

CRASH

MICRO GAMES ACTION

A COSMOS
OF SPECTRUM
GAMES
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Welcome to the CRASH MICRO Cosmos of Spectrum games. All the listings show title, publisher, price (inclusive of VAT & postage), and the Spectrum on which it will run. 16K programs will run on 48K Spectrums. See the back page for mail order form, details of our FREEPOST (no stamps required) service, and any SPECIAL OFFERS. Prices are correct at time of printing.

ARCADE GAMES

3D TANX £4.95
DK Tronics 16K

One of our favourites, a completely addictive game which relies less on speed than dimensional skill and timing to get good scores - at first, then it gets faster. Excellent graphics and very realistic 3D effects on the ballistics. Nowhere near as easy as it looks. Watch out when your ammo runs out because it takes time for the 'back up' team to fetch you more, and all the while those tanx are firing back!

METEORIDS ● £4.95
DK Tronics 16K

In our opinion (humble as it is) the best Spectrum version of this eternally popular arcade game. 3 meteor types which increase and decrease in frequency, shatter into fragments and even splatter. Plus evil alien ships, space walk, ship drift & decelerate.

JAWZ £4.95
Elfin 16K

If the sharks don't get you the poisonous jelly fish probably will - and there's not much oxygen left. Isn't that life? Nice use of colour and very good graphics in this amusing game.

SHADOWFAX £7.99
Imaginations Unlimited 16K

Fight the black riders whose touch is death. Guide Shadowfax as Gandalf's swift white horse braves the dread riders of Sauron, Dark Lord of Mordor. How many will your thunderbolts destroy as you ride? Excellent graphics and sound, especially good animation of the flying horses.

3D COMBAT ZONE £5.95
Artic 48K

Based on the popular arcade game. Travel across the flat plains and battle with enemy 3D tanks and flying saucers. Excellent hi-res graphics with all the original excitement, includes battle readout readout and radar above your sights. This is the first real Spectrum game in 3 dimensions with full explosions, firing, turning and moving effects; personalised scoring.

CHOPPER RESCUE £5.95
Blaby 48K

As is their wont, scientists are being entombed under radioactive waste. You are a helicopter pilot - but how good? Can you rescue them all in time? Makes a change from saving all those wretched princesses. Nail-biting arcade action with machine code speed.

TURBODRIVE £5.95
Boss 16K

For the racing car addicts, Turbodriversports a special 'giant graphics' feature. It's a super-fast game with excellent sound effects and full colour. 6 cars, 7 hazards and fuel gauge. Machine code.

KRAZY KONG £5.50
C-Tech 48K

Perhaps the biggest craze currently in the arcades. Several versions around but this is our favourite. 100% machine code featuring 3 screens of hi-res graphics, Gorilla, Barrels, Fireballs, Conveyor Belts and a running and jumping man who must rescue his girlfriend (call her a princess if it helps) from the enraged Kong. And remember - it was beauty killed the beast!

FROGGY ●● £5.95
DJL Software 16K

The best variation of this popular arcade game for the Spectrum we've seen. Hop your Kermit over a 3-lane motorway without getting squelched by the vehicles, then across a river infested with hungry snakes and crocodiles using the logs and handy turtles to get yourself home. There's a stranded froglet to rescue for bonus points. 4 skill levels and 7 speeds which increase with each sheet. Superb colour, sound and graphics. RIVET-ing.

SENTINEL £5.00
Abacus 16K

Your task is to prevent the enemy from attacking the Sentinel System which is guarding the gateway to your galaxy. (Sounds like a piece of cake, huh?) Unfortunately Sentinel is actually 5 space stations, and the enemy is numerous. On the other hand we all know your skill as a Deep Space Fighter Pilot, don't we? A good game with fast & furious action all the way.

GRIDRUN £5.50
Arcade 16K

Robot security picks up your trail just when you thought you'd given them the slip (trust robots to be bloody-minded). Now they're catching up with you on the grid - and no one's ever survived the grid before (as we're sure you know). Fast machine code action with hi-res graphics that gets faster and meaner as you progress. Bonus cars every 10,000 points & hold button for breath catching.

COSMIC DEBRIS £4.95
Artic 48K

Your spaceship must survive by destroying asteroids that plummet through space towards you. Clear the Cosmic Debris by shattering it. Rotate, thrust and hyperspace. Arcade action with typically nasty flying saucers that appear just when you don't need them.

GALAXIANS ● £4.95
Artic 16K

Machine code makes this full colour, hi-res program as fast and exciting as the classic arcade version. 9 levels of play as the suicidal Glaxian fighters swoop down to bomb you. Good explosions, high score, personalised scoring. Still among the top sellers, satisfying that zap-urge in us all. 1 Or 2 player games.





COSMIC RAIDERS £5.95
Mikro-Gen 16K

'BUY THIS GAME (Personal Computing Today says) one of the few times an arcade game has been improved upon.' In this Defender type game you must race across the planet and destroy the aliens' master ships in their lair, but as you do so, evil green grabbers are scooping up humans and dropping them to their (good splat) deaths. 3 smart bombs will knock out the baddies, then you must catch the humans as they fall. Millions of grabbers, interceptors and escorts. good keyboard positions. HIGHLY RECOMMENDED.

TIMEGATE £6.95
Quicksilva 48K

Save the human race before tea. Excellent star backgrounds in 3D give real space feeling to this 5 skill level game in 4D. High speed graphics, versatile scanning status and battle computers offer endless and furious fun. Foil the ruling aliens by traveling through time, clearing them out of the sky, and blasting their home planet with your weapons. But if you suffer damage all your ship's functions begin to fail. Training prog routine.

DEEP SPACE £5.95
P.S.S. 48K

Guess what - you're in deepest space at the controls of your Auto-Cruiser when all of a sudden the warning lights start flashing. Know the feeling? A check of your tracking screens shows you to be entering one of the worst space storms ever recorded in that quadrant. How're we doing? 'Bout the same as usual. That bad, huh? Unless you blast your way through with your laser canon your ship will be crushed.

PASEMAN £4.99
Pasesoft 48K

Good version of the favourite arcade game with great graphics and speed. A must for Pacman addicts.

LIGHT CYCLE £5.95
P.S.S. 16K

All the speed and excitement you could want with this 'grid runner' type arcade game. Race and block the computer or another player.

GHOST HUNT £4.95
P.S.S. 16K

Exceptionally fast maze arcade game. Gobble your way through the maze and survive the ghosts. Power Pills help.

VIOLENT UNIVERSE £5.50
Quest 16K

This brand new arcade game has a difference - you don't fire ahead but release vapour clouds behind your speeding space craft to destroy the pursuing aliens. Good aliens too and they explode in a satisfying frenzy of graphics. A complex scoring system adds to the fun with 1000 points needed to get to the next levels. Top scores every month will be published in COMPUTER & VIDEO GAMES - so don't miss out! 100% machine code.

BLACK HOLE £5.50
Quest 16K

Ahead of you is the Black Hole from which emerge alien space craft in 3 directions. You've got 3 weapons with which to destroy them. Problem: you are confined to a sector of space filled with indestructible debris moving up and down. Excellent graphics, sound and very fast 100% machine code. A useful practice mode is included - you'll need it too!

ARCADIA £5.50
Imagine 16K

Specially created to be the fastest, meanest, most addictive shoot 'em up game ever. Wave after wave of loathsome (ugh!) and deadly (naturally) aliens billow hypnotically towards your space fighter. But then, you have dual Plasma Disruptors (hooray) and Ion Thrust Drive, haven't you? Very popular and difficult to master.

MOLAR MAUL £5.50
Imagine 16K

'A real nerve-tingler from the moment an enormous set of teeth appears on the screen like something out of Jaws!' (Your Computer, July 83). Take part in the fight against tooth decay (a dig at Imagine's rival DK Tronics - they call the bad germs Dentorium Kamikazium or DKs for short). You're armed with a tooth brush and a tube of Imagico tooth paste. Starts OK - gets faster as the apparently harmless Jelly Babies and toffees clog up the works. Recommended

PENETRATOR £6.95
Melbourne House 48K

Your mission is to penetrate 4 defense rings and blow up a supply of neutron bombs. Missiles and radar bases track your movements getting more accurate if you fail to destroy them. You can even re-design the landscape. We think this is the best scramble game for the Spectrum. Great sound and graphics, written in machine code for arcade speed and with a useful training prog routine.

TERROR-DAKTIL 4D £6.95
Melbourne House 48K

From the people who brought you the best-selling HOBBIT. Pre-historic and truly revolting monsters keep swooping down on you, content with nothing less than your total obliteration. And what has the author of this historic jaunt provided for your protection? An old, battered pistol, that's what! Thanks a bunch. Still, you are a marksman (aren't you?) so it's no problem killing off as many as you can before nightfall - you'll only be able to see their eyes then. Horrific, blood-curdling and fast, your hands will be slicked with sweat after moments. Can you survive the Terror-Daktils?

WIZARD'S WARRIORS £4.95
Abersoft 48K

A fast moving game that matches developments in your skill as a player by becoming increasingly more devious. Wide range of options for choosing how to control your warrior through the maze. Continuous sound effects, arcade quality graphics, double point scoring, and - for the artful - bonus lives. Machine code.



MAZE DEATH RACE £4.95
P.S.S. 16K

Another fast maze game. But this one takes up 9 screens so it's no easy task to find the way and a sense of direction is essential. And there are hazards threatening your car, rocks, oil and ice on the road, plus maniac drivers in evil cars intent on running you down. Scrolling from screen to screen works nicely. Good luck!

ORBITER £5.95
Silversoft 16K

Greedy aliens with a taste for human flesh are about to attack mining colony OMEGA ONE, and you're the sole remaining Orbiter Patrol craft. You have scanners, reverse, hyper-space, thrust, lasers and smart bombs. But there are so many starving aliens. Will you save the colony or end up as an alien elevesens? Classic 'defender' type 100% machine code game with good sound and continuous scoring.



GROUND ATTACK £5.95
Silversoft 16K

Okay, smartass, so you avoided becoming a snackette for the famished flesh-eating aliens but they're still on the attack. Federation ships have located their home planet, but their base is deep underground in a torturous, twisting network of caverns. Your Ground Attack craft has all the latest gizmos to let you penetrate their defences and destroy their vital fuel supplies - but no one's ever survived an attack on the base before (Oh Yeah?) Full arcade features including lasers, rockets, bombs, explosions, fuel dumps, airborne aliens, meals on wheels and 9 skill levels. Get out of this one if you can.

STARSHIP ENTERPRISE £5.95
Silversoft 48K

An update on the original, this is an exciting new game which uses machine code, colour and full use of sound to create the space ship simulation. The programme is really a new style of game because it combines all the thrills and action of arcade features with the more thoughtful approach of adventure. Your mission? Save the galaxy, what else. Special features include 3D Hyper-warp (marvellous) and real-time alien attacks.

JOUST £5.95
Softek 16K

You are the White Knight, sole remaining keeper of an Ostron (sort of electronic ostrich) and Sage of the Old Lore (you know the sort of thing) but (there's always a BUT, isn't there?) the Dark Lords on their buzzards want to make you joust with them. Popular in America, this 100% machine code game with hi-res graphics is now available for the Spectrum. From the author of 'Orbiter'.

FIREBIRDS £5.95
Softek 16K

The Devron are almost devoid of Good and they're sending their Firebirds to destroy Mankind's last outpost (and that's certainly no Good) Joined by Blue Weavers & White Bombers, your position looks hopeless (Use your Hypergrav Drive and Blitzer Lasers you dummy!) Excellent hi-res graphics and 100% machine code action.



JETPAC £5.50
Ultimate 16K

This one is for the pirates! First you must assemble your ship from its component parts, collect fuel to power it, fight off the local aliens with your Quad Photon Laser Phaser (so what's new?), steal gold and gems lying around, then take off, find another planet, land, slaughter the locals, plunder their goodies - and so on. After 4 planets the ship wears out and must be re-assembled from another kit. Fun, huh? 100% machine code, hi-res graphics, entertaining for 1 or 2

PSSST £5.50
Ultimate 16K

For insect-phobes, a 100% machine code novelty arcade game with amazing hi-res graphics and good sound. Swat and spray the little flying devils and creepy-crawlies that want to devour all your plants. The insects keep coming in droves but the greenery takes minutes to grow. Can you keep it pest-free? We doubt it, but you'll still try, you crazy gardeners.

YOMP £7.95
Virgin Games 16K

A new 2-stage game, basically a variant of Frogger and Mined Out. First get your Paras across a 4-lane motorway (the 4 lanes travel at different speeds), then use a radar scanner to cross an enemy mine field. Movement sensors mean a sudden death if you make too many mistakes.

STARFIRE £7.95
Virgin Games 48K

Strategy as well as skill plays an important part in this aliens v. humans game as you try to rid the galaxy of Xtardan Battle Cruisers.

CRUISING ON BROADWAY £4.95
Sunshine Books 16K

You're behind the wheel of your car, cruising along Broadway. Suddenly a Black & White pulls onto Broadway just behind you - and the chase is on. Simple but effective graphics outline the streets in this zip-fast grid chaser of a game. Your only hope is your skill at dodging as more chasers join in. The single feature allows you to open up a temporary gap in the street which slows them down. This is a totally addictive no-win game where frustration at loosing all (no extra lives) just as you approach a high score can be terminal. Makers say cash prizes are being offered for highest scores each month.

BLIND ALLEY £4.95
Sunshine Books 16K

Machine code action of the future! It's the year 3017, you're in your craft and you must use strategy to out-wit and corral the opponent. Succeed and more come against you. Fast, fast, fast.

ANDROIDS £5.95
Sunshine Books 48K

How long can you survive in an endless maze populated by homicidal androids? Another super-fast stunner from the people who seem to specialise in the impossible situation.

GALAXY ATTACK £5.95
Sunshine Books 48K

Great idea - a 3-part game which combines arcade machine code action with adventure game elements. You have crashed on a far-flung planet. Can you win the race against time to repair your ship before the walkers get you? We didn't make part III, but if you do there is the final assault on the alien Mothership itself. Wow!



ADVENTURE

&

STRAT EGY GAMES

VELNOR'S LAIR £6.50 Neptune 48K

This highly rated adventure game is unusual in that there are no graphics but don't let that put you off. You can choose to be a wizard, a warrior or a priest. Not a game for the faint-hearted because it is very difficult. None of us have got beyond a 25% rating yet.

SPECTRUM SAFARI £5.95 Rushton 48K

Okay Swana, so how good are you at getting your team of intrepid explorers across a jungle island alive with university educated animals? Basically you've got to move from one side of the island to the other, find the only boat and sail away to safety. Natives must be bargained with to get food or members of your team die off from starvation, and almost every move results in an animal popping up with a tricky question which incorrectly answered means you get eaten. This is a clever game requiring quick thinking and some arcade finger-nimbleness as well. Nice clear graphics, sense of black humour and a veritable MGM musical score. One of the NEWEST games, and a must!

DALLAS £6.00 CCS 48K

C.C.S., masters of the strategy game, offer you this opportunity to get your own back for being forced to watch hours of J.R. on the telly. Can you keep ahead of the oil game in Texas? Will you take over the Euing Empire, or will it get you instead?

CORN CROPPER £6.00 CCS 48K

Okay cornballs - time to get your hands dirty down on your 30-acre farm. This original game has been expanded from the popular ZX-81 version to take full advantage of the graphics and colour quality of the Spectrum. There's the planting to do, spraying the pests, hiring the staff and keeping the farm on an even keel. Sounds easy? Try it! Good farmers can build up assets of £1 million.

THE HOBBIT £14.95 Melbourne House 48K

'A game by which future games will be judged.' (P.C.T. April 83). The best ever adventure game based on Tolkien's novel (which is included in the price). The graphics are excellent and the program has 'artificial intelligence', whereby characters within the game are moving and acting independently throughout the game. (Some even get killed without you knowing until you stumble accidentally over their bodies!) Each time you play it happens in a different way. You score by being told the percentage of the game length you have survived before being killed. Excellent value.

DICTATOR £4.95 DK Tronics 48K

One of our favourites. You've just become President of Ritimba, an equatorial 'banana republic'. Like all the previous and short-lived presidents your reign will be brief and unenviable (the others are dead or in exile). How long can you survive your greedy and feared secret service, bullying and warmongering army, discontent peasants, upset police, bothersome commies, irritating guerillas, and snotty-nosed landowners. The treasury's running out of funds and every decision you take annoys those not benefitting. Totally gripping and highly recommended. This one separates the presidents from the peasants.

MAD MARTHA £6.95 Mikro Gen 48K

Steal your wife's purse, avoid the howling baby and screeching moggie, and have a night out on the town. Problem: Your wife's MAD MARTHA and she's a homicidal maniac escaped from FRIDAY THE 13th PART SIX. (What on earth you are doing being married to her is anyone's guess!). Clear instructions (look out for the 2-part loading) make this a frustratingly entertaining game - mostly it tells you what you can't do - which talks straight at you because you enter your name in at the start. When she catches up with you (as she surely will), it's the axe and no mistake! Great game for baby-haters too. Nine started howling and after trying to calm it with a teddy and dummy I entered 'Hit Baby HARD'. I shouldn't have - in came Martha. R.I.P. one player. In three attempts I never got out of the house, let alone onto the town.



JOHNNY REB £5.50 Lothlorien 48K

1 or 2 players can enjoy this full-graphics wargame set during the American Civil War. Each side selects its force of infantry, cavalry and artillery with which it must capture the enemy's flag. A good device is the 'Save Game' facility which allows a partly played game to be reloaded to test different tactics.

PRIVATEER £4.50 Lothlorien 48K

Not a wargame but a 3-phase real time game which gives you command of a Royal Navy ship at the time of Nelson. Kiss me Hardy and we'll intercept the French Privateers, elevating and firing the mortars, sailing the ship against adverse winds, and firing the guns whilst the Privateers try and sink us.

REDWEED £5.50 Lothlorien 48K

Another battle graphics game which shows 3 Martian war machines advancing on London, whilst semi-sentient Redweed threatens to put your fighting units out of business as it grows across the map. Interesting use of cursor control to move tanks, flame-throwers etc. 15 levels of skill to test your tactical abilities.

MINED OUT £4.95 Quicksilva 48K

This is a nail-biting strategy game in which you are presented with a blank field to cross, densely sown with mines waiting to blow you up. Each move clears a square, warnings flash to indicate you're about to tread on a mine, but is it ahead or to the left or right? Includes damsels in distress to be rescued on the way. 9 progressive levels of difficulty and a clever 'post mortem' to show how stupid you were...

SUPER SPY £6.50 Shepherd 48K

Another super-maze adventure game from the master programmer. This one's a global spy chase which takes you through 3D mazes, asks you to sort out puzzles and coded messages. You're on the trail of Dr. Death - find the location of his secret island, and then the entrance to his lair. Each time you play it's a different solution which wins. Includes full 'save' routine.

STAR TREK/MUNCHMAN £5.50 Neptune 48K

An excellent strategy game with arcade overtones. The complex instructions for play need to be mastered, and two or even three players can pool their knowledge to clear the Klingon ships and bases from the galaxy. A welter of status reports keeps you in touch with the Enterprise's condition. Photon torpedoes and Phaser beams require accurate course directions for attacking the enemy, who fire back with relentless energy. Long and short range scanners, impulse and warp speed engines, galactic map and posthumous awards all make this a game to play for hours.

The tape is excellent value because it also includes a very fast pacman-type game. Munchman has nice graphics and splatty sound with constantly varying mazes, power pills and several lives each game. RECOMMENDED.



HUMMER HOUSE OF HORROR Lasersound £7.00 48K

Clouds obscure the moon and you are alone in the dreadful, rambling house - or are you? Evil spectres haunt the corridors and rooms, can you escape? Or will you forever be entombed? Excellent 3D graphics.

RAIDER OF THE CURSED MINE Arcade £5.50 48K

Boulder-throwing trolls, thieving bats and man-eating giant spiders add all their charms to those of unpleasant ghosts in this all action, high speed arcade game. You are deep down a mine littered with diamonds which you must collect on your way to the surface. Without all the diamonds or your lamp (which the bat will try to steal) you cannot reach the next level. High score feature, smooth graphics and good sound. Machine code.

MONSTERS IN HELL Softek £5.95 16K

Go to hell and get lost in a maze of ladders and platforms, get chased by Vampire Monsters, Ghouls, the Mad Monk and yet more... This is a 'Dig-Dug' type arcade game in which you kill the monsters by digging holes for them to fall through (stupid things). The higher the play level, the further they must fall to die. Machine code.

MEGAPEDE Softek £5.95 16K

A version of the popular arcade game. There's Sid the Spider, Scorpi the scorpion, forests of mushrooms and, of course, the Megapede, whose touch is death. Softek's graphics are very good, smooth and effective, the games astonishingly fast. Machine code.

TRADER Quicksilva £9.95 48K

A multi-layer game, part strategy, part arcade, part adventure. Well packaged with survival guide to inter-galactic trading. Trader is a trilogy of games in which you must trade with other planets, but before you can do so, you must demonstrate your skills in finding the correct orbit when approaching a planet. Wrongly answered questions can prove disastrous - will you survive in the savage, commercial universe?

HIDDEN CITY Bytewell £5.95 16K

Adventure game with arcade shoot 'em up features. The Hidden City has a million stories to tell - will one of them be yours?

AH DIDDUMS Imagine £5.50 16K

Don't be fooled by the name - this is no game for cissies! The complications can be frustrating at the beginning but it gets to be great fun and difficult by level 5 (there are 9 levels). You are a teddy bear (makes a change, doesn't it?) Can you overcome the terrors of the toybox to reach and comfort your crying baby? Watch out for the clockwork soldiers, the play people and the aggressive trainset. Building blocks help, pea shooter protects, spinning tops hinder, the baby's crying - there, there, there...

COOKIE Ultimate £5.50 16K

Charlie Chef and The Ingredients versus the Bin Monsters and the Nasties. Another original idea from Ultimate Play the Game, who have certainly come up with pleasingly odd-ball ideas (only a brain-damaged programmer could have thought up something as maddeningly addictive as JETPAC). Great graphics as usual from this lot with good sound.

TRANZ AM Ultimate £5.50 16K

If pastry dough and bolweevils are not to your liking, take to the freeways in this high speed, real time pursuit race across America.



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CRASH MICRO FREEPOST SERVICE (NO STAMPS REQUIRED)

By the time you've travelled to your nearest stockist (assuming he is near) the games you buy can cost twice as much - and he may be out of stock, so you will have wasted the trip. Ordering direct from CRASH MICRO means no postage or delivery charges, plugs you immediately into our extensive range of high quality programs from all the best software producers, AND keeps you right up to date with our light-hearted, informative catalogue. The catalogue is updated at regular intervals. IN ADDITION there are money-off deals for the regular buyer. All in all a fun package which lets you buy Spectrum games from the comfort of home without ever having to leave the action!

HOW TO ORDER YOUR SPECTRUM GAMES

It couldn't be easier. Simply fill in the form printed below (in block capitals please), remembering to put in your name and address. Put down the titles of the programs you want to buy, the quantity (if you are

buying more than one of the same title, perhaps for a friend), the fully inclusive price, then add up the sub-total, subtract any voucher discount you are claiming, and then the final total of payment enclosed.

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Send the form and payment in an ordinary envelope to the FREEPOST address at the bottom of the form. You do not need to put any stamps on as we will pay the postage.

We have included a small box for your comments, and we should be pleased if you would let us know of any games not listed, which you would like to see in the catalogue. It would also help us if you would tick the appropriate box indicating which model of Spectrum you are using.



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GOLDMINE £4.95
DK Tronics 16K

DK Tronics always make interesting use of colour graphics for the Spectrum and this new strategy game of wealth is no exception. Great value and the chance to become a Gnome, what more can you ask?

HEATHROW - AIR £7.95
TRAFFIC CONTROL Hewson 48K

The opposite of flight simulation proggs because this time you're on the ground in air traffic control. Your task: direct incoming aircraft from holding stacks safely and smoothly to the runway. Your instruments: Radar screen showing aircraft call signs, blips and trails; displays giving the altitude, heading, speed and size of aircraft. 7 levels of play including a demo mode. This intricate and clever program allows you to progress to handling mixed aircraft, restricted airspace and outbound flights too. Cope with emergencies, unknown aircraft, radio failure, loss of runway and instrument failure. You'll never get in a cockpit again!

AIRLINER £5.95
Protek 48K

A new game from a new company. This flight simulator program features a BAC 1-11 jetliner coming in to land at Edinburgh airport. Let's hope the air traffic controller is a bit better than you were on the previous game!

SHEEPWALK £7.95
Virgin Games 48K

Counting sheep is a thing of the past because now you can herd them with your favourite collie dog. But will the little woolly devils behave? Another unusual new game from a new company.

GOLF £7.95
Virgin Games 48K

Take a healthy walk across the links and play a round. Watch out for the natural hazards as you test your skill against the par.

EVEREST ASCENT £6.50
Shepherd 48K

How's your head for heights? In this new strategy game you must make the ascent of Everest in 20 days, starting with limited funds. Sherpas, equipment and supplies are expensive, so you must choose carefully. (Donations come in during the game). The sherpas, with homely names like Ted, Bob or Keith, have differing strengths and all eat like horses, tend to run off if you can't pay them, and seem to lack that initiative that Tensing showed - so it's all up to you! Clear instructions and Shepherd's deadpan humour - a must for strategy addicts.

THE CHESS PLAYER £4.95
Quicksilva 48K

6 levels of play, analysis, copy display and moves to the screen or printer make this an invaluable chess program even without the unique speech feature.

BREAKAWAY £5.95
ProCom 16K

An engaging and frequently frustrating game which teaches you your keyboard layout since high scores are achieved by pressing indicated keys as quickly as possible. One of those poor unfortunate princesses we're all reading about has got herself into a spot of bother again and requires some rescuing. Are you man enough to do the decent thing?

SUPER CHESS II £7.95
CP Software 48K

A first rate computer chess game with 7 levels of difficulty. Tournament response times which reflect the complexity of the position. Several standard openings are programmed, illegal moves refused, castling and pawn capture en passant allowed. Be warned - the top level is impossible!

ZX DRAUGHTS £5.95
CP Software 48K

10 levels of play with a response time decreasing to practically zero! Random openings and a full Capture Search mode make this a constantly entertaining game which uses hi-res colour graphics to their best.



A faulty tape will be replaced, provided it is returned to us in its original protective packing and within 7 days. Tapes cannot be replaced by ones of different titles. If you receive the original tape back with a 'checked' sticker on, it means we can load it first time.

LOADING: Remember the following points when loading tapes: *Stereo recorders are no good for replaying tapes. *Disconnect the 'MIC' lead when loading. *Before giving up on a tape, try both sides as many now have a copy on either side at different levels. *Follow the instructions on the label very carefully - Spectrum Basic is finicky about CAPITAL letters and lower

case letters. *Never leave a cassette while it is loading as some programmes require you to stop and restart them during the loading process. *Never leave tapes on top of the television or a loudspeaker - heat and the magnetic field can destroy the encoded information on the tape. *Always rewind and remove cassettes as soon as loading is complete.

