3/+2A Centronics	£9.99
+3/+2 Serial	£9.99

EDUCATIONAL SOFTWARE

Each Fun School package includes 8 challenging programs. Prices are for Spectrum cassette. Add £3 for disc.	
Fun School 2 (under 6's)	£9.99
Fun School 2 (6-8's)	£9.99
Fun School 2 (Over 8's)	£9.99

BARGAIN BUNDLE (4-7's)

Includes Count with Oliver, Look Sharp, Number Fun, Learn to Read, Basic Arithmetic, Getset ONLY £9.99



Prices include VAT & P&P. Payment by Chq/PO to:
Omnidale Supplies (Dept Q) 23 Curzon Street, Derby DE1 2ES Tel (0332) 291219
ZX81 SOFTWARE - SAE FOR LIST.



SOFT OPTIONS



NOW TAKEN



SOFT OPTIONS
6 HOPE STREET
HANLEY
STOKE ON TRENT
ST1 5BS
TEL: 0782 204269.

SALE	SALE	SALE	SALE	SALE	SALE
SPECTRUM EASTER SPECIALS	SPECTRUM EASTER SPECIALS	SPECTRUM SPECIAL OFFERS	SPECTRUM EASTER SPECIALS	CLEARANCE STOCK	SPECTRUM COMPILATIONS
POWERDRIFT 3.99	VINDICATORS 2.99	THE RUNNING MAN 3.99	DAN DARE 3 6.99	OP THUNDERBOLT 3.99	MEGA MIX
TUSKER 3.99	SAVAGE 2.99	MIAMI VICE 2.99	VENDETTA 2.99	LAST DUEL 2.99	Operation Wolf, Dragon Ninja,
THE UNTOUCHABLES 4.99	VIRUS 2.99	HAMMERFIST 6.99	IMPOSSAMOLE 6.99	EXPLODING FIST + 1.99	Barbarian II, Real Ghostbusters,
DYNAMITE DUX 3.99	PLATOON 2.99	NINJA SPIRIT 6.99	KICK OFF 2.99	TITAN 1.99	ALL 4 GAMES ONLY £8.99
OPERATION WOLF 4.99	COMBAT SCHOOL 2.99	SPACE HARRIER 2.99	SLY SPY 2.99	MATCHDAY 2 2.99	TAITO COIN OPS
BATMAN THE MOVIE 4.99	IKARI WARRIORS 2.99	LAST DUEL 2.99	STORMLORD 2 2.99	MINI PUTT 2.99	Rastan, Bubble Bobble, Flying
CABAL 4.99	BIONIC COMMANDO 2.99	WONDERBOY 2.99	SALAMANDER 2.99	MICKEY MOUSE 0.99	Shark, Slap Fight, Legend Of
NEW ZEALAND STORY 4.99	BARBARIAN 2.99	BLACK TIGER 6.99	FIRE AND FORGET 2.99	VIXEN 2.99	Kage,
DRAGON NINJA 4.99	MATCHDAY 2.99	MANCHESTER UTD 6.99	CASTLE MASTER 6.99	FOX FIGHTS BACK 1.99	Arkanoid, Renegade, Arkanoid 2
BUGGY BOY 2.99	RED HEAT 3.99	GHOSTS & GOBLINS 2.99	IMPOSSIBLE MISSION 2 2.99	INFILTRATOR 2.99	ALL 8 GAMES ONLY £8.99
EXPLODING FIST + 1943 2.99	STREETFIGHTER 2.99	RAINBOW ISLANDS 6.99	ZOMBI 2.99	BOOK OF THE DEAD 0.99	SPECIAL ACTION
WEC LE MANS 3.99	SUPER HANG ON 2.99	REX 2.99	CRAZY CARS 2.99	4X4 OFF THE ROAD RACING 2.99	Driller, Captain Blood,
MYTH 4.99	G.I. HERO 2.99	IMPOSSIBLE MISSION 2 2.99	SLAPFIGHT 2.99	ALTERNATIVE WORLD GAMES 1.99	Vindicator, SDI, D Thompsons
CAPTAIN BLOOD 2.99	TURRICAN 6.99	GRAND PRIX MASTER 4.99	W.C. LEADERBOARD 2.99	HARDBALL 0.99	Oly.Chall.
THUNDERBLADE 3.99	LASER SQUAD 4.99	TIGER ROAD 3.99	X-OUT 6.99	BUCK ROGERS 1.99	ALL 5 GAMES ONLY £5.99
P.H.M. PEGASUS 2.99	GHOSTBUSTERS 2 6.99	THUNDERBIRDS 3.99	SIDEWALK 2.99	NIGHT RAIDER 2.99	WE ARE THE CHAMPIONS
ENDURORACER 2.99	HEAD OVER HEELS 2.99	FUN SCHOOL 2 (U-6) 5.99	SIDE ARMS 2.99	BLASTEROIDS 2.99	Super Sprint, Rampage, IK+
D.T.SUPER TEST 2.99	NEBLUS 2.99	FUN SCHOOL 2 (6-8) 5.99	BATMAN CAPEL CRUSADER 4.99	MARAUDER 1.99	5 CLASSICS ONLY 4.99
DYNAMIC DUO 2.99	SKATE CRAZY 2.99	FUN SCHOOL 2 (OVER 8) 5.99	SHORT CIRCUIT 2.99	CYBER KNIGHTS 1.99	100% DYNAMITE
PACMANIA 3.99	THE VINDICATOR 2.99	KLAX 2.99	PREDATOR 2.99	NINJA HAMPSTER 1.99	Double Dragon, Last Ninja II,
NINJA WARRIORS 4.99	FIRE AND FORGET II 6.99	FRIGHTMARE 2.99	ROBOCOP 6.99	CLEVER & SMART 0.99	Wec Le Mans,
SHADOW WARRIORS 6.75	ESCAPE ROBOT 4.99	HOPPING MAD 1.99	MIKIE 2.99	19 BOOT CAMP 1.99	Afterburner,
ADDIDAS FOOTBALL 6.99	MONSTERS 6.99	INTENSITY 1.99	KICK OFF 2 6.99	HERCULES 1.99	SPECIAL PRICE £7.99
BACK TO THE FUTURE 2 6.99	MIDNIGHT RESISTANCE 6.99	IMPLOSION 0.99	SAVAGE 1.99	PASSING SHOT 1.99	
	FA CUP FOOTBALL 6.99		S.D.I 0.99	JAIL BREAK 1.99	

SALE TIME AT SOFT OPTIONS - CAN YOU AFFORD TO MISS THESE .
ALL ORDERS SENT 1ST CLASS POST, P+P UNDER £5
75p, OVER £5 P+P IS FREE.

IN STOCK ITEMS DESPATCHED BY RETURN, ACCESS + VISA ORDERS PLEASE ADD 50p EXTRA.

SALE	SALE	SALE	SALE	SALE	SALE
SPECTRUM COMPILATIONS	SPECTRUM SPECIAL OFFERS	SPECTRUM +3 DISC.	Please send me the following titles CR79		
THE BIZ Double Dragon, Operation Wolf, R-Type, Batman Caped Crusader. ALL FOUR GAMES £6.99	Arnhem 6.75 Galipoli 6.50 Yankee 6.99 Austerlitz the Campaign 9.50 Napoleon At War 6.99 Overlord 6.75 Ancient Battles 10.95 Roundheads 3.99 Vulcan 6.99 Bismark 4.99	BATMAN THE MOVIE 7.99 ROBOCOP 8.99 OP THUNDERBOLT 7.99 THE UNTOUCHABLES 7.99 CABAL 6.99 DRAGON NINJA 7.99 RED HEAT 5.99 NEW ZEALAND STORY 7.99 OVERLORD 6.99 STALINGRAD 8.99 ALIEN SYNDROME 4.99 RAINBOW ISLANDS 11.99 MERCENARY 7.99 THE MUNCHER 6.99 TETRIS 4.99	Title	Cass or Disk	Amount
GOLD SILVER BRONZE Summer Games 1, Summer Games 2, Winter Games. ONLY £3.99	INVASION FORCE 9.95				
FOOTBALL '90 KICK OFF, TRACKSUIT MANAGER, G.LINEKARS HOTSHOTS. £6.99	Desert Rats 6.75 Zulu Wars 5.99 Blitzkreig 6.99 Stalingrad 6.99 Overlords 2.99 Wellington at Waterloo 9.50 T.Brook 3.99 Special Operations 3.99 Swords of Bane 2.99 Conflicts II 3.99 The General 9.95 SDI 3.99 C.Yega Flight Sim 6.99				
GRAND PRIX SELECTION SUPER SPRINT, SUPER HANG ON, CHAMPIONSHIP SPRINT £3.99	ANIMALS OF ROME 6.99				
				P&P (if applicable)	
				Total Amount	
			Name.....		
			Address.....		
				
			Telephone No.....		

ADVENTURE HELPLINE



Do you play computer adventures?
Have you ever been faced with a
seemingly impossible situation?
WE CAN HELP

Our adventure rescue
team work 7 days and 7
evenings a week and will
be pleased to answer
your queries. Open
noon till midnight.
We offer help with any
games or any computer
— so if you are tearing
your hair out ring this
number now!

0898 338 933

T.M.E. Plc, 108 Haine Hall Road, Manchester M15 4LJ
© 1988 T.M.E. Plc. All rights reserved.

NEW LIVE CIRCUIT SECTIONS TO THRILL YOUR SOCKS OFF!

Right I've done some
thinking and I've decided
that Live Circuit has just
about room for two new
additions. So, please give a
big hand for Help! and Fave
Raves (A nation claps).
What are they all about?
Read on and find out...

HELP!!

This is Help!, a shiny new section
designed to, erm, help! It's a tidy

column where you can request
help! if your stuck on anything
technical, or just stuck generally.
Hopefully someone out there has
an answer!

In CRASH 77 S Wilson from
Warndon asked for help! on how
to get his LPRINT function
working with a Citizen 120-D dot
matrix printer (he has a +3). Well
S, your cry for help! has been
answered. William Easson from
Disley, Ray Johnson from
Gravesend and Paul Holmes from
Craven Arms all wrote in with a
useful tip:

When you switch on your +3
type this command: POKE
23354,62: POKE 23355,16, then
press ENTER. Now the printer
will work fully with LLIST, LPRINT
and COPY.

Now a plea for help! from Paul
Holmes from Craven Arms. What
seems to be the trouble then
Paul? 'I am going crazy! Oh dear...
'I'm trying to find a parallel
INPUT/OUTPUT interface for my
+3. Please can you tell me where I
can get one and at what price?'.
Can anyone help? Send your
solutions to me at the usual
address.

Who's this looking for help!
It's Michael Woodford from
Southampton. Michael says 'My
+2 won't load any of my games
(normally it says nothing at all for
the program name). Should I get it
repaired?' Yes! Immediately! Take
it back from whence it came and
ask for a new one!

**LIVE
CIRCUIT** ★

★ FAVE RAVES!

Bright new section number two. The
idea was prompted by a letter from
Phil Wain of Northampton, who has
just recently bought a Speccy
(where have you been!) and wants
to know how good all the Speccy
software that appeared over a year
ago is. Well, for a start Phil, you
could order a load of back issues;
but why not have a look at what
other CRASH readers
recommend...

So viewers, what I'm looking for
is your chart of Speccy Fave Raves
(hence the title). Basically, the top
five games you've played and a
short sentence explaining why.
We'll start with this chart... what
could you come up with?

1. PIPEMANIA/Empire
Ooo, it drives you mad! Simple
game but frighteningly addictive!

**2. RICK
DANGEROUS/Firebird**

This brilliant platform romp should
have been a Smash — very
playable!

3. GHOULS N GHOSTS
A superb arcade conversion,
playable, addictive and enormous
fun!

4. CHASE HQ/Ocean
Simply the best Speccy driving
game ever!

5. MYTH/System 3
Huge game, full of platforms and
action and beat 'em up — it's got
the flaming lot!

What are the five best games
you've played — get your ideas
in the post, to the usual address
now!

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

CT1 SAM ADVANCED TAPE UTILITY:- NEW Make your essential backups of your
spectrum tapes with this new tape to tape utility. Will backup up to 65K CONTINUOUSLY.-
£10.95 ON TAPE.

CD1 SAM TAPE TO DISC TRANSFER UTILITY:- NEW Transfer your Pulsing,
Countdown and Multi Small Block tape programs to your Sam disc drive. Also makes a
RELIABLY LOADING tape backup. Easy to use:- £12.95 on Tape.

SP6 TAPE TO +3 DISC UTILITY:- NEW Transfer tapes to +3 disc. NOW transfers the
LATEST Pulsing, Countdown and MultiBlock programs. FREE superb DISC CATALOGUER. Now
handles FULL 128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer
many games. Supplied on DISC at:- £14.95

DMS +3 DISC MANAGEMENT SYSTEM:- NEW Now you can organise ALL your disc
files. Has INDEX and easy to use DOS routines. Gives file list on disc and PRINTOUT. Large
database; FAST search for individual files. Menu programs for your discs for easy program
selection. Easy to use:- £12.95 on DISC.

D.I.C.E.- NEW Version 2.1 +3 disc utility. Modify and read sectors, Back up discs; FULL
DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; New Print Option;
Menu Driven; Easy to use. "An excellent package". CRASH October 88:- £12.95 on DISC.

MT1 MICRODRIVE TOOLKIT:- NEW FULL M/D tool kit with Format, Sector erase/restores,
Sector Editor, Full Cart Backup, Merge Rename, FAST M/C Catalogue:- £12.95 on Tape:
£14.95 on Cart.

SC6 ADVANCED TAPE UTILITY:- SC6 will now backup MOST tapes. Handles Fast
Loaders, LONG blocks, the VERY LATEST Pulsing, Countdown programs, FULL Multi-Load
programs:- £8.95 on tape.

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

DB2 +3 DISC BACKUP UTILITY:- NEW Backup +3 PROTECTED discs to DISC or TAPE;
Easy to use; Handles Multi-Loads and now even more discs:- £14.95 on Disc.

PLUS 3 DIARY AND FILING SYSTEM:- NEW A complete diary/note pad/filing
system/database for the +3, with LARGE database and Diary to 2069, fast search/retrieve and
biorhythms for 4 people:- £12.95 on Disc.

ALSO AVAILABLE:- SD5 TAPE TO M/D; S05 TAPE TO OPUS DRIVE; SL4
SPEEDLOADER; CODE INVESTIGATOR; SW1 TAPE TO WAFADRIVE.

MONEY BACK GUARANTEE - BUY WITH CONFIDENCE.

Send Cheque/P.O. to: "KOBRAHSOFT", DEPT CR, "Pleasant View", Hulme Lane,
Hulme, Longton, Stoke-on-Trent, Staffs. ST3 5BH. (Overseas:- EUROPE add £1 P+P PER ITEM,
others £2) Send SAE (9" x 5") for detailed Catalogue
- mark envelope "ENQUIRY". For more information
please phone:- 078 136 5244 Access, Visa Welcome
- please phone above number.
(24 Hour, 7 Day service for FAST Mail Order).



GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the
CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let
you know whether it's suitable and how much you'll get for your masterpiece if
we go ahead.

Name.....

Address.....

Postcode.....

Telephone (Daytime).....

(Evenings).....

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH
Ltd/Newfield Ltd against any possible legal action should copyright problems arise. This game is not being considered for
publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening

Signed.....

Date.....

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!

Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW



COMP WINNERS!



Keiron Healy, Doncaster DN4 9AG who will soon be shooting his mates with a Polaroid image camera and a game!! And the runners-up, who receive a game each, were: Gemma Woodward, Bristol BS19 2TP; David Coverley, Redcar TS11 6DG; Simon Davies, Pembrey SA16 0UT; Brian McGlone, Belfast BT12 4SU; Darren Hunter, Doncaster DN3 1LE; John Parker, Bedford MK41 9DF; Colin Davison, Newcastle NE5 1SR; D J Robinson, Manchester M26 9XJ; Robert Kingston, Camberley GU17 7JA; Tommy Vanner, Lisburn BT28 3EB; Glyn Jones, Anglesey LL61 5AQ;

There were two mega compos in CRASH 77: the *Turricamera* compo and the *Pipe Mania* compo. We were deluged with entries as you can see from this photo of Viv 'Vixen' Vickress (winner-picker to the stars) covered in all your entries!! On with the prize giving...

Right then, who was the first prize winner of the Turricamera compo from Rainbow Arts? It was

Lawrence Pycok, Maidstone ME17 4QB; Paul Render, Dewsbury WF13 3RZ; Mark Strange, Netherfield TN33 9QE; Rick White, Doncaster DN3 2LB; Martin Townsend, London N17 9UG; Gary Rockett, York YO4 6NY; Richard Cussen, Droitwich WR9 0AH.

Now for the **BIG ONE!** Empire's *Pipe Mania* compo brought in hundreds of entries. And the incredibly lucky winner of a **SAM Coupé**, a copy of *Pipe Mania*, and a *Pipe Mania T-shirt* is **Richard Morris**, Broseley TF12 5SU. And the ten runners-up who each receive a copy of *Pipe Mania* and a

T-shirt are: C Smith, Bristol BS7 9XD; Trevor Parker, Walsall WS8 6JJ; Nicholas Malone, Clevedon BS21 6HJ; Peter Kelly, Letterkenny Ireland; P K Tricklebank, Coventry CV7 8LZ; J Turner, Wishaw ML2 8RP; Ben Swift, Leicester LE4 3JT; James Fitch, Barrow in Furness LA13 9QN; Geoffrey Dallimore, Huntingdon PE17 2AY; Paul Spencer, Romsey SO51 8RN.

Keep entering compos like that and we'll need a bloomin' forklift truck to wheel them around the office!! Don't miss out on any of CRASH's fab 'n' brill compos — you could be a winner soon!!

EDITORIAL OFFICE Newsfield, Ludlow, Shropshire SY8 1JW (0584) 875851 Editor: Oliver Frey Features Editor: Richard Eddy Staff Writer: Mark Caswell Editorial Assistant: Viv Vickress Photography: Michael Parkinson Contributors Nick (Pie Scan!) Roberts, Lloyd Mangram Production Manager: Jonathan Rignall Art Editor: Mark (Sparkie!) Kendrick Production Supervisor: Matthew Uffindell Reprographics: Robert Millichamp, Tim Morris, Robb (The Rev) Hamilton, Jeni Redford Systems Manager: Ian (E) Chubb Systems Operator: Paul (Charlie) Chubb Group Advertising Manager: Neil Dyson Advertisement Production Assistants: Jackie Morris, Joanne Lewis Group Promotions Executive: Richard Eddy Mail Order: Carol Kinsey UK subscriptions and Back Issues enquires Robert Edwards, Newsfield Ltd, Ludlow, Shropshire SY8 1JW, Tel. 0584 875851, Fax 0584 876044. Yearly Subscription Rates UK £15.40 Europe £22 Air Mail Overseas £35 US/Canada subscriptions and Back Issues enquires Barry Hatcher, British Magazine Distributors Ltd, 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada, Tel 519 421 1285, Fax 519 421 1873. Yearly Subscriptions Rates US\$47 Canada CAN\$57 Back issues US\$5.20 Canada CAN\$6.20 (inclusive of postage). 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 BPOC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR — a member of the BPOC 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 competitions (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 main 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 suitable stamped, addressed envelope. We regret that readers' postal inquiries 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 1990 A Newsfield Publication ■ ISSN 0954-8661
Cover Design by Oliver Frey

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £24.95

TEN ★ REPAIR SERVICE



BEST SERVICE — BEST PRICES!

ARE YOU ANOTHER CUSTOMER — fed up waiting weeks for your repair?

Need your computer repaired fast? Then send it now to the **VideoVault 24hr Repair Service**. We are able to repair your 48K Spectrum using all the latest in test equipment for only **£24.95** (Spectrum 16K/48K and Plus models only). We also have a 'while you wait' department (please call for an appointment) for same day repairs. Commodore 64 computers repaired for only **£40.00** including Vat & P+P (Power supplies and Tape Recorders excluded). Please note we give you a **100% low fixed price of £24.95** which includes return post and packing plus VAT. Don't forget we are Amstrad authorised for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul, included in the price. We check sound, loading, memory, colour and ear/mike sockets to make sure your computer will give you years of service.

- Mail order repairs (Spectrum and Spectrum +) only **£24.95**, Spectrum + **£40.00**, Commodore 64 **£40.00**, including parts, labour and P+P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs **£24.95**, (Spectrum and Spectrum +) Spectrum +2 repairs **£40.00**, Commodore 64 **£45.00**, (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth **£39.00** free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16 +4, Spectrum +2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 6 years of service in computers.
- 5 month warranty subject to our terms of trading which are available on request just send 2 x 19p stamps (The extra warranty by us is additional to any other rights you already have).

(Should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional cost, should we be unable to repair your computer due to tampering there will be a charge of £10.00 levied)

Spectrum Power Supply Units new model has its own plug. Only £14.95 + £2.35 p+p	Commodore 64 Power Supply Units. Only £35.00 + £2.35 p+p	Replacement Keyboard Membranes Spectrum 48K £9.95 + £2.35 p+p Spectrum + £16.95 + £2.35 p+p
---	--	--

Now over 6 years, repairing home micro's throughout the world, 1st class service and fast turnaround. All computers are soak tested before return.

We now have available a Disc Drive and Printer System for the Spectrum call us for details.

VideoVault Ltd.

Send your computer to: **VideoVault Ltd.**, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 0457 866555/867761/869499. Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

FAX No. 0457 868946 © COPYRIGHT VIDEOVAULT NO. 092032

URGENT NOTICE Don't be misled by adverts showing 'between prices'. A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. 'It had stated BBC repairs between £14 and £45 then charged the customer £85.' Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS
New bigger catalogue now available containing over 3,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 1st class stamps for your free copy. Over 24 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES
FREE TESTER ON EACH TAPE TO TEST YOUR MEMORY!
£39.00
PLUS BONUS KEYBOARD MEMORY TEST

A STORY OF SURVIVAL

OR MUMMY, WHERE DO SPECTRUMS COME FROM? PART 2

A TWO PART CRASH SPECIAL!

★ Creator of our fave home computer, Sir Clive Sinclair is fifty this year. Last month we looked at how he started the ZX range of computers and now we complete the story: from the launch of the ZX Spectrum in 1983 up until the present day.

CHEAP AND POWERFUL SPECTRUM

● The Spectrum hardware was designed by **Richard Altwasser**, and the software was adapted from the ZX-81's by **Stephen Vickers**. The Spectrum had a new custom chip which could keep a colour display up yet hardly slow the processor at all — but a last-minute bodge was needed to make the keyboard work properly. This was the 'dead cockroach' modification: a chip soldered on its back with its legs in the air!

At £125 for 16K, or £175 for 48K, the Spectrum was very cheap and very powerful for its day. The 48K model seemed such a good deal that it sold eight times as well as the 16K model from the start, so a new version was produced — the issue 2 — which could hold 48K on one board. The issue 2 had blue keys, rather than grey ones, to make the lettering on them easier to read under electric light.

Meanwhile Altwasser and Vickers left Sinclair to set up their own firm, **Jupiter Cantab**, selling a small fast computer that was a cross between a Spectrum and a ZX-80. Their **Jupiter Ace** flopped.

Sinclair refined the Spectrum again in 1983, making BEEP slightly louder, using a cooler logic array, and adding a minor tweak which unfortunately stopped lots of sloppily-written games recognising the keyboard. This Spectrum was the infamous issue 3.

Meanwhile in the USA... **Timex** was bemused by the success of the **TMS-1000**, and tried to follow it with a 16K variation, the **TMS-1500**. It flopped, so **Timex** came out with the **TMS-2068** — a superSpectrum with graphics

much like the SAM Coupé, sound like a Spectrum 128K. That flopped too, mainly because of competition in the US market and poor software compatibility. **Timex** gave up in February 1984.

The rubbery Spectrum keyboard was universally hated, so Sinclair tried to develop something better-looking. The result was the **Spectrum Plus**. Brilliantly, with the Plus, Sinclair preserved total compatibility by using exactly the same circuits as in an old Spectrum, in a new box. And the Plus sold well, for a while, though the routines to read the keys still insisted you pressed them one at a time — fine for rubber keys, but now very frustrating.

THINGS GO WRONG

● Sinclair had been putting off plans for a superSpectrum since 1982. He spent most of 1983 designing a portable business computer, but at the last moment a near-random collection of design features merged into the **Sinclair QL**. The QL was launched, designed, manufactured and made to work, in that order.

In 1985 Sinclair's main distributor, **Prism**, collapsed. The QL price was slashed in half. Sinclair, now a knight, was busy advertising electric tricycles. **Robert Maxwell** stepped in, sniffed the air, and stepped out again.

And by now the Spectrum was not considered sophisticated, even with the new keyboard. People began to demand more memory, interfaces and better sound. A mixture of new and TMS-2068 features were cobbled together to make the **Spectrum Plus 128K**. The money for the 128 came from Spain, so that's where it was launched.

In January 1986 the Spectrum Plus 128K was launched in the UK, in a desperate bid by Sinclair to look busy as debts piled up. But by March the bank had closed Sinclair's accounts and the company staff were paid on the firm's behalf by a large retailer



who took stock in return.

OVER TO AMSTRAD

● On April 7 1986 **Amstrad** bought the right to make Spectrums, and to kill the QL, for just £5 million, and also paid £11 million for the remaining stocks.

Unconfirmed reports suggest that about 4 million standard Spectrums were produced by Sinclair Research. And there must be about 500,000 128s in circulation, with the bulk of those being first-edition Amstrad Plus.

A few Sinclair staff moved to Amstrad and produced the **Plus 2**: a 128 in a new box with a cassette drive 'glued on', as Amstrad boss **Alan Sugar** put it.

A year later came the first true Amstrad Spectrum — the **Plus 3**, minus Sinclair chips and plus the disk system from Amstrad's **CPC** range. The Plus 3 was a new design, not very compatible with the old Spectrum and its wealth of 48K hardware and software.

Sir Clive Sinclair went on to sell a portable computer called the **Z88**, designed by **Jim Westwood** and using the same Z80 processor as the ZX range. Latest reports indicate plans for a C-15 electric car...!

At the 1988 PC Show, Amstrad launched its own machine — the **Sinclair Professional PC 200**. The machine found many critics — mainly because no-one understood who it was aimed at — it wasn't a good games machine (it features only four colours and, at a basic starting price of around £350, is wildly expensive) and not powerful enough for a serious PC alternative. Not really Sinclair stuff at all.

THE SPECTRUM CLONED

● Christmas 1989 saw the launch of the machine every one was really waiting for — the **Miles Gordon Technology SAM Coupé**. 256K RAM, four colour modes, fast operating speed and compatibility with the majority of 48K Spectrum games. Initially the ROM chip was bugged, but in



April MGT delivered new ROM chips for users to fit themselves. By May 1990 the first signs of real software support were showing — **Enigma Variations**' specially created SAM Coupé **Defenders Of The Earth** was just a week or so off release. Things were really looking up, and hardware sales appeared to be good.

SINCLAIR: A STORY OF SURVIVAL PART THREE?

● At the time of writing there is no Part Three. However, recent events suggest there could be very soon. Will the Coupé continue its successful journey into the mainstream computer market? Additionally, what are Amstrad's plans for the Spectrum range? Well, by the time you read this, someone from **CRASH** will have been to a confidential Amstrad conference, somewhere in France. The rumours suggest that Amstrad is launching a new range of CPC computers and a console — will there be any news of something happening on the Spectrum front? There's only one way to find out — tune in next month as **CRASH** goes one step further...

mummy, where do spectrums come from?

THE COMPLETE STORY

1 9 8 0
ZX-80
 £100; 4K ROM, 1K RAM; whole numbers only; very limited black-and-white graphics but basic 32 x 24 screen established. Total sales about 50,000.
MICRO-ACE (clone)
 £80; 2K RAM; ZX-80 kit copy

1 9 8 1
ZX-81
 £70, £150; 8K ROM, 1K RAM; floating-point maths; slow but continuous black-and-white display. 500,000 sold in the first year.

1 9 8 2
TIMEX TMS-1000
 \$100; licensed ZX-81 — a big hit for Timex in the USA.
ZX SPECTRUM
 £125 (16K), £175 (48K); 16K ROM, 16K/48K RAM; colour graphics and much-improved display circuitry. 60,000 issue 1 Spectrums sold; grey keys, add-on 32K, 'dead cockroach' bodge.
 ZX-81 price cut to £50
 TMS-1000 price cut to \$40
 500,000 issue 2 Spectrums sold; blue keys, 48K RAM onboard; bodge transistor soldered over ULA

1 9 8 3
JUPITER ACE
 £80; spin-off; 8K ROM, 3K RAM; Forth Spectrum keys/tape/display
 3,000,000 Plus
 Spectrum issue 3s sold; new low-power ULA, louder BEEP, runs cooler, no colour tweaks, key port incompatibility. Prices cut to £100/£130 (16K/48K).
TIMEX TMS-1500
 \$80; 8K ROM, 16K RAM; ZX-81 with better keyboard — a flop.
TIMEX TMS-2068
 \$150/200; 24K ROM, 16K/48K RAM; paged in 8K lumps up to 256K. Improved BASIC, sound and much better display, but very incompatible. UK PAL TV version never marketed.

1 9 8 4
SPECTRUM Plus
 £180; issue 3 circuits (with minor revisions) and extra RESET button; new box and keys.

1 9 8 5
 Spectrum Plus price cut to £130, 16K and rubber-key versions discontinued
SPECTRUM 128K
 £180; 32K ROM and 128K RAM, in 16K pages; RGB; old box and chunky heat sink: no keywords; three-channel sound; clumsy screen editor; MIDI/serial port; funded by Investronica.

1 9 8 6
SPECTRUM Plus 2
 £140; the old 128 in a new box, with a better keyboard and cassette unit 'glued on'; 250,000 sold in first year; the first Amstrad Spectrum.

1 9 8 7
SPECTRUM Plus 3
 £249; 3-inch disk; AMSDOS in 64K ROM; first radical redesign since 1982. Earlier 128s were more compatible with existing hardware and software than the Plus 3 — they had extra features just bolted on rather built in.
 Spectrum Plus 3 price cut to £199 — some stores discount further to £180

1 9 8 8
SPECTRUM Plus 2 (revised)
 64K ROM, 128K RAM; outwardly as older Plus 2s but less compatible inside.
SINCLAIR PROFESSIONAL PC 200
 16-bit processor 8Mhz 8086, 512K RAM, One 3.5inch 720K disk drive. Medium resolution CGA graphics 320 x 200 pixels in four colours. Never hit the big time.

1 9 8 9
SAM COUPE
 MGT launches the SAM Coupé. The new British computer offering compatibility with the majority of Spectrum software.

1 9 9 0
 Amstrad hold a secret conference in France, with major announcements expected.

mummy, where do spectrums come from?

ROMANTIC ROBOT present

All hardware prices are
£ 10 OFF
 R.R.P.



MULTIPRINT

The ultimate Spectrum Printer Interface. Menu-driven, joy to use, programmable!, 8K Rom/8K Ram, 1.2 m Centronics cable, Freeze Button, Multi-Toolkit, Unique & best!



For Spectrum 48/128/+2.
 With or without 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. It also lets you Peek/POKE, study/modify ALL! Multiface does all at a touch of a button, is fully automatic, menu driven, a joy to use. **MAGIC!**
 MF3 is for Spectrum +3 or +2A and comes with or without a through port. MF1 & MF128 are for Spectrum 48/128/+2.
 MF1 has a through port, joystick interface, works in 48K mode and saves to tape, Microdrive, Discovary and Wafadrive.
 MF128 has a through port, works in 48K AND 128K mode and saves to tape, Microdrive, Discovary, Plus D and Discovary.



VIDEOFACE
 With a through port.
 For any Spectrum.
 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.

GENIE and LIFEGUARD
 GENIE and LIFEGUARD are very special programs for Multiface or Multiprint users. By residing inside Multiface or Multiprint, GENIE can disassemble ANY program ANY time at a touch of a button!
 LIFEGUARD can on the other hand find INFINITE LIVES, ammo, etc. GREAT!

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! All prices are already discounted and apply to Mail Orders to 31/8/90 only

£10 OFF MULTIFACE, MULTIPRINT & VIDEOFACE!

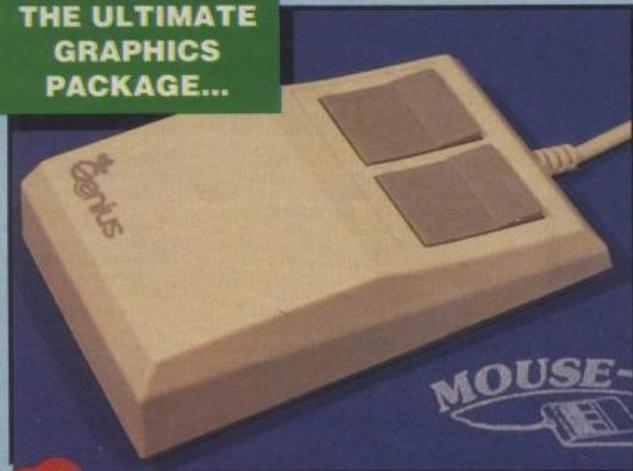
I enclose a Cheque/Postal Order/Cash plus P&P for £.....
 or debit my Access/Visa No.....
 Name..... Card Exp.....
 Address.....

P&P UK & Europe	£ 1.00	P&P OVERSEAS	£ 2.00
MULTIFACE One	£29.95	GENIE 1/128 (NOT 3)	£ 6.95
MULTIFACE 128	£34.95	VIDEOFACE Digitizer	£29.95
MULTIFACE 3	£34.95	M3 with through port	£39.95
MULTIPRINT	£29.95	Multiprint + through port	£34.95
LIFEGUARD	£ 6.95	Spectrum +3 Disks	£ 2.95
MUSIC Typewriter	£ 5.95	Spectrum +3 Tape Lead	£ 2.95

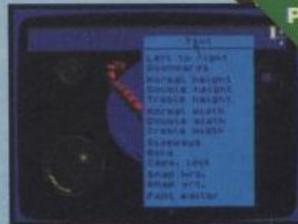
ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN 24 hrs 081 200 8870 CR

DATTEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...



SPECIAL OFFER PACK!



Genius Mouse

COMPLETE WITH



▼ **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.



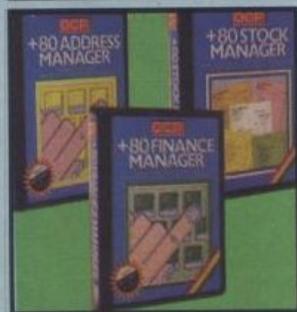
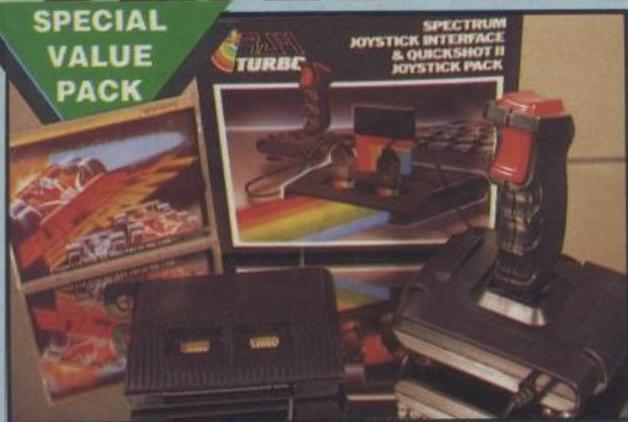
DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

DATEL ELECTRONICS

**SPECIAL
VALUE
PACK**



OCP 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 800 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)

SPECTRUM
JOYSTICK INTERFACE
& QUICKSHOT II
JOYSTICK 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 9 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**



OCP 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.

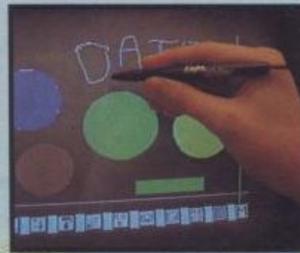
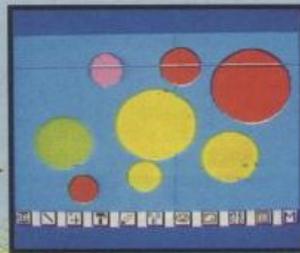
ONLY £34.99 NO MORE TO BUY!!

DATEL ELECTRONICS

dktronics



LIGHTWRITER™



- Very easy to use - all functions are 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 screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

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

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

dktronics

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

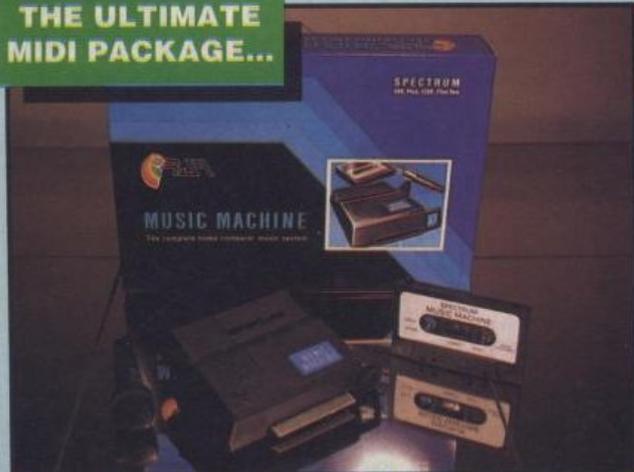
PARALLEL/CENTRONICS PRINTER INTERFACE



- 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

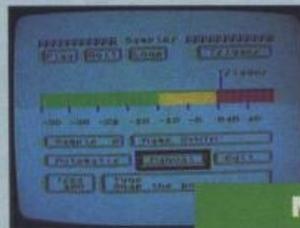
THE ULTIMATE MIDI PACKAGE...



- 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 some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- 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.



music machine



**MIDI
COMPATIBLE**

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

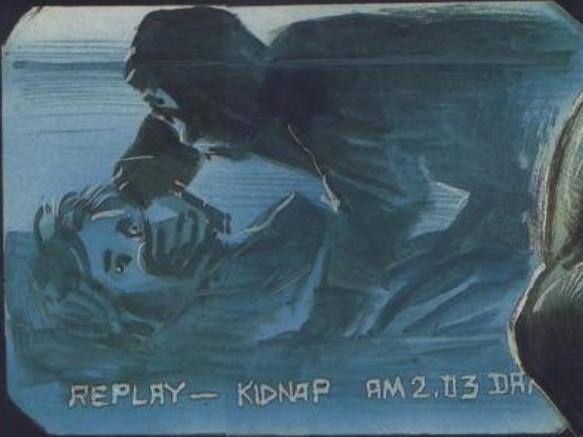
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

**ONLY
£49.99**

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

CRASH

ZX SPECTRUM



REPLAY — KIDNAP AM 2.03 DR



VENDETTA

SYSTEM - 3

GET DOODLING WITH DATEL!

COR!! GENIUS MOUSE ART PACKS AND RAM MUSIC MACHINES TO BE WON!!



MAKE MORE OF YOUR SPECCY!



Did you know there's more to your Speccy than just games action? There is! And the company that can prove it is Datel Electronics, the leading supplier of gadgets, widgets and electronic wizardry to bring extra thrill

power to your Speccy! Datel pop up everywhere — you'll find their three-page ad in CRASH offering loads of goodies! And to show how fun Datel's gadgets are this spiffing compo gives you the chance of winning one of three *Genius Mouse Art* packs or one of three *RAM Music Machines*, both worth £50 each!

*** HUMMM, ALL SOUNDS A BIT TECCHIE TO ME!**
Tecchie?! Pah! *The Genius Mouse Art* pack and the *RAM Music Machine* pack are designed to provide lots of sound and music fun! Let's have a gander at what they offer... Right

ho, here's the *Genius Mouse Art* pack. Cor! It includes a **Genius mouse** (hi-res, two-button mouse featuring optical counting), an **OCF Art Studio** program, a **joystick interface** which features a special chip to give super-smooth operation, and a **mouse mat** and holder!

The *Art Studio* program allows you to create an image and then fiddle with it as much as you like — it's the tops in the art world! And what about the *RAM Music Machine* — it could send you pumping up the celebrate hit parade! The pack comes complete with the necessary **hardware, software** and even a **microphone!** What does it offer? Well, you can compose your own tunes, there's a full **sound sampling system**, a **two-voice music and sound synth**, a **drum machine**, fully **MIDI compatible** and you can output sounds through your hifi or headphones! Who knows? You could soon be beating **Stock, Aitken & Waterman** at their own game!! Cripes!

*** TEST YER TALENTS!!**

Indeed! If you want to be in with a chance of winning either an art or music pack it's time to test your powers of observation! On this page are two pictures — only they're not, as it may appear, quite the same. Oh no, there are in fact ten differences between them. If you can spot all ten differences you're well on your way to becoming a winner! Snip out the coupon (with the ten differences marked) and send it, along with your name and address to: NEWSFIELD, DOODLING WITH DATEL COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by August 29, and don't forget to write which pack you would prefer to win.

PICTURE A



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

- If I'm a wirwinner I would like:
- The GeGenius Mouse pack
 - The RAM Music Machine pack
- To help C. CRASH plan future issues, tick the box if you would like to reread a feature to find out more about the hardware Datel supplies. is.
- Yes! I wj would like to read a hardware feature in CRASH

PICTURE B



THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS FREE!

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated 68000 Processor General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0606

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 1000
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-323 4735

LONDON SHOP: Selfridges 1st Floor, Oxford Street, London, W1A 1AB Tel: 071-629 1234 x3814
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-495 8321

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 9811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 3011

To: Silica Shop, Dept CRASH-0590-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), do you own?

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

LOGIC

London 081 882 4942 peterborough 0733 49696 cheshunt 0992 25323

FULL RANGE OF AMIGA, ST, SEGA, 64, SPEC, AMSTRAD, PC, PCW, 2600, XL/XE, BBC

SPECTRUM COMPILATIONS

Thriller Pack 6 Games for 2.99

A View To A Kill, Friday 13th, Codename Mat II, The Pyramid, TestMatch, Beaky & The Egg Snatchers.

Pack of Aces 4 Games for 2.99

International Karate, Boulderdash, Who Dares Wins II, Nexus.

Konami Coin-Op Hits 3.99

Green Beret, Yie Ar Kung Fu, Ping Pong, Mikie, Hyper Sports.

Screen Heros 3.99

Rambo, Highlander, Miami Vice, Frankie, Knight Rider, Daley Thompsons, Street Hawk

Magnum Pack 2.99

Turbo Boat, BMX Kidz, Pogostyx Olympics, Skateboard Joust.

10 Great Games III 5.99

Fighter Pilot, Leaderboard, Rocco, Survivor, Impossaball, Rana Rama, Firelord, 10th Frame, Citylicker, Dragontorc.

10 Mega Games Vol 1 6.95

North Star, Cybernoid, Deflektor, Triaxos, Blood Brothers, MaskTwo, Tour De Force, Hercules Slayer of the Damned, Masters of the Universe, Blood Valley.

Karate Ace 6.95

Way of Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata, Way of the Tiger.

Command Performance 4.95

Xeno, Trantor, Mercenary, Hardball, Bobsleigh, 10th Frame, Leviathon, Cholo, Armageddon Man, Shackled.

Space Ace 4.99

Venom Strikes Back, Xevious, Cybernoid, Northstar, Zynaps, Trantor, Exolon

Gold Silver Bronze 6.95

23 Sporting Events, Summer Games, Summer Games II, Winter Games

Flight Ace 6.95

Air Traffic Control, Ace, Spitfire 40, Strikeforce Harrier, Tomahawk, ATF

Soccer Spectacular 6.95

World Champions, Peter Shiltons, Football Manager, Peter Beardslays, Soccer Supremo.

Go Crazy 5.95

Desolator, Sidearms, Thunderceptor, Mission Elevator, Fast NFurious, Shackled.

10 Computer Hits Vol 5 5.99

Dark Sceptre, Tarzan, Mega Apocalypse, Magnetron, Traz, Mystery of the Nile, Ninja Hampster, Catch 23, Nightmare, Druid II.

Karate Ace 6.95

Way of Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata, Way of the Tiger

SPECTRUM 2.99

Wizball, Wonderboy, Supertest, Platoon, Shoa Lins Road, Matchday II, Quartet, Short Circuit, Predator, Rampage, Stiff Lip and Co, Jack The Nipper II, Troll, Cybernoid, Colleseum, World Series Baseball, Superstars Ping Pong, Nineteen Boot Camp, Mini Office, Escape From Singes Castle, Commando, Dragons Lair, Rock Star Ate My Hampster, Winter Games, Metro Cross, Leaderboard, Gauntlet, Barbarian, Matchday, Slap Fight, The Vindicator, Mikie, Nemisis, Road Blasters, Pogotron, Gary Linekars, Head Over Heals, Green Beret, Avenger, Jack The Nipper, Summer Games, Turbo Espirit, Uridium, Street Fighter, Steve Davies Snooker, 1942, 720, ATV Simulator, Ace of Aces, Airwolf, Airwolf 2, Aliens, Arcade Flight Sim, Arkanoid, Baseball, Batman, Bionic Commando, Buggy Boy, Captain Blood, Combat Lynx, Crazy Cars, Dizzy, Enduro Racer, Fantasy World Dizzy, Footballer of the Year, Frank Brunos Boxing, Gauntlet II, Ghosts & Goblins, Ghostbusters, Grand National, Great Escape, Green Beret, Ikari Warriors, Int Karate +, LittlePuff, Masters of the Universe, Rambo, Road Runner, Space Harrier, Spy Hunter, Spy Vs Spy, Spy Vs Spy 2, Spy Vs Spy 3

SPECTRUM - DIGITAL DRUM SYSTEM FOR THE SPECTRUM SPECIAL PRICE ONLY 9.95 Including AFRO DRUMS & LATIN DRUMS

- ★ 8 Digitally Recorded Sounds
- ★ Simple to use
- ★ Just plug into your HiFi
- ★ Polyphonic
- ★ Real Time on screen programming
- ★ Store over 1000 programmed rhths
- ★ Songs can be saved to tape
- ★ Comprehensive manual

LASER GENIUS 6.99

Machine code, Editor, Assembler, Monitor, Analyser, State of the Art M/c code development system for the spectrum.

SPECTRUM SPECIALS GHOSTBUSTERS 3.99

SPECTRUM SPECIAL OFFERS

THE COMPLETE HOME OFFICE 6.99

- ★ Wordprocessor
- ★ Home Accounts
- ★ 3D Electronic Spreadsheet
- ★ Database
- ★ C15 Blank Tape

DATA GENIE DATABASE FOR SPEC 4.99 USER DEFINABLE DATABASE POP UP MENUS

- ★ ALL THE LATEST TITLES
- ★ LARGE SELECTION OF +3 DISCS
- ★ JOYSTICKS & INTERFACES
- ★ PRINTERS
- ★ MONITORS
- ★ DISC DRIVES

WHERE TO BUY:
EITHER AT

19 THE BROADWAY
THE BOURNE
SOUTHGATE
LONDON
N14 6PH

UNIT 6
MIDGATE
PETERBOROUGH
CAMBS
PE1 1TN

5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF

MAIL ORDER TO:
5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF
Tel: 0992 640050

POSTAGE AND PACKING: 1-3 ITEMS 75P, 4 OR MORE £1.00

PLAYING TIPS

We're all going on a summer holiday, no more working for a week or two. Fun and laugh... (that's enough of that, I may be off on my hols but I'll be damned if I'm going to have Cliff Richard on the stereo!). I bet you're thinking where does a person of my esteem go on holiday, aren't you? Florida? Italy? Zanti (where!)? Well no, in fact I'm going for a sunny week in Wales (wool). The only trouble is having to get Betsy (the black Metro) over those Welsh hills. I suppose Julie, my travelling companion, will have to get out and push! If you're on your holidays then I hope you've taken your Spectrum or SAM Coupé along with you. If not, you won't be able to try out the tips I've got in store for you. This issue is a little dominated by that new Freescape game, *Castle Master*, and why not? It's a terrific game, and now I've completed it (with help from the complete solution!) I can't wait for the next one. There are also some juicy cheats for you to use and tips on another great game, *A.M.C.* You lucky people!

CASTLE MASTER THE COMPLETE PLAYERS GUIDE

Another great Freescape game cracked. *Castle Master* has proved to be quite a challenge with many secret passages, evil spirits and confusing sections to be overcome. All this is nothing to the ultimate gaming team, Jason Highfield and Graham Wilkin of Bilston in the West Midlands, though. They've produced a comprehensive guide to playing the game for all CRASH readers to use.

They've not only sent in the complete solution, so all you do is cheat: they've given you the option of following a hint sheet that will give you a helping hand in the game and allow you to work out all the best bits yourself as well as the solution to the prince version. I know which one I'm going to choose!

What with all this help and a map of the main sections of the

game, is there anybody out there who cannot complete it?

THE THINKER'S SOLUTION

First let's take a look at this poetry: it helps if you stand on your head in the corner of the room when reading, you'll need as much oxygen as you can get to have even a faint chance of deciphering the parts which hold the interesting information — and just in case you're still having problems here's some help...

*'Now then the fools become ambitious
And one such who was overicious
Decreed five caverns to be found
From living rock deep underground
With tunnels hewn from living rocks
And ten great keys for ten great locks
In ten great doors from room to room
That were secreted in the gloom'*

Get the idea?!

Now we know we're looking for five underground caverns. It also happens the caverns have a block inside which limits your travel to one direction, it also happens each cavern has a key inside, although you may need to look around to find it! Each cavern is also guarded by a ghost, so you'll need to be quick with the old catapult! Use the map of the catacombs to find the stairs each time you need to get back up into the castle.

*'Your royal sibling rots within
Imprisoned in one tower of four
Full banged to wrongs behind
locked door'*

Having found five of the keys you'll only need to find another five, and find them you must! Your twin is held captive behind a door in a room in which you'll need all ten keys to open the final door. You'll also have to pass a dragon to get into the final room — and as if you don't have enough to do, you need to have killed all of the spirits before you can kill the dragon! Now this is becoming somewhat interesting!

*'That there are some simple rules
Designed to sort the wise from fools
In fact before you can begin
You must decide how to get in
And judge your way in depth and length*

*As well as ways to boost your strength
Use your ears and use your brain
And use your eyes for clues to gain
And if the ground begins to shake
It means a spirit is awake
Yet there will be no liberty
While one such spirit remains free'*

I guess you can already get into the castle and you're aware you'll need to find ways of keeping up your strength, as well as killing as many spirits as you can as soon as you can to keep your spirit level down. But did you know there are 20 spirits in total: either ghosts, bats or mice and most rooms will have one in, but beware, one room have all three!

Keep your eyes open for the clues contained within the limericks which you'll find.

You'll also find three potions which can have useful effects as well as plenty of treasure hidden around the castle, however, you may have to look in some strange places to find all of the treasure.

You may need to refer to the levels maps for a guide to the names and locations of the rooms.

Remember to carefully look around while you're in a room and make sure you've found all there is to find!

And if all else fails then take a look at the following list of locations for keys, and where the keys are too, as well as the location and description of all of the spirits. You'll even find out where all the entrances to the caverns are!

Keys and Locations

1. **To the wizard's hut** - Can be

found at the top of the well.

2. **To the stairwell** - Can be found on the table in the lobby.

3. **To the stable** - Can be found on top of the back of the chair in the wizard's hut.

4. **To the high ledge** - Can be found under the horse in the stable.

5. **To the junk room** - This is a fun key to get! It is on the top of the chapel, to get up there you must stand on the drawbridge and throw a rock up to close the bridge. Sit back and watch the fun! To get down you can fall or use rock travel (if you have found the potion).

6. **To the King's solar** - Can be found in cavern one, in the corner, on the floor.

7. **To the guardroom** - Can be found in cavern two.

8. **To the dragon's lair** - Can be found in cavern three.

9. **To the spirit's abode** - Can be found in cavern four, take a look above the centre block and to the right, you will need to get on top of the block and as close to the wall as you can to get the key.

10. **To the dragon's hoard treasure chest** - In cavern five.

Potions

Strength - Can be found in the STORE.

Rock travel - Is in the GUARDROOM.

Revitalisation - Is in cavern four.

Cavern Entry

1. From under the carpet in the Wizard's Hut.

2. From down the well.

3. From the open chest inside the Chapel.

4. From the bottom of the Hot Baths after the waters out.

5. From underneath the rock in the wilderness, you will need full strength to shift it though!

Limericks and Locations

Wizard's Hut -

A well placed rock

Is all you need

To make the drawbridge

Fall with speed

Lobby -

When you feel not sick

Look to liquid assets

Hospital -

When my face is drained I stare

down open mouthed

Great Hall -

Full strength maketh bold

Buth bolder maketh way

Library -

The pointed eye of heaven

Sees all once overlooked

Store -

The place of the word of the lord

Must be truly understood

Spirits Abode -

Would a sore throat from Greece

Free an emperor from Rome

When one is born every minute

Barracks -

A louse crawls faster

A mole crawls depper

But a worm crawls very well

High Ledge -
To stand on high ceremony
First leap off hinge and bracket
Spirits and Locations

Flag pole - Bat
 Lobby - Ghost
 Kitchen - Mouse
 Hospital - Bat
 Hot Baths - Bat
 Great Hall - Ghost
 Cavern 1 - Ghost
 Cavern 2 - Ghost
 Cavern 3 - Ghost
 Cavern 4 - Ghost
 Cavern 5 - Ghost
 Ballroom - Ghost
 Carpenters - Mouse
 Spirits abode - Ghost, Bat and Mouse
 Barracks - Bat
 Kings solar - Mouse
 Junk Room - Ghost
 Magister - Ghost

THE STEP BY STEP SOLUTION
Prince Version

You begin this adventure standing in the WILDERNESS outside CASTLE ETERNITY. Walk towards the drawbridge and throw a rock at the block on the wall, this opens the drawbridge so you may enter the castle, but beware of standing too close when the bridge falls! On entry to the castle you find you're in the COURTYARD: look up to the top of the tower and throw a rock at the flag, this brings out a spirit which can be killed with another rock, after which you should now enter the SMITHY. Inside you should collect the food on the shelf and then crawl under the shelf and collect the treasure — exit the Smithy and walk over to the well. Look down at the water, be careful not to fall in and collect the key to the Wizard's Hut. Next enter the LOBBY. Throw a rock at the spirit to kill it so you can collect the key off the table. Use the key to open the locked door to the STAIRWELL. You should then take the other door in the Lobby into the KITCHEN.

Come, come, you should know the drill by now! Throw a rock at the spirit, collect the food available and then look for any treasure. Take the door to the passage and go down into the GREAT HALL, hit the spirit and collect the food, then leave by the opposite. Walk down the passage and enter the HOT BATHS, take care of the spirit and then go around to the switch, activate the lever and the baths should empty. Walk to the opposite door to the one you entered and exit out to the Courtyard.

Exit the castle and make your way around the back to the WIZARD'S HUT. Open the door and enter, collect the food on the table before crawling onto the chair and then the table. Turn to face the backrest, if you're tall enough you'll see the key: collect it and walk off the table, action the rug on the floor

to reveal the entrance to your first cavern — fall through into CAVERN 1. Deal with the spirit and collect the potion: you'll notice your strength is being revitalised as you continue. Turn round to face the door and look in the corner to your right: you should find the key to the King's Solar. Collect the key and leave the cavern — using the map to the catacombs find your way to the Stairwell.

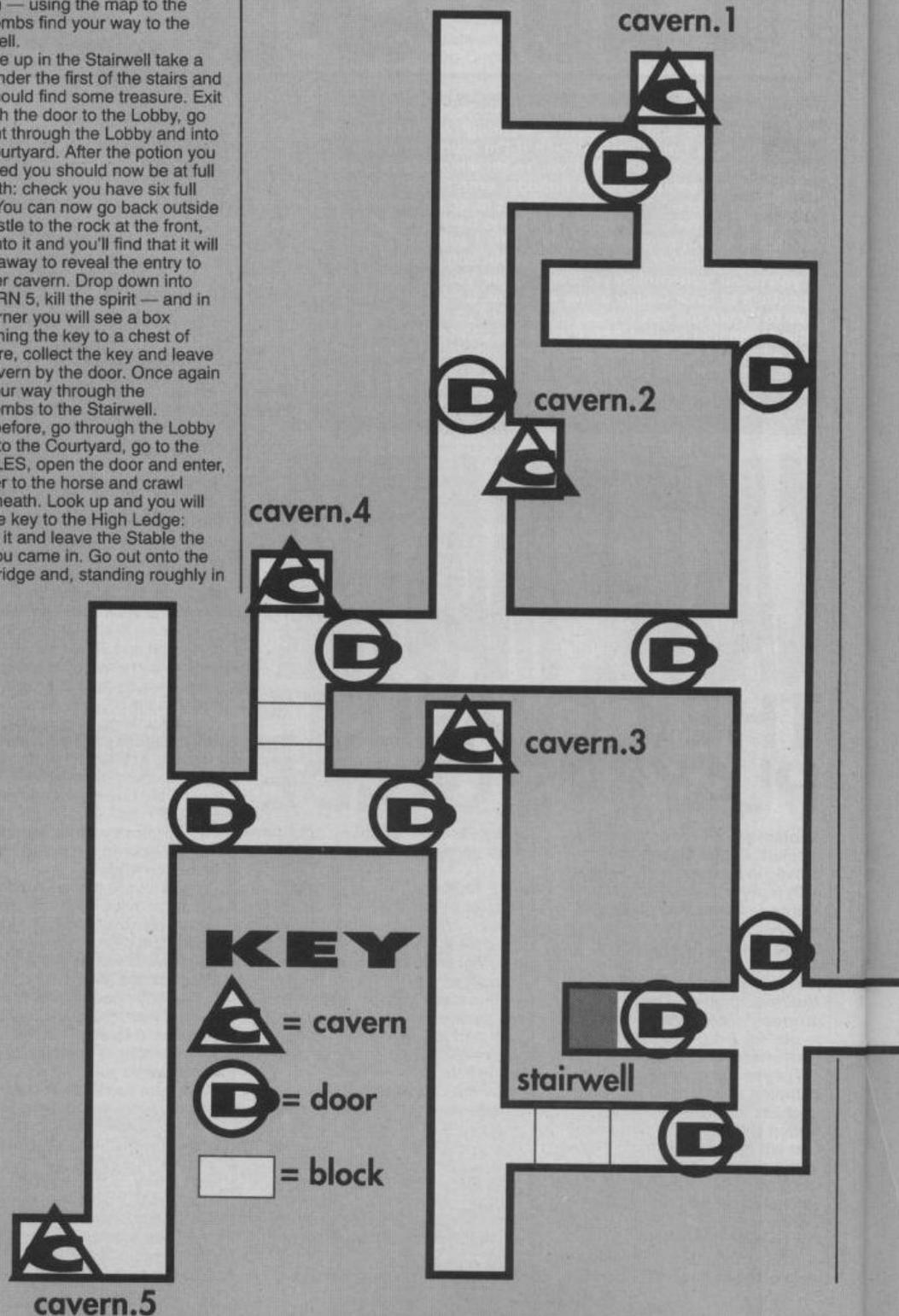
Once up in the Stairwell take a look under the first of the stairs and you should find some treasure. Exit through the door to the Lobby, go straight through the Lobby and into the Courtyard. After the potion you collected you should now be at full strength; check you have six full bars. You can now go back outside the castle to the rock at the front, walk into it and you'll find that it will move away to reveal the entry to another cavern. Drop down into CAVERN 5, kill the spirit — and in the corner you will see a box containing the key to a chest of treasure, collect the key and leave the cavern by the door. Once again find your way through the catacombs to the Stairwell.

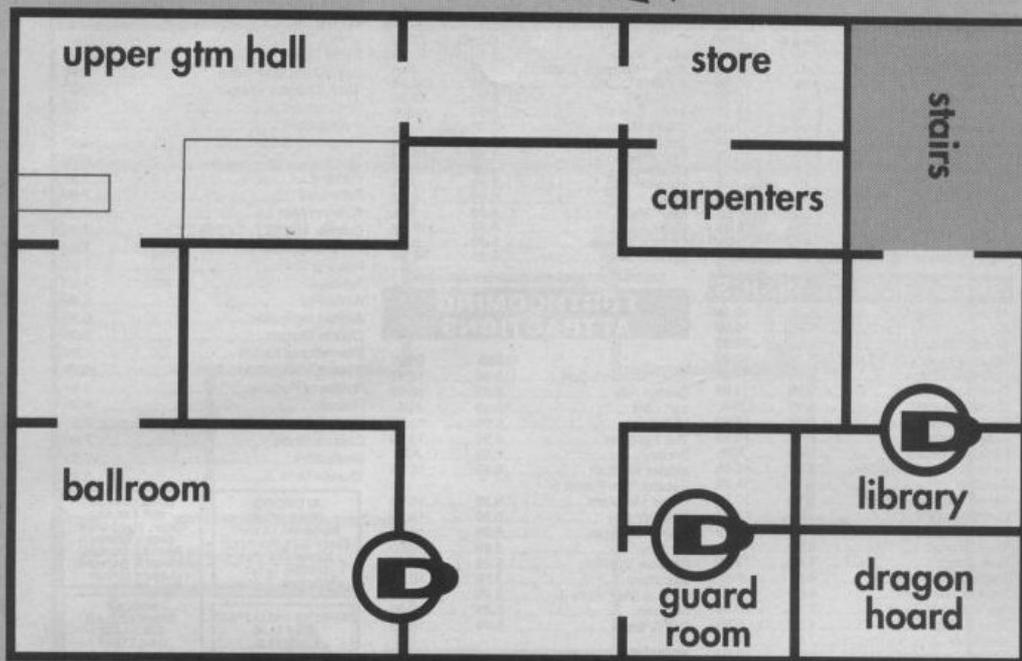
As before, go through the Lobby and into the Courtyard, go to the STABLES, open the door and enter, go over to the horse and crawl underneath. Look up and you will see the key to the High Ledge: collect it and leave the Stable the way you came in. Go out onto the drawbridge and, standing roughly in

the middle, look up at the switch and throw a rock at it. Now that is what I call fun! You've just closed the drawbridge and catapulted yourself up onto the top of the Chapel. You'll find a key up there to the Junk Room: collect it and get back down onto the ground of the

Courtyard. Oh come now, if in doubt fall!

Go to the South-West tower and enter the HOT BATHS: this time you'll need to go down the steps into the empty pool and go over to the right hand corner. You should find the entrance to your third





middle shelf and action it: a door appears, on your left, to the DRAGON'S HOARD. Enter the room and open the treasure chest with your key; action the chest 12 times if you want to collect all of the treasure. Re-trace your steps all of the way back to the Stairwell.

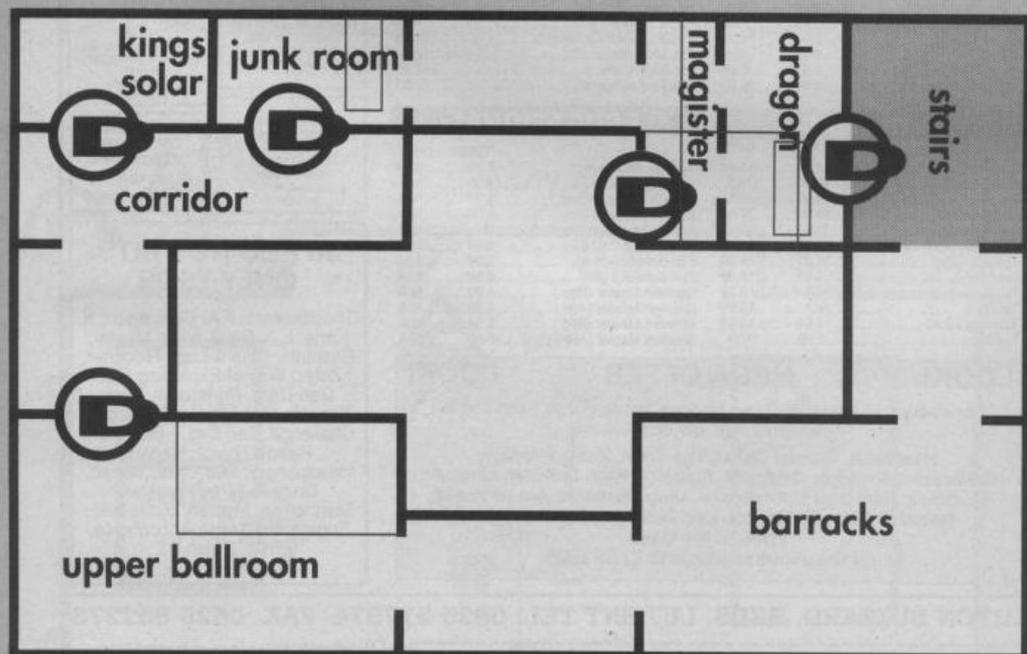
Continue along the stairs to the next door and enter the CARPENTER'S, sort out the spirit on the floor and climb onto the chair to get the food on the shelf. Get down and go through the opposite door to the one you entered into the STORE. Go to the table and action the potion bottle as many times as you need to bring your strength up to the maximum six bars. Once again leave the room by the opposite door to the one you came in by and go down the passage. Enter the upper level of the GREAT HALL and walk around on the ledge, under the block, and through the far door. Go down the passage and enter the BALLROOM.

Get the spirit and cross the room to the opposite door, open it and enter the passage. Go down the passage and enter the GUARD ROOM. Action the potion, and you'll now have a neat ability called rock travel! Open the door and enter the SPIRITS' ABODE — you'll have three spirits to deal with in here! When that's done you can collect the food on the shelf and make your way back to the Stairwell, through the Guardroom, passage, Ballroom, passage, Great Hall, passage, Store and Carpenter's. If you find your strength is a little low on your way back you can always top up on the potion in the Store.

Once back in the Stairwell continue upstairs to the next door and go down the passage and enter the BARRACKS. Stone the spirit and go through the far door, the one that is open, and on down the passage into the Ballroom. As you walk around the ledge you can collect the food. The door at the far end will appear as you get near it, go through it and down the passage: enter the CORRIDOR.

Open the left hand door and enter the KING'S SOLAR, sort out the spirit and then go back out to the Corridor. Open the other door and enter the JUNK ROOM. Bump off the spirit, get onto the chair and look on top of the shelf, collect the treasure, get down and take a look behind the block in the corner of the room. Go behind the block and through into the passage. Go down it and into MAGISTER, get the spirit, leave the room the way you came in, go back through the Junk Room, Corridor, passage, Ballroom, passage and the barracks until you are back in the Stairwell.

Be careful as you continue around the stairway, watch your step at the thin patch, and continue to the last door. Open it and take a deep breath — enter the



cavern — crawl through and you should drop down into CAVERN 4. Take care of the spirit and collect the food on the floor. The next bit is a little tricky: you need to get on top of the wall in front of the doorway and face to the right. Now if you look up you should see another key: get as close to the wall as possible to collect it. Again, leave the cavern and find your way around to the Stairwell. Go through the door to the Lobby, take the door on your right into the KITCHEN, go over to the fireplace and walking between the poker and the pot, go into the LARDER. Collect all the food you

can find and leave the Larder by the way you came, and go through the Kitchen and Lobby to the Courtyard.

Walk over to the well, crawl up onto the wall and drop down the well into CAVERN 2 — knock out the spirit, collect the treasure from the front of the box and key off the top: after that you can leave the cavern and find your way around to the stairs. Take the door to the Lobby and walk through into the Courtyard, cross the Courtyard and enter the CHAPEL. Walk to the far end and turn left: you should see a block with an entrance to the fifth cavern. Crawl through and drop

down into CAVERN 3. Kill the spirit and collect the key from the back wall — before leaving the cavern you can congratulate yourself: you should now be in possession of all of the ten keys. Exit the cavern and go around the catacombs to the Stairwell.

Walk up the stairs and enter the first door you come to, go down the passage and into the HOSPITAL. Kill the spirit and leave the way you came. Go back to the Stairwell and continue up the stairs to the next door. Go down the passage and this time you should be in the LIBRARY. Go to the book on the left of the

Question of Sport
Cass £2.99
Disc £4.99

TURBOSOFT

Laser Squad
Cass Only
£4.99

SPECIALS CASSETTE

	SRP
Brian Cloughs Football Fortunes	4.99
Bob's Full House	3.99
Captain Blood	3.99
Ghostbusters II	4.99
Barbarian II	3.99
Space Shuttle	2.99
Passing Shot	2.99
Blasteroids	4.99
Trivial Pursuits	6.99
Triv. Pursuits New Beginning	4.99
Time & Magik	4.99
Wofman	2.99
Fernandez Must Die	2.99
Hunt for Red October	6.99
Games - Summer Edition	4.99
Pacland	4.99
Pacmania	4.99
Running Man	3.99
Afterburner	2.99
Galaxy Force	2.99
Football Manager II & Exp. Kit	7.99
Ikari Warriors	2.99
Thundercats	2.99
Pegasus Bridge	3.99
Crazy Cars	2.99
Rockfords Riot + Boulderdash	2.99
Knight Orc	3.99
Book of the Dead	2.99
Super Wonderboy	4.99
Myth	4.99
Tuskaf	4.99
Powerdrift	4.99
Virus	2.99
Cauldron II	0.99

WINNERS
ONLY £10.99
DISC £14.99

Thunderblade,
Led Storm,
Indy Jones &
Temple of Doom,
Blasteroids,
Impossible Mission II

DYNAMITE
ONLY £3.99
Cass only

Afterburner,
Last Ninja II,
WEC Le Mans,
Double Dragon

TOLKIENS
TRILOGY
ONLY £6.99
DISC £11.99

The Hobbit,
Lord of the Rings,
Shadows of Mordor

MEGA MIX
ONLY £3.99

Barbarian III, Dragon
Ninja, Operation
Wolf, The Real
Ghostbusters.

KONAMI ARCADE
COLLECTION
ONLY £6.50 Disc
£13.95

Mikie, Jjackal,
Nemesis, Jailbreak,
Ping Pong, Yie Ar
Kung I Fu 2,
Hypersports,
Shao Ling Road,
Green Beret,
Yie Ar Kung Fu

COIN OP HITS
ONLY £10.99
DISC £14.99

Outrun,
Thunderblade,
Road Blasters,
Spy Hunter,
Bionic Commando

10 COMPUTER
HITS V
ONLY £4.99
DISC £9.99

Dark Sceptre + Tarzan
+ Mega Apocolypse +
Magnetron + Trap +
Mystery of the Nile +
Ninja Hamster + Catch
23 + Frightmare +
Druid II

LEADERBOARD
PAR 3
ONLY £9.99
Disc £13.95

Leaderboard,
Leaderboard
Tournament, World
Chess Leaderboard

THE BIZ
ONLY £10.99

Operation Wolf,
R-Type,
Baltan Caped
Crusader,
Double Dragon

GAME, SET &
MATCH 2
ONLY £7.99

Matchday II, Ian
Botham's Test
Match, Basket
Master, Super Hang
On, Track 'n' Field,
Superbowl, Winter
Olympiad, Steve
Davis Snooker, Nick
Faldo's Open

SPECTRUM TOP 30 HITS

	CASS	DISC		CASS	DISC
Batman the Movie	6.99	10.99	Micro Soccer	6.99	10.99
New Zealand Story	6.99	10.99	Boxing Manager (Goliath)	6.99	N/A
Robocop	6.99	10.99	X-Out	6.99	10.99
Chase HQ	6.99	10.99	Cyberball	6.99	10.99
Operation Thunderbolt	6.99	10.99	World Cup 90	6.99	10.99
International 3D Tennis	6.99	N/A	Castle Master	6.99	10.99
Hard Drivin	5.99	10.99	Sim City	6.99	10.99
Double Dragon II	6.99	10.99	Dan Dare 3	6.99	10.99
Rainbow Islands	6.99	10.99	Bloodwych	6.99	10.99
Vendetta	6.99	N/A	Hammerfest	6.99	N/A
Test Drive II	6.99	10.99	Pipeman	5.99	9.99
Midnight Resistance	6.99	10.99	Italy 1990	8.99	N/A
Emlyn Hughes Int. Soccer	6.99	10.99	Klax	6.99	10.99
Kick Off	5.99	N/A	Lords of Chaos	5.99	9.99
Gazza's Soccer	5.99	N/A	Dynasty Wars	6.99	10.99

SPECTRUM CLASSICS

	CASS	DISC
Airborne Ranger	6.99	10.99
A.P.B.	6.99	10.99
Bridge Player 2150	14.99	22.99
Chuck Yeager's (A.F.T.)	6.99	10.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Cricketer Master	6.99	N/A
Deluxe Scrabble	8.99	12.99
Dragon Ninja	6.99	10.99
Football Director	6.99	N/A
Football Director II (128k)	12.99	12.99
Gunship	6.99	11.99
Kenny Dalglish Soccer	6.99	10.99
Operation Wolf	6.99	10.99
Shinobi	6.99	10.99
The National	6.99	N/A
Tank Attack	9.99	12.99
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	N/A
War in Middle Earth	6.99	10.99
Time & Magik	4.99	9.99
Monopoly	7.99	N/A
Carrier Command	10.99	13.99
Continental Circus	6.99	10.99
Untouchables	6.99	10.99
Project Stealth Fighter	6.99	10.99
Forgotten Worlds	6.99	N/A
Ghostbusters II	7.99	N/A
Silent Service	5.99	10.99
Ghouls 'n' Ghosts	6.99	N/A
P-47 Thunderbolt	5.99	9.99
Ninja Warriors	5.99	10.99

UTILITIES

	CASS	DISC
Devpac	12.99	15.99
Hisoft Basic	18.99	N/A
Hisoft C	18.99	N/A
Hisoft Pascal	18.99	N/A
Masterfile 3	N/A	22.99
Pro. Adventure Writer	17.99	21.99
Tascalc +2/+3	14.99	18.99
TasPrint	7.99	18.99
TasSign	N/A	18.99
TasSpell	N/A	18.99
Tasword +2/+3	14.99	18.99
TasCopy	7.99	N/A

FORTHCOMING ATTRACTIONS

	CASS	DISC
Grag Norman's Golf	9.99	12.99
Golden Axe	6.99	10.99
Iron Lord	6.99	N/A
Midwinter	6.99	10.99
The Punisher	6.99	10.99
Snoopy	6.99	N/A
Adidas Football	6.99	10.99
Escape from Planet of Robot Monsters	6.99	10.99
Beach Volley	6.99	10.99
Player Manager	6.99	10.99
Sly Spy	6.99	10.99
Shadow Warrior	6.99	10.99
Stormlord	7.99	10.99
Back to the Future II	6.99	10.99
Turrican	6.99	10.99
Puffy's Saga	6.99	10.99

JOYSTICKS

Cheetah 125	7.99
Navigator	10.99
Konix Speeding	8.99
Konix Speeding Autofire	10.99
Pro 5000 Black	12.99
Pro 5000 Clear	13.99
Ninja Jetfighter	12.99

EDUCATIONAL

	CASS	DISC
Answer Back Junior	6.99	9.99
Spelling Add-on	4.99	N/A
French Mistress (Beg.)	6.99	N/A
French Mistress (Adv.)	6.99	N/A
French Mistress (Adv. & Beg.)	N/A	14.99
Fun School II (U 6)	6.99	9.99
Fun School II (6-8)	6.99	9.99
Fun School II (8+)	6.99	9.99
German Master (Beg.)	6.99	N/A
German Master (Adv.)	6.99	N/A
Spanish Master (Beg.)	6.99	N/A
Spanish Master (Adv.)	6.99	N/A

+3 DISC SPECIALS

Bards Tale I	6.99
Beyond the Ice Palace	5.99
Brian Clough's Football	7.99
Dominator	4.99
Overlander	6.99
Fury	4.99
Vixen	4.99
Pacland	7.99
Pacmania	7.99
Running Man	7.99
Butcher Hill	7.99
Fernandez Must Die	7.99
Passing Shot	7.99
Tetris	7.99
Arctic Fox	6.99
Archon Collection	6.99
Double Dragon	9.99
International Karate	7.99
Shinobi	9.99
Soldier of Fortune	4.99
Intensity	4.99
By Fair Means or Foul (Boxing)	7.99
Captain Blood	7.99
Victors	7.99
Thunderbirds	8.99

IN CROWD
ONLY £10.99
Barbarian, Gryzor,
Crazy Cars, Predator,
Karnov Combat
School, Target,
Renegade, Falcon

TAITO COIN OP
ONLY £3.99
Rastan, Flying Shark,
Bubble Bobble,
Arkanoid, Starlight,
Arkanoid II, Renegade,
Legend of Kage

SUPREME CHALLENGE
ONLY £4.99
Elite, Ace, Sentinel,
Starglider, Tetris

SOCCER
SPECTACULAR
ONLY £4.99
DISC £10.99
Football Manager, Peter
Beardsleys Soccer,
World Champions,
Handball Maradona
Soccer Supreme

WORLD CUP 90
COMPILATION
ONLY £7.99 DISC £11.99
Tracksuit Manager
Gary Lineker,
Hot Shot,
Kick Off

FLIGHT ACE ONLY
£3.99
Air Traffic Control, Ace,
Spitfire 40, Strike Force
Harrier,
Tomahawk,
A.T.F.

GIANTS
CASS £10.99
DISC £14.99
720° Outrun,
Rolling Thunder,
World Class
Leaderboard,
Gauntlet II

MIND STRETCHERS
ONLY £13.99
CASS OR DISC
Monopoly,
Scrabble, Cluedo

30 RED HOT HITS ONLY £6.99

Ghostbusters, F.A. Cup, Agent X,
Kane, L.A. Swat, Ninja Master,
Rasputin, Ollie & Lisa, Ricochet,
Zolyx, Way of Exploding Fist,
Dan Dare, Formula 1, Dark
Sceptre, Brian Jacks Superstar
Challenge, Tau Ceti, I-Ball, Park
Patrol, Thrust, Harvey
Headbanger, War Cars, Tarzan,
Druid II, Ninja Hamster,
Magnetron, Mystery of the Nile,
Frightmare, Mega Apocolypse,
Traz, Catch 23.

41 SOUTH STREET, LEIGHTON BUZZARD, BEDS, LU7 8NT TEL: 0525 377974 FAX: 0525 852278

ORDER FORM

Please supply me with the following for
Computer

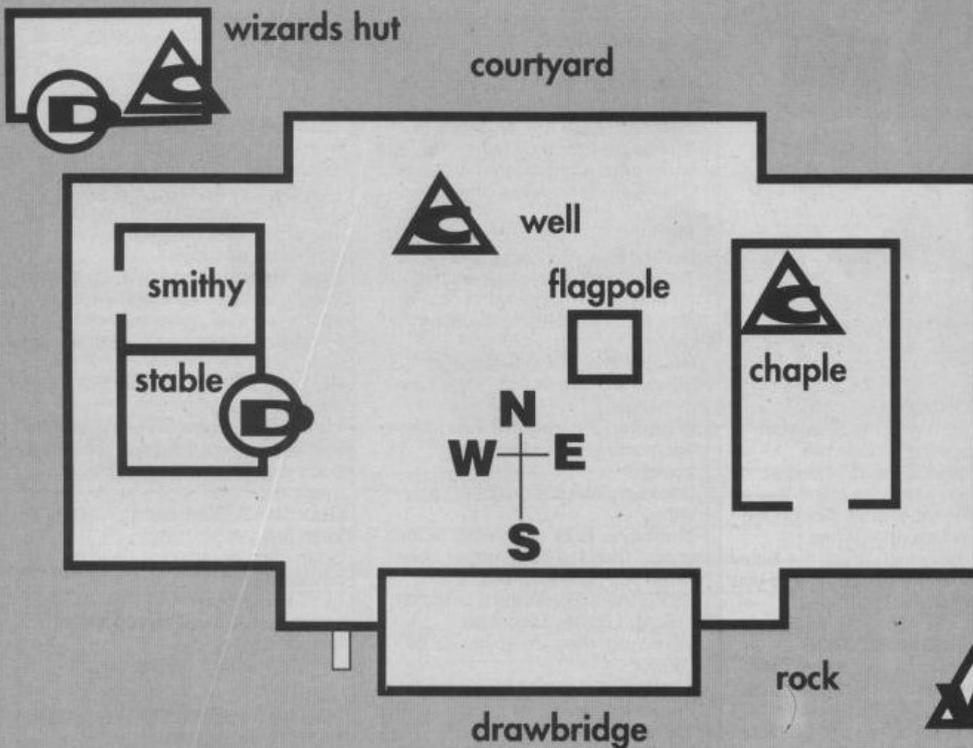
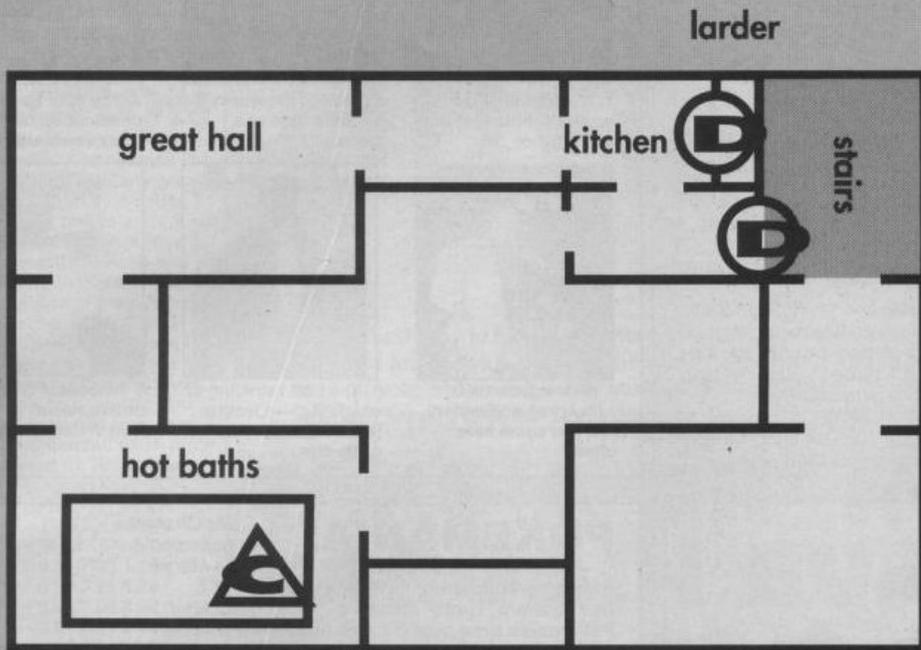
Titles	Price

DATE:
NAME:
ADDRESS:
.....
.....
.....
Post Code:
TEL:

CRASH AUGUST

Please make cheques
& PO payable to
Turbosoft

Orders under £5 please
add 50p per item. Over
£5 p&p **FREE** in UK.
Elsewhere please add
£1.50 per item.
N.B. Please state clearly
mode of computer &
also cassette or disc
when ordering



DRAGON'S LAIR, get in front of it and throw rocks between its eyes. Keep throwing rocks until you kill the beast. When you have you'll be able to go through the left hand door into Magister, turn left and action the switch on the wall, go to

the far wall and action the other switch — and the low wall will disappear.

You can now put your cursor on the lock of the door and action it: as you have all ten keys the door should open. You can now enter

CAPTIVE, the final room, and this also finishes the game!

Phew! Another game completed, but *Castle Master* has two versions, a *Prince* and a *Princess* one (no sexism here). *Lawrence Pycock* has sent in the

differences in the Princess solution.

This game is exactly the same as the Prince version except...

* In the Hot Baths there is a block which falls over to provide the stairway if you action it.

* The block in the main hall is too big. The only solution is to go through the already open door in the Barracks, follow the path around on the high ledge in the ballroom, shoot the ghost and get the cheese, drop down and bingo! When you go back around into the Main Hall, drop down again, go to the kitchen and into the Larder, behind the cauldron and poker, to top up your energy.

AMC

I absolutely loved this game.. I spent hours blasting away at the nasty things that attack you just so that I could see more of the colourful graphics. Conor Traaynor of Clontarf, Dublin obviously couldn't get enough either, because here are his tips to help all those who are pathetic at it (not like us, eh Conor?).

Assault Troops: These are very simple. They take one shot, but keep moving while you shoot them or you'll waste time — if you're going down a hill and one is coming towards you you can jump him.

Killer Worms: Jump them: it's easier than shooting them unless you have the triple shot. If an assault trooper and killer worm come together, shoot first then jump.

X.A.I.R.O.S.: These usually hang around platformed areas. They take two shots mostly. If there's one directly above you, fire straight up at it twice.

Great Lasarro: A big green monster that lives in a hole (the technical name!). To kill him, step back from the hole and throw in four grenades. He should pop up briefly. Now you can jump the hole.

Vicious Beings: Very simple. If you have triple shot just shoot. If you haven't, kneel down and fire.

Plants: To stop them nibbling your ankles, jump them. There are plants under the first tree in zone 1, to your right when you fall off the first platform on zone 2 and under the first tree in zone 3.

Throwing Troops: They usually take two shots, but they're very dangerous. Fortunately, they only last a while.

A-34 Walkers: Shoot up—right: at the head, and then at the legs. If you don't have triple shot or T.E.D. you're just about doomed (thats no help - NRI).

Alien Soldiers: Be extremely careful as some turn into purple



monsters. If one does, immediately run back so it won't kill you. Then go forward (when you've recovered from the shock) and shoot it in the head (up-right).

Krauer: End of part one baddie: as soon as you see him, run back as far as the water. He'll follow you, but not all the way. You can now shoot him, but without fear of being bonked (excuse me!) on the head by his mace. Be careful of the T.E.D., he fires when you knock off his head.

The password to part 2 is **DAGOBAB.**

IMPOSSAMOLE

Here are some tips for all you rodent fans out there. John Nattrass of Carlisle, king of *Impossamole*, has sent these in to help you along in the game.

Level 1

Skeletons: These take different numbers of shots and kicks.

Miners: Take five shots of everything, when killed they leave behind coins for you to pick up.

Rats: Two or three kicks to kill these.

Frogs: Frogs cannot be destroyed so be very careful when one is around.

Spikes: These fall from the sky and are destroyed when they hit the floor: all you have to do is walk under them and quickly move out of the way.

Mine Carts: You can ride on the ones without coal in them, but watch out as they can run you over.

Guardian 1 (Worm): Kick or fire at him until he gets destroyed.

Level 2

China Men: Take six shots or kicks, and they give you coins.

DJ NICKO THROUGH HISTORY



1. Aw! The little lad arrives for his first day at the office...



2. Slowly, the wacky lad became fond of a frolic...



3. The cool shades phase: 'Choor!'s discovered women!



4. Nick experiments with cross-pollination: 'Do you come here often?'



5. The first twinkling of cruciality — a leather jacket! Shame it's a girlie one...



6. Whooooa! Sex stud!! Girlies swoon a his feet! Watch out Jase!!



PIPEMANIA

The eight passwords for the game are: Level 5: Disc; Level 9: Nail; Level 13: Once; Level 17: Rope; Level 21: Pens; Level 25: Slip; Level 29: Each; Level 33: Rise. (Kevin Whitley)

P47 THUNDERBOLT

When you get on the high score table, type your name in as 'ZEBEDEE' for infinite lives. (Christopher Rodgers)

TWIN TURBO V8

When you get the end screen loading picture with the car and all the snazzy music, just press the SPACE BAR then type UNIVERSAL PEACE, this will give you infinite lives. (Chrissy boy again!)

FIGHTER BOMBER

The inlay card with the Spectrum version does not include the following keys: C=chaff released, F=flare. Also when the plane is approaching an enemy, flick on the weapons option, then when weapons are armed press the S key to lock them onto the target and you can fire at will.

PRO BOXING SIMULATOR

When the round starts, move over to the right of the screen and throw a few body blows. You should punch the bloke a few times which makes him well mad, and he comes stomping up to you and throws a few punches. Immediately start to slam the uppercuts into his chin (you can throw a few knees when the ref is not looking) and you should easily make the knock out. (Mark Newton and his mate)

POKEMANIA!

Save yourself typing in Pokes — use Graham 'Turbo' Mason's Pokemania program! It's like tips on tape! Pokemania is the final program on side B of the Powertape. And this month Turbo serves up powerful pokes for...

Delta Charge!
Impossamole
Pipe Mania
P 47
Knockout
Crackdown
Laser War
Spi Droid

More hacks next month!

China Boys: Take one shot or three kicks.

Photographers: These cannot be destroyed, they just fire at you.

Sumos: There are two kinds of Sumos, yellow ones fall on you and white ones jump along the ground. Give them three kicks to get rid of them.

Fighting Sumos: These cannot be destroyed.

Televisions: They walk around not firing or bothering anyone really: give them eight shots to destroy them.

Ninjas: These walk along the ground and fire at you. They take two shots.

Guardian 2 (Dragon): Just keep firing until you destroy him.

Level 3

Snakes: Take four kicks or two shots.

Monkeys: Take eight kicks or four shots. They fall down out of trees when you go underneath them. Killing them will reveal a coin.

Lizard: Lizards cannot be destroyed, they fire at you so be careful.

Plants: Take two shots or two kicks. **Flicking Plants:** Take eight kicks or four shots.

Bushes: Cannot be destroyed, they just run along the ground.

Stone Blocks: Fall from the roof and are easy to dodge.

Guardian 3 (Tree): Just fire at his face until he gets popped!

Level 4

Abominable Snowman: Give him three kicks or three shots.

Snowballs: These cannot be destroyed so jump over them or just avoid them.

Trolls: Five kicks or five shots.

Sledges: Two shots: treat them like trolls, but they do not fire.

Piranhas: There are two kinds of piranhas, white ones and green ones. The green ones jump up and the white ones go around. They cannot be destroyed.

Polar Bears: These take 15 shots, three bombs or 12 kicks. When destroyed they give you a coin.

Penguins: Take one shot or one kick.

Eskimos: These take six kicks and three bombs.

Ice Blocks: Same as stone blocks.

Icicles: Same as spikes, but these don't explode, so you walk under them.

Guardian 4 (Icecream): You just keep firing at his head.

Soup cans are used to build up the power of your guns, worms are used to build up energy (yuk!) and watches make your weapon last longer.

Phew! I thought I'd never get the tips finished in time this issue, I'm a bit rushed for time. Please keep sending in all your tips, cheats and maps to the usual address... NEWSFIELD, NICK 'NICKED' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.

IT'S THE BEST WAY TO BUY GAMES!

CRASH HYPERMARKET CHART

ORDER ACTION

Apart from our highly recommended games list, you can order any game released by a major software house to date, on cassette or disk. You'll save loads of dosh and all orders include VAT and postage. If you wish to order a game NOT included in the above 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 DISCOUNTS	RRP OFFER SAVE
		8.95 7.20 1.75
		8.99 7.24 1.75
		9.95 7.95 2.00
		9.99 7.99 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
		19.99 15.99 4.00

For any discounts not listed here ring our hotline on 0584 87 5851 and ask for mail order. Remember, apply the discounts to RRP prices only, not our discounted offer prices quoted on this page!!

Prices valid for UK/Eire/Europe only. For overseas orders please add

£2.00 per item for Air Mail delivery. Not all products will have been released at press time. Goods will be dispatched as soon as possible. Customers will be informed of any long delays.

DETAILS

It's the best way to buy the games you want to play! We recommend ten games to buy and knock some dosh off the official price! And you're safe in the knowledge that all your orders are being handled here at CRASH, so we can provide the most efficient service around! Don't delay — send your order in today!

TAKE A DIP IN THE BARGAIN BUCKET!!

ANY SPECCY CASSETTE GAME: £7.99

SIM CITY
Infogrames
TURRICAN
Rainbow Arts
NIGHT HUNTER
UbiSoft

SPECIAL SAM COUPE OFFER!
DEFENDERS OF THE EARTH
£9.99 cassette
£11.99 disk

SAVE £2!!
ANY SPECCY DISK GAME: £11.99
SAVE £3!!

KENNY DALGLISH SOCCER MATCH Impressions
HOSTAGES Infogrames
ADIDAS CHAMPIONSHIP FOOTBALL Ocean

GET SET FOR SUMMER!
INCREDIBLY FUNKY STUFF FOR THE SUN!



FOUR DIFFERENT T-SHIRTS
Only available while stocks last!

EVIL EMPEROR
Large & Medium
A classic Oliver Frey CRASH cover illustration to wear on your chest! It's full colour too!!

RED MOON
Large & Medium
Another Oliver Frey CRASH cover — full colour with CRASH logo!

KING GRUB
Medium
Disgusting fat slob to wear on your chest! Full colour with CRASH logo!

CRASH LOGO
Small & X Large
Very rare — the original CRASH t-shirt!! Hurry, hurry, hurry and grab yourself a piece of history!!

CRASH SWEATSHIRT! NOW ONLY £5.99!
Navy with CRASH logo
X Large & small

BIG CRASH SPORTS BAG
Don't put up with a Sainsbury's plastic carrier bag! Get the best — a whizzo CRASH sports bag with two carrying handles and a removable shoulder strap!

WE'RE GIVING THEM AWAY AT £6.99 EACH!

CRASH MAIL ORDER

NAME	Description	Price
ADDRESS		
POSTCODE		
PHONE No		
Method of payment (please tick)		
Access <input type="checkbox"/> Visa <input type="checkbox"/> Cheque <input type="checkbox"/> Postal Order <input type="checkbox"/>		Total
Credit Card No		
Expiry date		
SIGNATURE		

Make cheques and postal orders payable to CRASH Ltd. Send this form to:
NEWSFIELD, CRASH HYPERMARKET, LUDLOW, SHROPSHIRE SY8 1JW

DON'T GET LEFT OUT!

Yes! Become a subscriber to CRASH for 12 months for just £15.40! (Mainland UK only)

By subbing, compared to the shop price of 12 issues at £20.40, you'll be saving yourself £5!! And you'll be saving even more because any special issues cost £1.95 — but you don't pay extra when you're a subber!! Subbers outside mainland UK now save £3.00 on previous prices!!

A 12 MONTH SUBSCRIPTION TO CRASH!!

WHAT A BARGAIN!

SAVE £5!!

on normal UK prices

- BRILLO GAMES EVERY MONTH ON THE POWERTAPE!!
- ALL THE LATEST SPECCY GAMES!!
- THE HOTTEST HINTS, TIPS AND POKES!!
- SMASHING TOP PRIZE COMPOS
- THE NATION'S PLAYING OUR GAMES!!

US/CANADA SPECIAL READER SERVICE!

CRASH has now got its very own subscription and back issues sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 421 1285 (or fax him on 519 421 1873) - Visa accepted. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Yearly subscription rates US\$47 Canada CAN\$57. Back issues US\$5.20 Canada CAN\$6.20 (inclusive of postage)

12 MONTH MAINLAND UK SUB: £15.40

12 MONTH OUTSIDE MAINLAND UK SUB: £22.00

12 MONTH EUROPE AIR MAIL SUB: £35.00

EARLY WARNING: If you wish to start your new sub with issue 79 send in your coupon no later than 30th July 1990

SUBSCRIBERS GET EXTRA FREEBIES!! Yes! We've given posters away! We've given FREE tickets to computer shows!! Don't miss out — join up now!!!

I would like to subscribe to CRASH for 12 issues. I want:

12 MONTH MAINLAND UK SUB: £15.40

12 MONTH OUTSIDE MAINLAND UK SUB: £22.00

12 MONTH EUROPE AIR MAIL SUB: £35.00

NAME _____

ADDRESS _____

POSTCODE _____

Method of payment (please tick)

Access Visa Cheque Postal Order

Credit Card No _____

Expiry date _____

SIGNATURE _____

Make cheques and postal orders payable to CRASH Ltd.

Send this form to: NEWSFIELD, CRASH SUBSCRIPTIONS, LUDLOW, SHROPSHIRE SY8 1JW

BACK ISSUES FILL THAT CRASH GAP

65 Four fantastic games on tape!! Micronaut One (Pete Cooke)! Dizzy (CodeMasters)! Wanted: Monty Mole (Gremlin)! Moon Cresta (Incentive)! INSIDE: First live action look! Nick's tips go crazy! Loads more!!

66 Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatin)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!

67 Four fascinating games on tape! Metabolis (Gremlin)! Nonterraqueous (Mastertronic)! Mountains Of Ket (Incentive)! Ultimate Warrior (Powertape)! Plus a Maze Mania playable demo! INSIDE: Magnum Force — what's the new light-gun like? Special Dizzy map!

68 Four freaky games! Rockman (Mastertronic)! Temple of Vran (Incentive)! SuperSleuth (Gremlin)! Sceptre Of Bagdad (Atlantis)! INSIDE: Tusker's hunt for the Elephants' Graveyard! Tips and a Rick Dangerous Map special!!

69 Four flippy games on tape!! Super Soccer (Ocean), Zanithrax (Powertape), Delta Wing (Mastertronic), The Final Mission (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

70 Four fun games on tape! Pogo (Ocean)! Sam Stoat (Gremlin)! Chiller (Mastertronic), Action Farce II (Powertape)! INSIDE: Arcade action! Comic! Football poster! More Rick Dangerous mapped!

71 Six smashing games on tape! Cosmic Wartoad (Ocean)! Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (Powertape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupé and tells us about writing a manual! Tips, Jetman and loads more!!

72 Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (Powertape)! INSIDE: Bo Jangeborg interview! Dizzy — are the

Oliver Twins completely potty?! Plus tips, reviews and loads more!

73 Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

74 Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (Powertape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!!

75 Four Froody games on tape!! Master Blaster (Cybodyne)! Rockfall (Powertape)! Karyssia Part II (Incentive)! Breakpoint (Powertape)! INSIDE: Rad new-look issue! The CRASH readers' awards ceremony — all the stars, all the winners! S'Amazing — the Coupé disk drive arrives! DJ Nicko with the Ghouls 'n' Ghosts map!

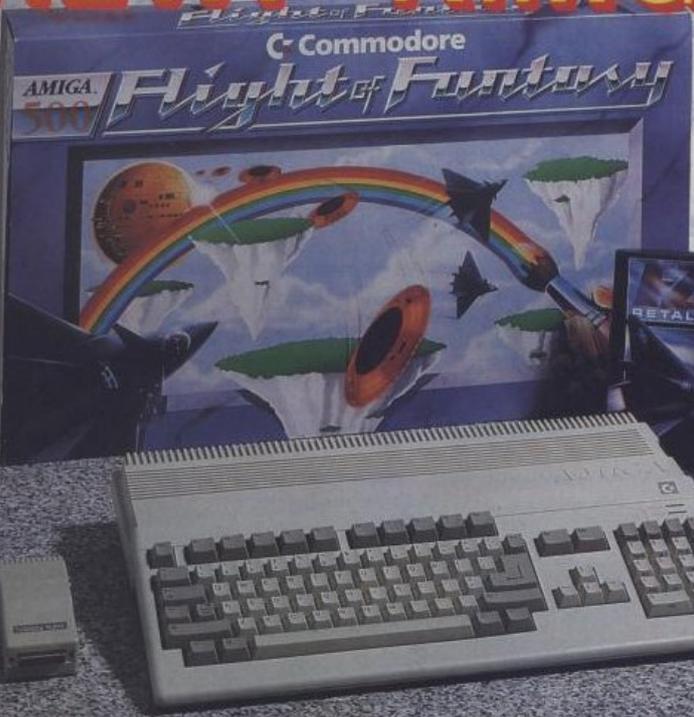
76 Four flappy games on tape!! Scuba Dive (Elite)! Nuclear Countdown (Atlantis)! Karyssia Pt III (Incentive)! Surface Tension (Powertape)! INSIDE: Adventure special — what are adventure games all about?! Arcade action! Pick of the post with the SAM Forum! Nicko's tips and heaps more!

77 Four flippy games on tape! Fat Worm Blows A Sparky (Elite)! Alpine Games (Atlantis)! Kemshu (Cult)! Doomskulle (Powertape)! PLUS: FREE WHAM Chew bar!! INSIDE: Fun with WHAM bars! Coupé news and views! Tips bonanza! Mapped! Dan Dare 3 and Garfield, tips for Dizzy III.

78 Four freaky games on tape! Survivors (Atlantis)! Jungle Trouble (Elite)! Cosmic Chaos (Powertape)! Software House (Cult)! PLUS!! Two FREE Tangy chew bars! PLUS!! Mel Croucher's Computer Fun Line on cassette!! INSIDE: Part one of the Speccy history feature! Chuckles a plenty with the chew bars! Plus tips, SAM stuff and loads more!

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

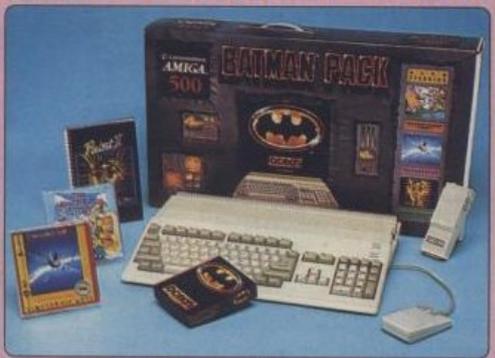
NEW! - AMIGA PACK



Commodore A500
Flight Of Fantasy

£399

A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning Joker, in Ocean's top selling title based on the blockbuster Batman film; New Zealand Story - high quality conversion of the leading arcade game; Interceptor - Dogfight with two F-16's in this leading flight simulator; Deluxe Paint II - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:
 A500 Computer & Mouse £399.99
 A520 TV Modulator £24.99
 Batman The Movie £24.95
 New Zealand Story £24.95
 Interceptor £24.95
 Deluxe Paint II £49.95

TOTAL RRP: £549.78
 Less Pack Saving: £150.78
PACK PRICE: £399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295 + VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases. To make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

- DELUXE PAINT II:**
The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.
- F29 RETALIATOR:**
The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagang carriers... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.
- ESCAPE / ROBOT MONSTERS:**
Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.
- RAINBOW ISLANDS:**
Slip on your magic shoes, practice throwing a rainbow and you're ready to go island hopping. From the island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

PACK INCLUDES:
 A500 Computer & Mouse £399.99
 A520 TV Modulator £24.99
 Deluxe Paint II £49.95
 Escape/Robot Monsters £19.99
 Rainbow Islands £24.95
 F29 Retaliator £24.95

TOTAL RRP: £544.82
 Less Pack Saving: £145.82
PACK PRICE: £399.00

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP THE UK'S No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return this coupon now to our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR FREE BROCHURES

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
 Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
 Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-393 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
 Opening Hours: Mon-Sat 9.00am-6.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0888
 Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Systems Ltd, Dept CRASH-0690-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

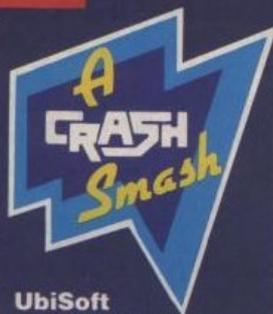
Postcode: Tel:

Which computer(s), if any, do you own? A2000

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.



NIGHT HUNTER



Ubisoft
■ £9.99/£14.99 ■

A vampire, as we all know, is an undead creature that preys on the living. Until recently mankind has been saved by several holy medallions and the tireless work of Professor Van Helsing — but now the most feared vampire of all, Count Dracula, is after the medallions. And here's the twist: in most games you play the hero, but not so here. You are Dracula, and you also have the ability to change into a bat or a werewolf. It's as Dracula you can do the most damage though — suck the blood of Van Helsing's minions as they chase you round your castle (slurp)!

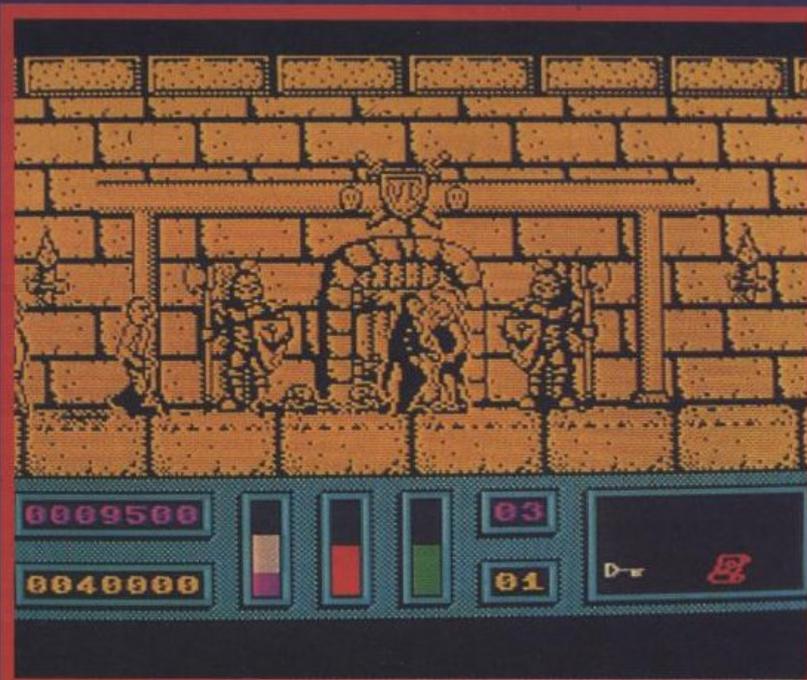
Throughout the different levels of the game you must collect eight objects including a scroll, a bottle, a cross and five keys in order to escape. Van Helsing's minions chase and try to kill

NICK Woooo! Creepy stuff this! It's full of vampires, werewolves and witches. A bit like walking around Ludlow at midnight! I really like *Night Hunter*. Though the graphics are all yellow monochrome, it's a ruddy good game and incredibly addictive! Starting off as a vampire with a quest to collect all the keys and scrolls from each level, you have the option to change into either a werewolf or bat to help you through the game. Start in the castle and progress through towns, other buildings, graveyards etc: each location is highly detailed, and the people chasing you are varied enough to keep you on your toes. Especially the blokes with stakes ready to plunge through your heart (ouch!).

Night Hunter is simply a must for all fans of addiction. Miss this and you won't sleep easy in your bed. Come to think of it, play this and you still won't be sleeping easy!!

93%

you using a crucifix or sake, unless you're a wolfie when they fire silver bullets. With every hit your energy bar goes down, but catching a human and biting him in the neck is very nourishing. When you've found all the necessary objects you come face to face with Van Helsing as a final end of level foe — and he's difficult to kill. Seeing as how Dracula never wins in the horror movies, it's about time you changed all that!



As a fan of Christopher Lee and Peter Cushing Hammer horror films I've always wondered what it's like to play the bad guy. Well, *Night Hunter* from Ubisoft is the perfect chance! Wander around spooky castles and bite the necks of beautiful maidens! *Night Hunter* is great fun to play, but only after dark.

MARK 90%

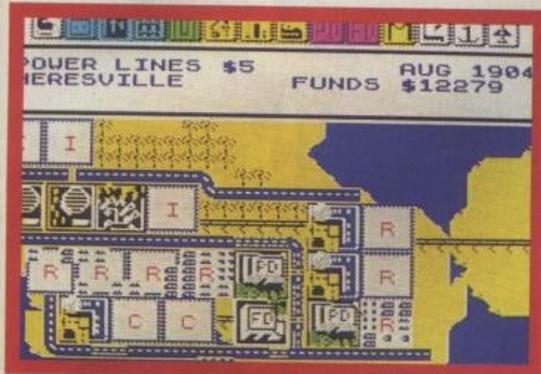
Do the Transylvania Twist with this — good enough to sink your teeth into!

PRESENTATION	87%
GRAPHICS	85%
SOUND	75%
PLAYABILITY	90%
ADDICTIVITY	92%
OVERALL	91%

RATING

SIM CITY

Infogrames
■ £9.99/£14.99 ■



NICK *Sim City* is a strange game. No blood, no guns, no spaceships. Just roads, power lines and industrial zones! The idea is to create yourself a city by positioning residential areas, giving the people roads and railways and connecting it all up to a power station so they can watch Neighbours and make themselves cups of tea. The computer controls what the people get up to and how they think, you just have to keep them happy. You have a fixed budget to spend at the start and can collect more money by taxing the people who come to live in your city.

This all sounds great fun, doesn't it? *Sim City* may not appeal to you when at first sight, but when you've played the game for a while you soon get into the swing of things.

If you get really good at the game and make pots of cash, you can go for the luxury items of a city like stadiums and airports. The best fun I had was bringing down disasters on the people of Nickscity (highly original name). A nice flood and earthquake usually does the trick! *Sim City* is totally unappealing to begin with but excruciatingly addictive when you've played a couple of games.

80%

A carbuncle on the face of civilisation some architecture may be, but let's see you do better, matey. In *Sim City* you have the chance to become city planner and mayor: in other words you can build your ideal city but you're responsible for the welfare of the inhabitants.

You have to start from scratch, with only a bleak continent to work with. Along the top of the screen are fourteen icons to build the city with, these include residential, commercial and industrial zones, stadiums, airports and power plants. Decide where to place each icon, link each zone with power lines and off you go.

Building isn't your only concern, above the build icons are menus accessed by clicking on the fire button. Here tax rates can be set, and you can check how popular you are with the citizens; a number of man-made and natural disasters can be created to keep you on your toes, and maps of the city can be called up to verify progress. The citizens are an impatient bunch and moan regularly about anything and everything. Taxes are usually the worst topic: set them high and you receive more money though fewer people actually pay, set them low and more people pay but less dosh is collected.

Oh, and don't forget the police and fire departments - they need funds! No funds and crime rate soars, or a small fire could soon turn your city into a smouldering heap! *Sim City* is very addictive. Although the scrolling is jerky and the sprites are simplistic, the strategy element will force you to burn the midnight oil.

MARK 87%

A fun, and surprisingly addictive, way of being jolly powerful and important!	
PRESENTATION	80%
GRAPHICS	74%
SOUND	55%
PLAYABILITY	85%
ADDICTIVITY	90%
OVERALL	83%

RATING



INTERNATIONAL CRICKET MANAGER

Psychedelic
Hedgehog Software
■ £9.99 ■

This makes a change from all the footy games around at the moment. You control the England cricket team and

the ball.

When fielding you're shown the birds eye view of the pitch with the trajectory of the ball being charted when thrown. At the end of the match you're informed of the score and given the chance to carry on the next.

NICK There are so many different managerial games around you must be spoilt for choice if you're out to buy one! The newest on the list is... (fanfare please) *International Cricket Manager!* If you're one of the people who has sat watching the box, wishing England would do better at the sport, this is the game for you. Everyone must know what managerial games are like: long lists of players and options, hardly any graphics or sound... *I.C.M.* is just like that. There is an attempt to spice up the game with graphics, but there's nothing to shout about. All the options are here for the hardened cricket fan, but if cricket isn't your game steer clear.

47%

as manager guide them through a typical season (what? Lots of rain and not winning? —Ed). The options come first: choose to play match, list team, scout for new players, arrange transfers or get manager details. When all options are set you choose to play a friendly match or participate in test matches.

Right, to the sound of beer cans being rhythmically smashed together, pick a country to battle with. There are seven to choose from, Australia, India, Pakistan, New Zealand, Sri Lanka, West Indies and Canada. Once you've chosen who to play the pitch is displayed with your fielders spread out in formation. When batting, a face on view of the batter is shown, and by moving the joystick or pressing the appropriate key at the right time the bat connects with

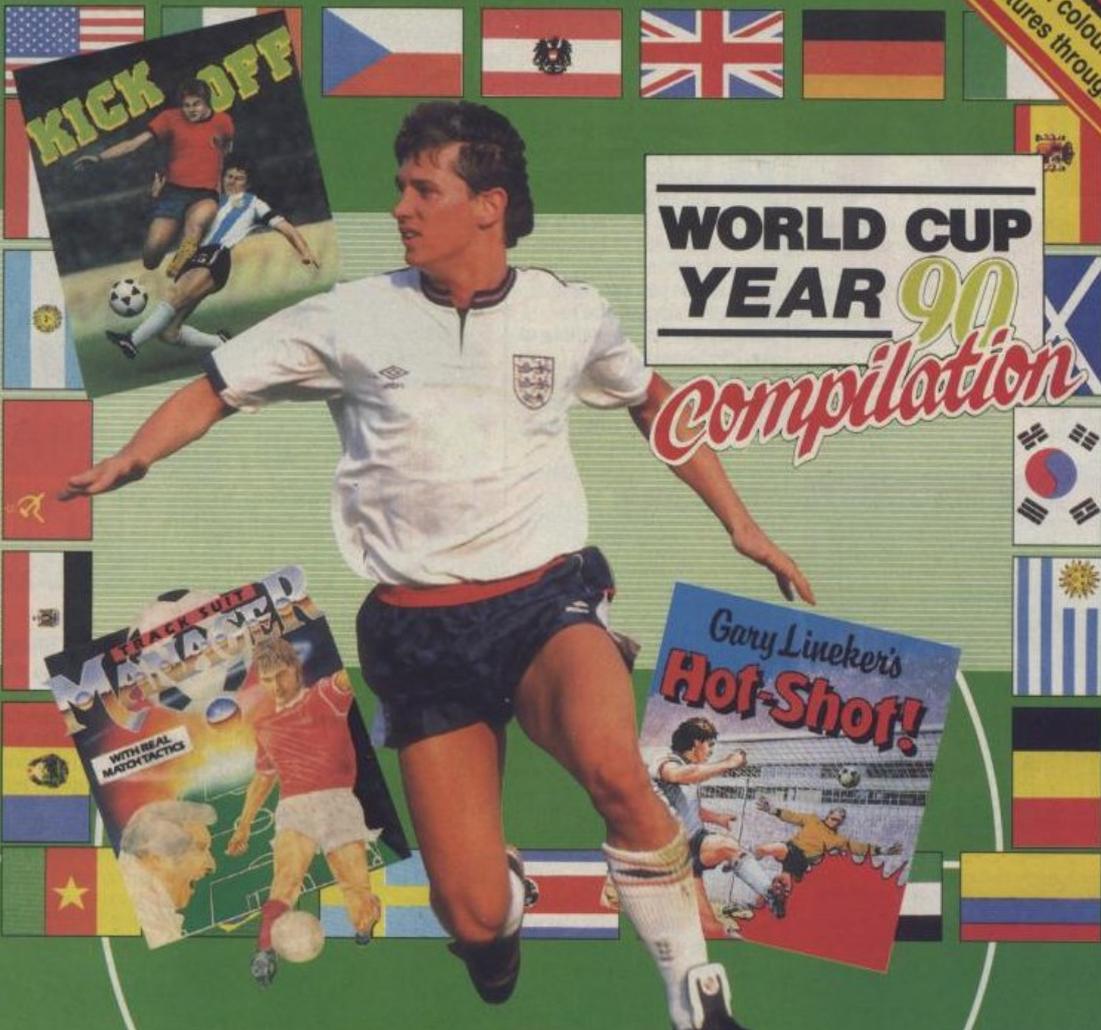
I can't say *International Cricket Manager* exactly my cup of tea. Graphically the game is, perhaps understandably, rather simplistic, though the amount of options available is very commendable. Mind you, this can lead to a long-winded session, but cricket fans who prefer using their brain than their brawn should take a look.

MARK 50%

Lacklustre cricket with appeal to manager fans only	
PRESENTATION	46%
GRAPHICS	39%
SOUND	35%
PLAYABILITY	46%
ADDICTIVITY	34%
OVERALL	46%

RATING

In association with
Shoof!
 Free superb full colour Wallchart follows
 all the Fixtures through to the Final



TILT D'OR AWARDS 1989

TILT D'OR AWARDS 1989



KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!
 - Best Arcade game 16 bit '89
 - Europe's best soccer simulation '90
 - Elspa game of the year
 - 16 bit game of the year!
 Emap golden joystick awards

Featuring:- Pixel Perfect passing
 Blistering Pace
 Superb tactic play
 "Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express

GARY LINEKER'S HOT SHOT

Play in a full scale eleven-a-side football game complete with sliding tackles, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card. Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International Soccer replaces Gary Lineker's Hot Shot on Atari ST and Amiga.

Pack includes:

- * 3 Superb Award Winning Games
- * Unique Full Colour Wall Chart With the History of the World Cup including Amazing Facts & Figures
- * Comprehensive User Guide
- * Strategy, Management and Red Hot Action makes this the Ultimate Soccer Experience

TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

- Play defense, attacking or man to man marking
 - Offside trap, sweeper system or possession football
 - Genuine goal-kicks, corners and throw-ins
 - Crunching tackles, fouls, penalties, bookings and sendings off
 - 54 computer managed squads from around the world all with individual tactics
- "The best ever football managerial game ever, in the history of the World" C & VG 9/10

The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



AVAILABLE FOR
 ATARI ST AMIGA C64 (CASSETTE + DISK)
 AMSTRAD CPC (CASSETTE + DISK)
 SPECTRUM (CASSETTE + DISK)



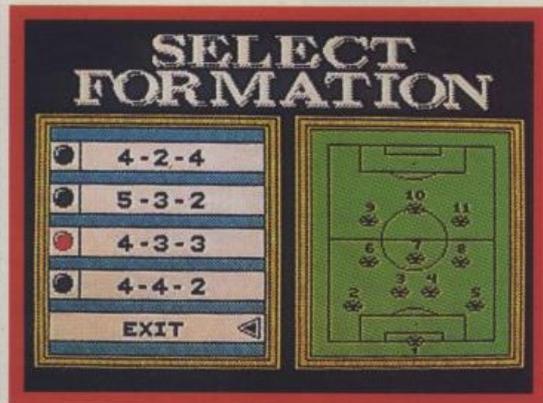
4 The Stannetts, Laindon North Trade Centre,
 Basildon, Essex, SS15 8DJ Tel. No. (0268) 541126

KENNY DALGLISH SOCCER MATCH

Impressions
£9.99/£14.99

This isn't a World Cup game, but there's plenty of soccer action and our mate Ken pops up now and again in his managerial capacity to offer advice. Sadly Ken's advice is of little use. You start the

control of! Aaargh! *Kenny Dalglish Soccer Match* didn't impress me in the least, the stupid comments made by Kenny at the start and end of the game are only matched by the useless players. They all resemble pot bellied dwarves who wander to the side of the pitch when not watched closely. And as for the ball!



NICK I've just about had enough of football. And now to add insult to injury *Kenny Dalglish Soccer Match* is here. Twentytwo deformed hunchbacks hobble around a green expanse of play area with no apparent purpose. With the likes of *Matchday II* I'd thought the days of computer players standing in a corner with dubious intent was past, but this game reintroduces that nasty 'feature'. And as for Kenny appearing throughout the game with his useless advise, give me *Matchday II* anytime.

44%

game by choosing the number of teams playing (1-4), the game speed (normal or fast), the name of the teams participating, the skill level (1-9) and finally the game length. 10, 20, 40 or 90 minutes are on offer — and you're advised go for the 10 minute option!

You're then whisked to the pitch where your players (and the opposition) stand waiting for the whistle. The game is seen a side-on with the players moving from left to right. As with most footy games the controlled player is highlighted by an arrow. The computer picks the player nearest the ball, and this very often causes much frustration when an opposing player moves off screen and the computer takes several seconds to decide which players you should take

Most of the time it simply trails behind the player in control. Even when it seemed some control was gained the player regularly lost the ball for no readily apparent reason. Take my advice, save your money and stick to watching *The Manageress* on TV.

MARK 40%

Ignore Kenny's advice, take ours: avoid this disappointing football game.

PRESENTATION	45%
GRAPHICS	48%
SOUND	35%
PLAYABILITY	48%
ADDICTIVITY	44%
OVERALL	42%

RATING

ADIDAS CHAMPIONSHIP FOOTBALL

Ocean
£9.99/£14.99

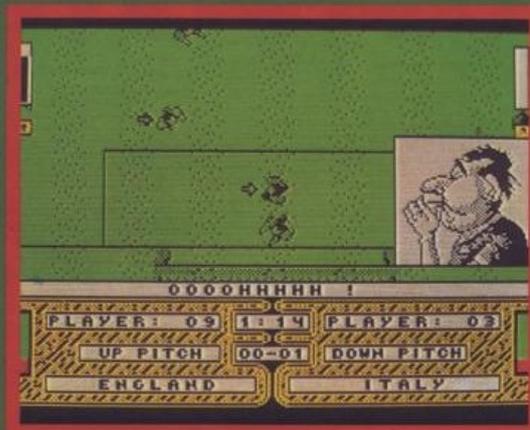
Adidas Championship Football is a knockout competition between 24 countries, and one of the best footy games around. It kicks off (ho, ho) with you choosing a one or two player game and a country to represent. Following a draw to determine who plays who, the computer randomly selects four teams for each of the six groups.

Each match is made up of two halves, with team formation, the length of match (2, 4, or 8 minutes), music on/off etc options to fiddle around with.

Depending on the fall of a coin you play either up or down the pitch. The controlled player is marked, as in most (if not all) footy games, with an arrow, and when in possession of the ball a power meter controls the force with which the ball is kicked (hold down the fire button for more power).

Be careful when tackling an opponent, the ref is very fond of handing out the yellow and red cards. In one game I played three of the opposition's players were sent off (I wonder if some of them were Cameroon players in disguise). The pitch is viewed from above so all you see of the players is their heads, but character animation is good. If the World Cup hooaha hasn't made you nauseous give this one a go.

MARK 80%



NICK It's not very often I get a football game I actually like. But this one did appeal to me. *Adidas Championship Football* is excellently presented. It's been ages since I've seen a game with so many animated logos and special screen effects: this kind of presentation injects a special quality. Ocean is definitely improving on this front. Presentation isn't everything of course, the game has to be playable to make it successful. Unfortunately when you get to the football it isn't that good. All the players look the same, the one you're controlling is supposed to have an arrow to show you where you are — the funny thing is all players on the computer team also have an arrow! The confusion this causes spoils things. I just couldn't get the hang of it and keep possession of the ball. The score at the end of one of my matches was England 1 Italy 10 (me playing En-ger-land)! Thankfully England didn't lose this badly in the real thing (well done lads, you did us proud!).

Adidas Championship Football is a well presented game that could have been a bit better on the football side. Well worth a look.

85%

Well presented and playable football: bit late for the World Cup fever.

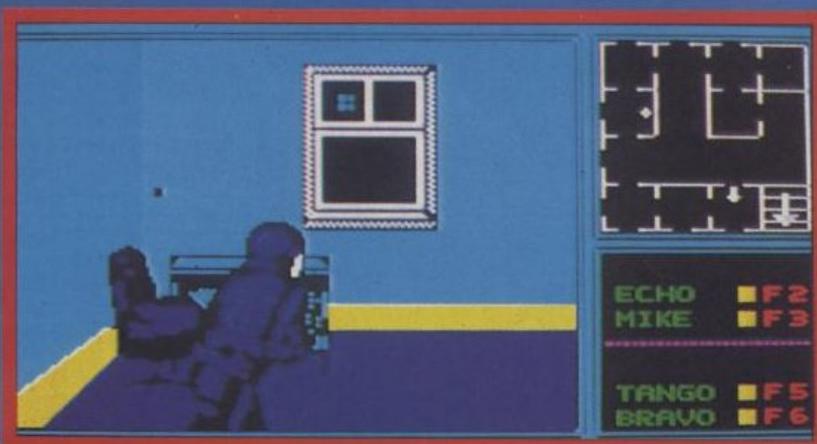
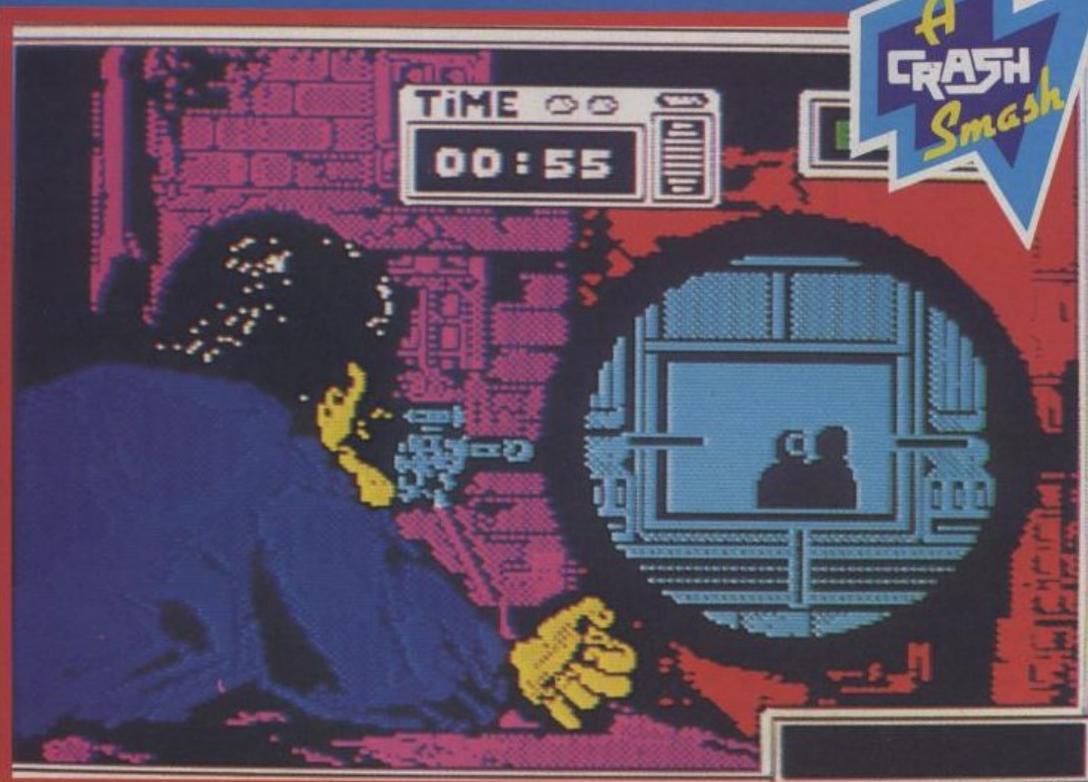
PRESENTATION	86%
GRAPHICS	80%
SOUND	82%
PLAYABILITY	84%
ADDICTIVITY	80%
OVERALL	83%

RATING

HOSTAGES

NICK *Hostages* is a brilliant game. It has outstanding graphics, sound and playability and offers the player a real challenge. Each section is well presented and they're linked by animated sequences that add that extra quality. Much of the game is in monochrome but not that you'd notice, as only a small area of the screen is used to play the game, the rest is taken up with colourful backdrops, the time and the names of the paratroopers. Variety abounds in *Hostages*: each stage is different and tests new skills as you play. You have to dodge spot lights and run in and out of buildings, move gun sights around the building shooting terrorists in windows (or are they hostages?), abseil down a wall and smash through windows. There's also a 3D section running through the rooms in the Embassy, shooting terrorists and rescuing the hostages. I enjoyed every single minute of *Hostages* and I'm sure you will too. An excellent game.

91%



more hostages to rescue and less time to do it in. Choose from four missions plus a training mission to get you used to the controls: Target, Ultimatum, Rescue and Assault.

The first part sees you guiding three marksmen into position. Codenamed Delta, Echo and Mike they must be individually moved. Calling up a map of the Embassy and its surrounding area shows three red X's, head for these. The terrorists are out in force:

with spotlights they try to track each man and shoot him. Your job is to guide each soldier from doorway to doorway and dodge the flying bullets. Once all three operatives are in position the rest of the team abseil onto the roof and enter the building via a kicked-in window.

Hostages is great fun to play mainly because the action is split into several sections. Dodging bullets is a dangerous business, but sat in an armchair with joystick in hand a bit of flying lead here and there is nothing.

MARKC 89%

Infogrames
 ■ £9.99/£14.99 ■

A warm sunny day in Paris is disturbed by a bunch of terrorist storming a local Embassy and holding all within hostage. As the head of the Direct Intervention Team (DICT) your job is to guide six men through the Embassy on a rescue mission.

You get a choice of difficulty levels: Lieutenant, Captain and Commander. The higher the rank the more terrorists there are to kill, the

Infogrames come up p with the goods with this \$ SAS inspired all action game.

PRESENTATION	87%
GRAPHICS	85%
SOUND	75%
PLAYABILITY	90%
ADDICTIVITY	88%
OVERALL	90%

RATING

SHOOT
TO
KILL...

DELTA CHARGE

By Twilight

THALAMUS



SCREENS AND SCREENS OF DEATH-DEALING
DESTRUCTION AND MAYHEM!

Earth is in deadly peril!
Deep in space — an area
called Delta — alien
forces are massed ready
to attack. And you are the
only one to stop them!
Can you survive and

destroy the endless
waves of enemy fighters
hurled at you by the
warships?

**Charge — and find out:
but shoot to kill!**

Spectrum and SAM Coupé £9.99 Cassette

Thalamus Limited 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 07-817261



DEFENDERS OF THE EARTH

the SAM Coupé version rears its not-so-ugly head. The Defenders' kids have been kidnapped by Ming the Merciless and held in a dungeon. It's up to Flash Gordon, with more than a little help from his friends to rescue them. Not that his pals are there in person all the time, but when a door needs to be kicked down, or a computer tackled they can be called. Flash is armed with a pistol, but as there are plenty of Ming's minions about all the firepower he can muster is needed. The first two things that struck me on the SAM version were the speed of the main character — he runs along so fast it

Enigma Variations
 ■ £11.99/£14.99 ■

C RASH reviewed *Defenders Of The Earth* on the Spectrum last month, and now

NICK Mega! The very, very first SAM Coupé game reviewed in CRASH! And it's a whopper. *Defenders Of The Earth* was a good game on the Spectrum (76% last issue) but converted to the SAM it's even better!! The playability has not been affected much: although the game is still really good fun, it might have just got a little faster.

Of course the main difference is in the graphics and sound. The in-game music is brilliant, but the sound FX leave a lot to be desired. Graphics style is very similar to the Amstrad CPC. Though very impressive, I'm sure *Defenders Of The Earth* does not use the SAM to its fullest. That's always been the tradition with games for a new computer, but as the amount of software being produced increases there are bound to be bigger, better games made. Still, this marks a great start to SAM software.

Overall 78%



would probably take the likes of Sebastian Coe to stop him — and the fact that the actually looks like Flash, unlike in some other versions! Sound is good with a neat rendition of the TV cartoon title tune, and the graphics are very impressive indeed: a vibrant, colourful palette is used to great effect. *Defenders Of The Earth* just goes to show what the SAM Coupé can deliver! More games, pleasee!

MARK 80%



A violent shoot-'em-up — just the game type t the SAM was created for!

PRESENTATION	89%
GRAPHICS	87%
SOUND	85%
PLAYABILITY	82%
ADDICTIVITY	84%
OVERALL	81%

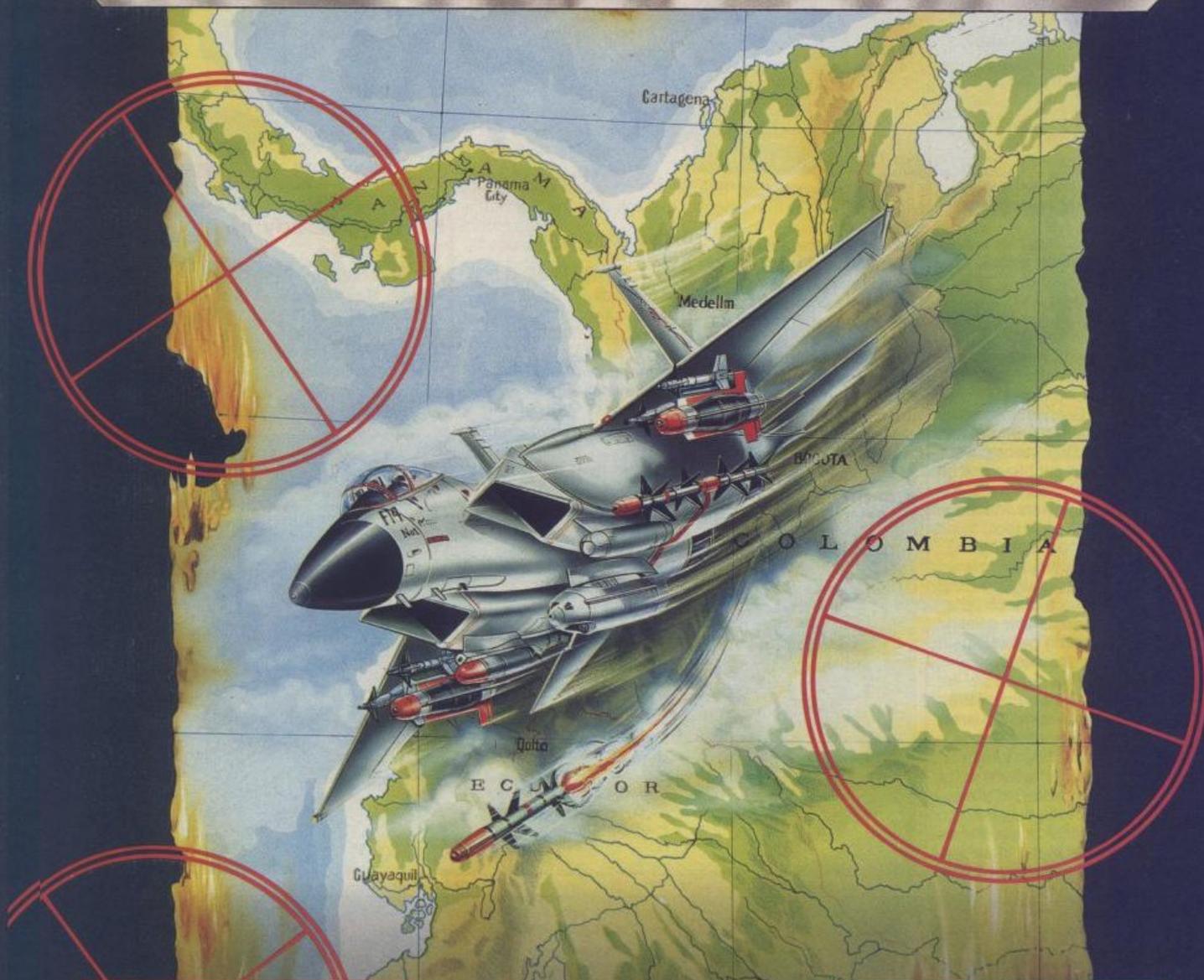
RATING

swing your pants!
 it's a sam coupé game review!



SNOWSTRIKE™

MISSION ZONE COLOMBIA-MISSION TARGET DRUGS!



.... U.S. CONGRESS IN EMERGENCY SESSION -
MOTION TO DECLARE WAR ON COLOMBIAN
DRUG BARONS NARROWLY DEFEATED
... COVERT OPERATION PLANNED BY
MILITARY. U.S. CARRIER SETS SAIL FOR GULF
OF PANAMA.
.... DRUG BARONS READY TO SHIP THEIR
LARGEST EVER CONSIGNMENT OF THE DEADLY
COCAINE OR 'SNOW'.
.... DAWN. SQUADRON OF F14 JETS TAKE OFF
FOR COLOMBIAN COAST. THE TIME FOR
TALKING IS OVER - AND YOU WILL MAKE THE
FIRST SOLO ATTACK!



Screen shots from ATARI ST version

EPYX®

© 1990 EPYX Inc. All rights reserved.
EPYX is a registered trademark. No. 1195270.

Available on:
CBM 64/128 & AMSTRAD Cassette & Disk
SPECTRUM Cassette
ATARI ST · AMIGA
IBM PC & COMPATIBLES.

U.S. GOLD®

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

BIG BUDGET

★ **Nick Roberts** picks through a plethora of pocket-money packs to bring playing power to your Speccy!

HEAD OVER HEELS

The Hit Squad
■ £2.99 ■ re-release

● *Head Over Heels* is one of the classic Spectrum games of all time. Packed full of playability and cute graphics it couldn't fail. The game is all about two characters called (wait for it) **Head and Heels**. They've been imprisoned in the castle headquarters of planet **Blacktooth**. It's your job to get them out! The two characters have their own powers which help you in your task. Heels has no arms but strong legs which allow him to jump really high and Head is more of a carrying person and usually goes around sitting on his partner's shoulders.

Around the action packed 3D screens of the castle great surprises are in store. Objects can be collected to help: for example a fluffy bunny magically increases your powers and finding a hooter will allow you to fire doughnuts at the attacking monsters (providing you've

BONANZA

located the doughnuts!).

In addition to impressive graphics *Head Over Heels* features an equally brilliant sound track. At the start you can choose to have sound effects, music or silence as you play, and having both effects and music releases a cascade

of sound from your Spectrum!

Head Over Heels is one of the best 3D adventure games you can possibly get on your computer. You'll be totally addicted from the word go. Come on, have some fun!

Overall 89%

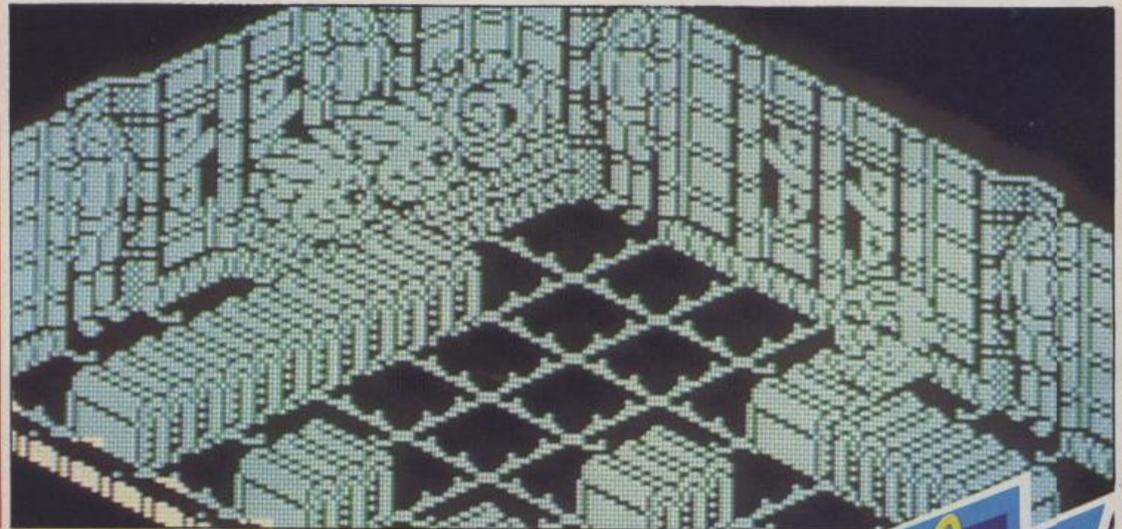
Ruff and Reddy in The Space Adventure

Hi-tec Software
■ £2.99 ■

● Another game based on blockbusting **Hanna-Barbera** cartoon characters is here. Following on from the

playability of *Yogi's Great Escape*, *Ruff and Reddy* is set to bring you even more enjoyment.

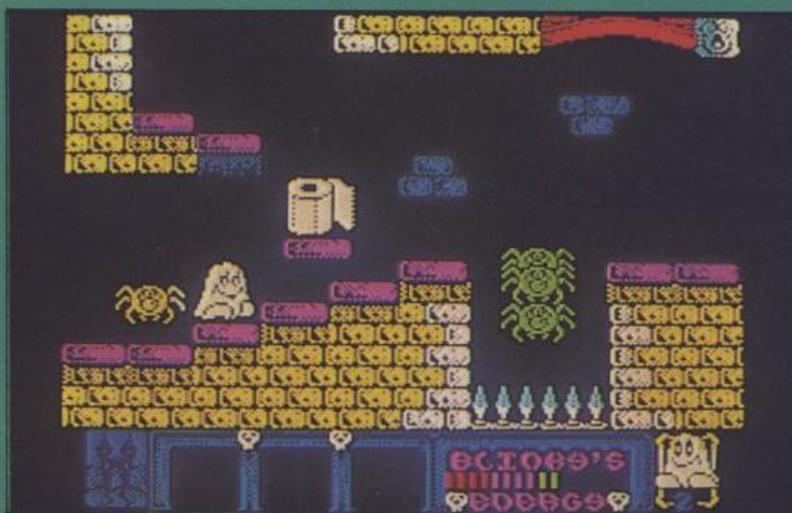
Personally I don't remember much about the *Ruff and Reddy* cartoons so I can't comment on how similar the story line is to the game. It's all based



BLINKY'S SCARY SCHOOL

Zeppelin Games
■ £2.99 ■

● Wooo! I bet that scared you? Yeh, another cute cartoon adventure. I'm a real sucker for these, you know, *Blinky's Scary School* is fab. You play the part of **Blinky**, a little ghost with big boots on and star pupil of the **Scary School**. Your job is to rid the castle of all the ghost proof defences set up by that rascal of a ghostbuster, **Red Laird McTavish**. To do this, various objects must be



collected and dropped into the cauldron to cast the magic spells.

The screens are packed full of colourful, well drawn and animated graphics that you just can't help but love. Every new one you discover is a bonus, with spiders, clockwork mice and snails that look like they wouldn't hurt a fly... but they do! As well

around **Ruff and Reddy** agreeing to test **Professor Flipnoodle's** pocket rocket. But at blast off something goes badly wrong and Ruff and Reddy end up lost in deep space. They eventually crash onto a small planet inhabited by little aliens called **Lilli-Punies** who kidnap them and only agree to their release if they rescue the Lilli-Punies' lost friends.

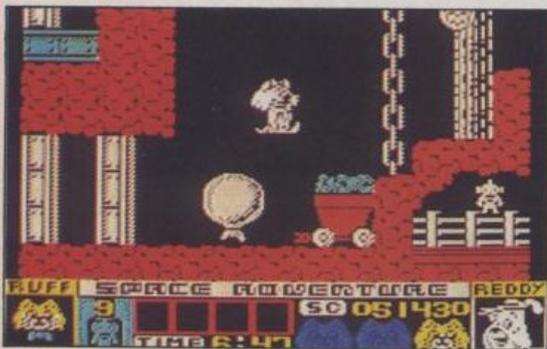
There are 20 to find on each level of the game, and extra energy and bonus points can also be found on the planet. Puzzles have to be solved and each level de-Lillied to complete the game.

The graphics to **Ruff**

and **Reddy** are very similar to those in the other Hi-tec/Hanna-Barbera games. Ruff is well animated and bounces around the detailed screens quite well; though, for a cat, he's a bit rigid. Colour in the game varies from level to level with only the scenery being coloured and the main playing areas white monochrome.

This is a fun, addictive little game that will keep both fans of the cartoon and playable games happy for some time. Try the level featured on the **CRASH** cover tape!

Overall 73%



Hong Kong Phoey
Hi-tec Software
■ £2.99 ■

● **Hong Kong Phoey, number one super guy, Hong Kong Phoey, faster than a human eye...** I think that's how it goes, but I'll have to hear it on a **Maxell** (ha, ha!). Yeh, one of my all time favourite cartoon characters has got his own game. I loved ol'

Phoey when he was on the box, I used to come home from school, sit down with my cup of tea and watch it (aah, fond memories). Now you all can come home and play it!

To tell you the truth I was slightly disappointed when I first played this, I was expecting that catchy tune to strike up when it finished loading, but alas, I had to hum it myself.

Hong Kong Phoey is famous for his 'Hong Kong book of Kung Fu' and swotting up on the book is essential to complete the game — battle through hordes of nasty blokes using the **Hong Kong Phoey Chop!** And really, that's it! So, after a while, you may find it all repetitive. Sprites and backgrounds are well drawn and animated, but the game is let down on colour and sound. All you get is the yucky yellow monochrome and the odd splurge effect. Graphics on the status panel at screen bottom are a little better with big pictures of Mr Phoey in his various guises.

Hong Kong Phoey is

as the amazing amount of colour there's also some pretty good sound effects and a jolly ditty on the title screen.

The only thing wrong with **Blinky** is the way he moves about. Whenever he reaches the end of a platform he does a little jump off the edge. If you're not careful you can lose control of him altogether and fall into a spiky pit or something equally as nasty.

Zeppelin have taken great care in making sure **Blinky's Scary School** is a real joy to play. I just can't pull myself away from the game, it's that addictive.

Overall 90%

WONDERBOY
The Hit Squad
■ £2.99 ■ re-release

● What a classic arcade machine! I don't know what makes **Wonderboy** so appealing — probably the mixture of cartoon style characters, frustratingly addictive gameplay and platform layouts — and evil snails!

The idea is to rescue your girlfriend **Tina** from the clutches of the evil King. He lives far away, so there's a lot of travelling to do before you reach her — on foot or by zippy skateboard to get there double quick.

If you're used to modern super smooth scrolling and almost full colour sprites, **Wonderboy** is a shock. The smoothing jerks all over the place but doesn't spoil the game too much



and graphics are monochrome, with a different colour for each level. They're nicely drawn though, and quite close to the arcade in all but size. All the nasties of the coin-op are here including the slimy snails, spitting snakes and the frog that

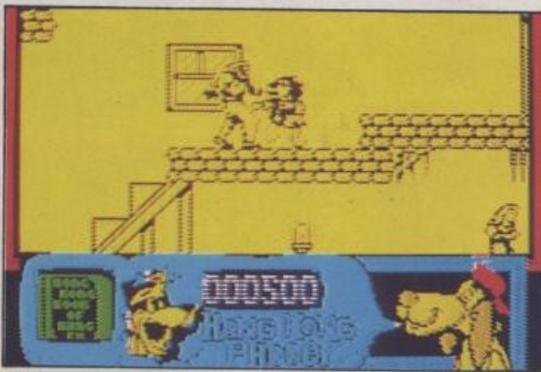
just sits there and cloaks! It's good fun and a joy to play on the 128K with no waiting between levels at all. The 48K has the horrid multi-load system. If you are after an addictive arcade adventure this is for you.

Overall 69%

an enjoyable romp — especially if you're a fan of the cartoon (or just a mild

mannered janitor).

Overall 70%



MIKE READ'S COMPUTER POP QUIZ
Encore
■ £2.99 ■ re-release

● I really can't see the point of doing a pop quiz on a computer unless its music capabilities are really good. **Mike Read's Pop Quiz** on the radio

relied on the players listening to pieces of music and answering questions on them, it's almost impossible to recreate this on the Spectrum!

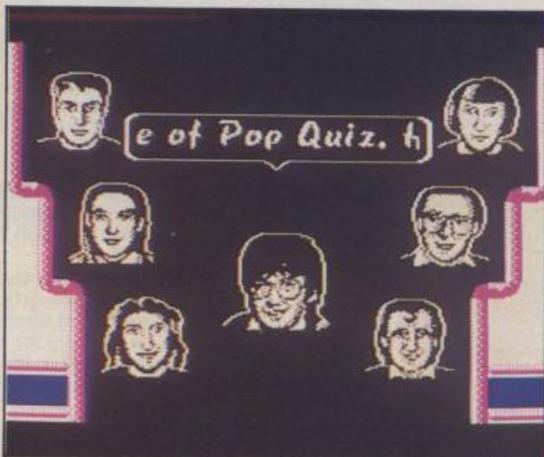
The game is a straight forward quiz game with a digitized picture of **Mike** and the faces of the players you choose to be on your team. The screen is mainly blank most of the time with seemingly endless scrolling messages of Mike going on and on about points, and giving questions on bands you've never even heard of! I did get one question with the **Pet Shop Boys** in it, though! Amazing.

After you've played through the game once it gets pretty boring. There's the option of loading in new question blocks but it doesn't take long to get through these. This type of quiz game has never appealed to me. It seems all the programmers do is change the questions and the main digitized picture of the presenter.

Playing with friends may enhance playability a little, but if you know what's good for you, you'll stick to the board game or the radio programme.

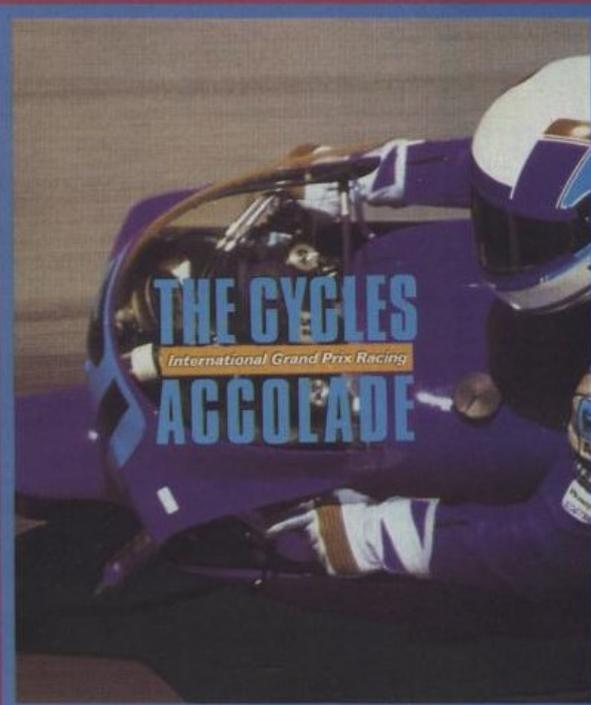
Overall 45%

More pocket sized thrills rounded up next month — tune in!



☆ win some tidy threads in our rave comp!! ☆

ROAR OF WITH THE CYCLES!



NEXT MONTH
BE THRILLED LIKE YOU'VE NEVER BEEN THRILLED BEFORE!

★ All the excitement and thrills from the top Specky mag around featuring all the latest and greatest on the software scene and another PowerTape bursting with four smashing games!!

★ DON'T MISS OUT CRASH 80, THE SUPER SEPTEMBER (BLIMEY! IT'S ALMOST TIME TO START CHRISTMAS SHOPPING!) ISSUE ON-SALE AUGUST 23!! THE NATION'S PLAYING OUR GAMES!!

★ Ho, ho, ho. Isn't it funny viewers how another Spec mag has started putting its cassettes in boxes? Gosh! Where has that been done before? Hummm. And what's this? Their games are not exclusive — no! To bore the pants off you they repeated *Super Soccer* which we had on the cover in October, and *Flashpoint* was last seen gracing yet another specky mag! Ho, ho indeed.

● **WIN A LEATHER JACKET, T-SHIRT AND COOL SHADES FROM ACCOLADE!!**

● **LIKE A BAT OUTA HELL!**

Incredibly fast bike racing action is yours in Accolade's latest action simulation *The Cycles!* Race around eight of the most tortuous tracks in the world on three different bikes. There's a 125cc wimpo machine, a 250cc butch machine and a 500cc suicide machine that you'd have to be barmy to ride! But then, you're all pretty barmy. Tackle Single Race or Championship courses and race against nine of the circuit's best Grand prix riders.

● **I'LL BE GON' WHEN THE MORNING COMES!**

And remember kids, you need the proper protective gear when travelling very fast indeed on a bike. A tasteful, pastel-coloured evening suit is certainly not the order of the day. No, what you need is a mean mutha of a racin' leather jacket! But, they cost about 200 quid. But (but! BUT!) here's one that Accolade are giving away as first prize in this *The Cycles* compo!! And to top off the outfit there's an incredibly funky pair of day-glo shades (worth nine quid) and an Accolade t-shirt!! All wrapped up it makes a decent prize to win!! Plus, for 10 runners-up Accolade have provided a super-cool pair of shades and an Accolade t-shirt each!

● **DOO DOO DO DO DA DA ETC, ETC...**

To be in with a chance of winning one of the fabbo prizes on offer ring the **CRASH Compo Hotline!** Dial 0898 555 084 and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope, along with your chest size, and send it to: **NEWSFIELD, REV IT UP WITH THE CYCLES COMPO, CRASH, Ludlow, Shropshire SY8 1JW.** And make sure your entries arrive by August 23!!

DIAL AWAY
0898 555 084
WIN A LEATHER JACKET AND STUFF!

● **IT'S BACK! DJ NICKO'S TIPS ON THE PHONE!**

0898 555 086 is the number to connect you to a minute or two of gamebusting tips — check it out!! Calls cost 25p per minute during off-peak time and 38p 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.

ISSUE ONE
OUT NOW! £1.75

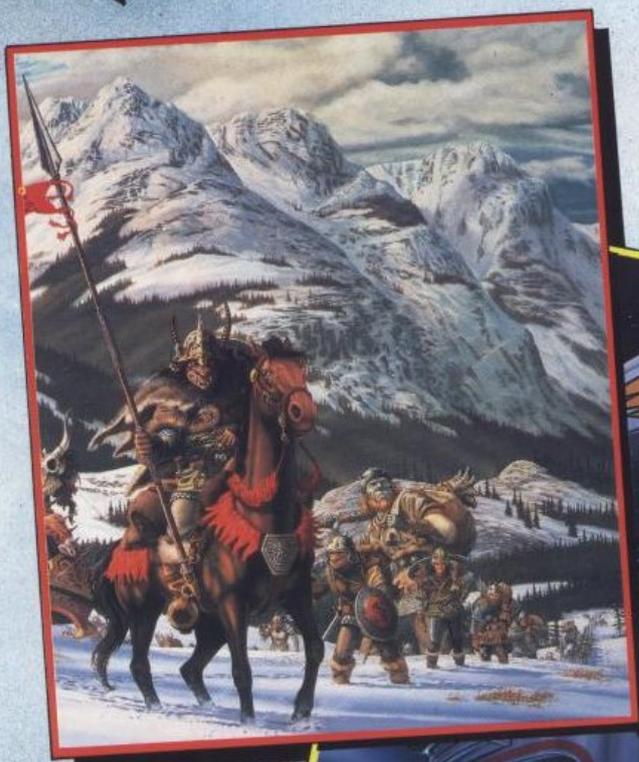
GAMESMASTER

INTERNATIONAL

**GET
YOUR
COPY
NOW!**

The Independent Fantasy Gaming Monthly

GAMESMASTER International brings together all the exciting aspects of fantasy role-playing with authoritative coverage of computer adventures, play-by-mail, board games, live role-playing in dark dungeons, game books and fantasy miniatures.



**FREE ON
THE COVER!**
Set-up-and-Two-Turns Offer worth £5 to sample the KINGDOM Fantasy Play-By-Mail game!



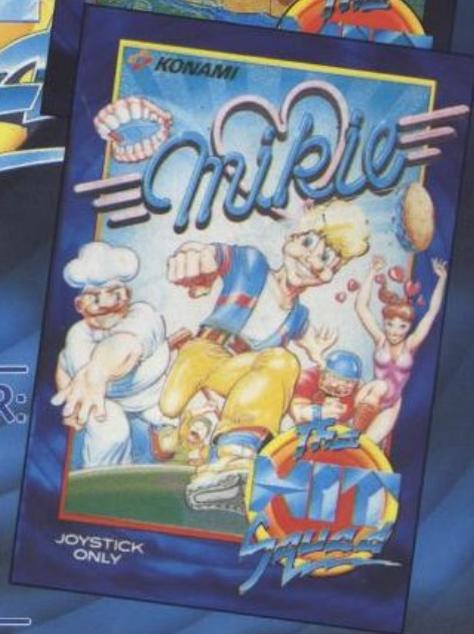
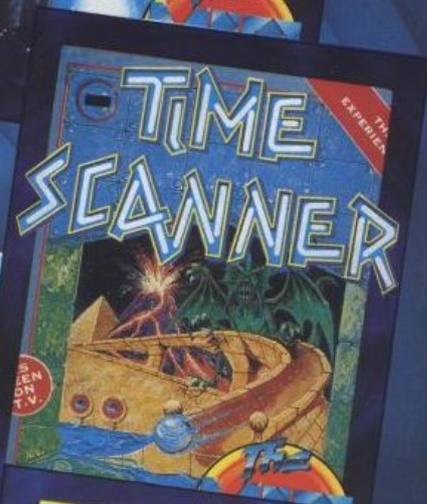
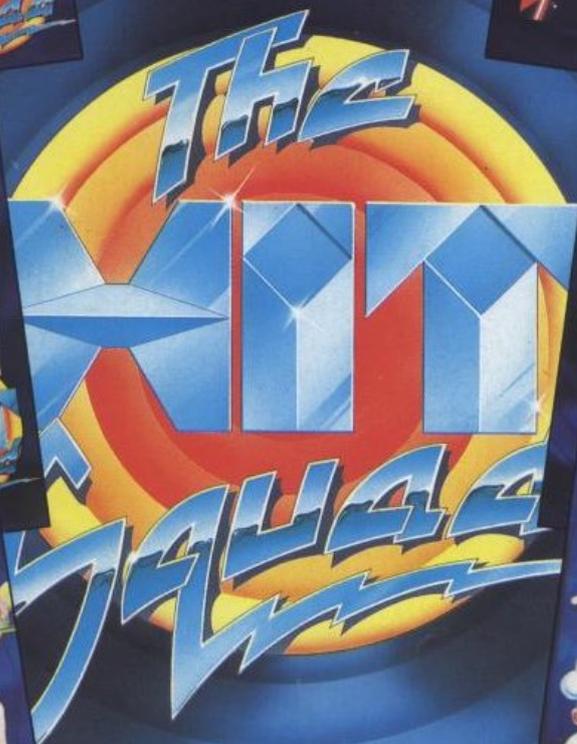
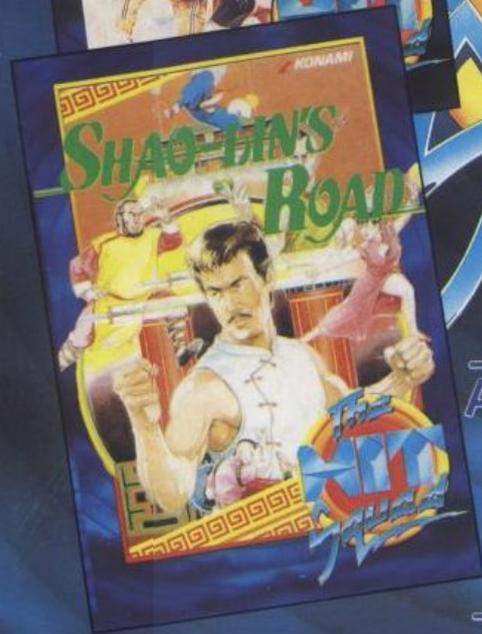
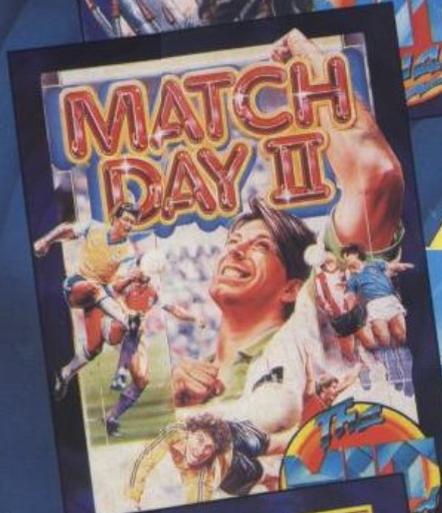
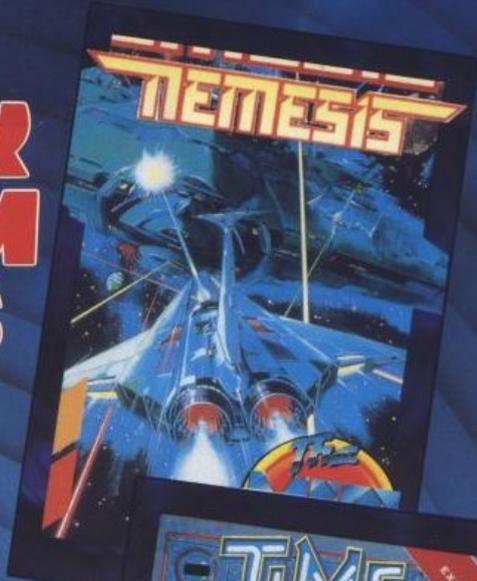
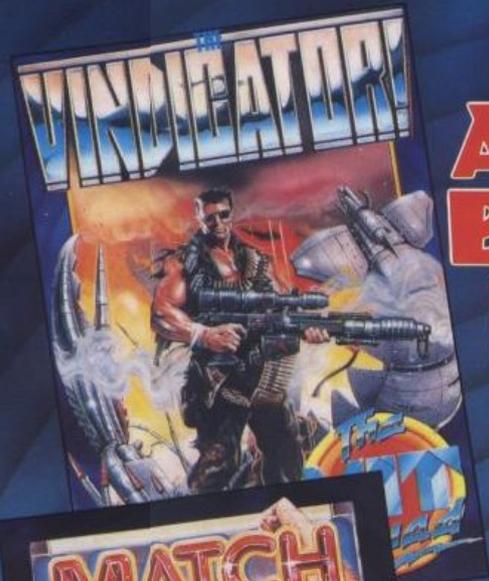
GAMESMASTER is put together by the top experts in the field — all actively involved in RPG: Tim Metcalfe and Paul Boughton — the people who made **COMPUTER AND VIDEO GAMES** the UK's No.1 best-selling computer games magazine Wayne — president of the *British Play By Mail Player's Association* and leading fantasy gaming writer. Plus a team of contributors, including former editors of **WHITE DWARF**, and fantasy authors like Terry Pratchett, Michael Moorcock and Joe Dever

**BRITAIN'S
BRAND NEW
INDEPENDENT FANTASY ROLEPLAY MONTHLY
IS HERE!**

A Newsfield Publication available from all good newsagents, or order a copy direct from Newsfield, GAMESMASTER Ludlow, Shropshire SY8 1JW, enclosing a cheque/PO made payable to Newsfield Ltd for £1.75 (postage included).

TOP QUALITY GAMES

AT ROCK
BOTTOM
PRICES



ALL AVAILABLE FOR:
SPECTRUM
COMMODORE
AMSTRAD
£2.99 EACH

HIT NAMES • HIT GAMES
HIT SQUAD