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One night, a meeting was held between the ancient and wise spirits of the woods. A decision was made to appoint a single person to be responsible for returning the balance to the lands once again by banishing the evil back from where it came. They blessed a sacred arrow with the powers of the woods, which would summon a spirit in times of need, and shot it into the air; whoever found the arrow would find themselves in an adventure of fantastic importance . . .
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FROM THE MAJOR DEVELOPMENTS TEAM.
CREATORS OF THE AWARD WINNING DRILLER

DARK SIDE

MISSION: Locate & destroy Zephyr One weapon on Dark Side. Avoid Plexor tanks. Disable Matrix ECO's, use tunnel network and jet pack to best advantage. Time is short. END

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ALL THE LATEST COIN-OPS
IN OUR FREE ARCADE BOOKLET

In our fabulous free booklet we take a look at all the arcade machines you'll likely to be playing this summer. Lots of colourful pictures and critical comment from the country's top arcade players. PLUS pages of hints 'n' tips on all your old favourites. Our comprehensive COIN-OPS NOW! booklet provides EVERYTHING you need to know!

MICROPROSE REVEALED!!

Despite a mere three releases on the Spectrum, MicroProse are arguably the leaders in home computer simulation games. In our first company profile we take a look at the US-based company. CRASH visited their Tetbury-based UK headquarters to find out what makes them tick.

REGULARS

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ON SALE
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WE AIM TO PLEASE

Following a series of letters debating the CRASH reviewing process, I feel the need has arisen for a fresh overview of the proceedings. The part-time reviewing team that was in operation a few months ago had their individual ratings at the bottom of their comments boxes. In many cases, the fact that they were not reviewing full-time meant that when major discrepancies occurred, such as one reviewer giving 80%, and another 20%, it was often difficult to discuss the ratings given, and it was often felt that such a large range of marks was detrimental to the overall effectiveness of the review. The individual ratings were thus dropped.

Since this decision was made, letters have been pouring into the CRASH office pleading for their return. I myself have also felt that the reviews seem a little faceless and occasionally ambiguous with no specific rating on each comment. Well, since our new full-time reviewing team is now in operation there should be fewer problems in co-ordinating and comparing their feelings towards different games (and in truth, their individual ratings are pretty close most of the time anyway), so the individual percentages are back on!

Once more, you will be able to follow the trends of one reviewer if you desire, but there should be less variation in the individual marks which often gave the feeling of, 'Which one do I believe'. The increased size of the comments should also allow you to make up your own mind whenever you wish. Phew! That's got that out of the way. If you have any feelings as regards this matter, drop a note - I'm sure he'll pass them on to me.

Apologies to wargamers everywhere for the lack of Philippa's FRONTLINE column. A dearth in the flow of wargames has meant that she has simply had no new games to review; hopefully this should be remedied by next month.

I hope you caught your free arcade booklet as it slithered out of the mag! My thanks go to Julian Rignall who helped compile it and proffered most of the hints and tips. We certainly enjoyed putting it together - I hope you enjoy reading it.

Well, that's all for this month - next month, as if you didn't already know, features another cover mount cassette. This double A-side playable demo tape gives you a sneak preview of two of the biggest up-and-coming games. At only 25p extra, you'd be crazy to miss it! Until the next full moon . . .

Steve Jarratt

STEVE JARRATT

REVIEWS

Goodies for JUNE

SMASHED!

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What do you get if you cross Lee Majors with Arnold Schwarzenegger?

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70% and over . . .

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Journey to a land of mystical monsters . . . and very cold nights!

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ULTIMATE PLAY THE GAME AGAIN
AND AGAIN AND AGAIN

NEW PRODUCTS FROM OLD SOFTIES

The programming language and utility specialists HiSoft have modified four of their Spectrum titles to run on the +3. HiSoft BASIC turns most of Spectrum BASIC, with one or two exceptions, into fast machine-code. HiSoft C is an integer-only one-pass compiler, with interactive line editor; Devpac (the assembler/debugger) now assembles disk-to disk and HiSoft Pascal, a one pass compiler, supports all the features of Standard Pascal as well as extensions to allow low level access to the machine. They retail at £28.95, £29.00, £19.95 and £35.00 respectively and are available in shops or by mail from HiSoft, The Old School, Greenfield, Bedford, MK45 5DE.

POWER TO THE PEOPLE

The Power House have launched a competition designed to find the games player of the year. The company are inviting the public to send in details of their highest scores on The Power House games. Entrants should send their name and address as well as photographic evidence of their score to Andy Blazdell, The Power House, 204 Worple Road, Wimbledon, London SW20 8PN by October 10. Each game champion will receive 20 free games while 30 games plus a Sony personal stereo await the overall winner.

SIR CLIVE GOES TO OREGON

US marketing and distribution of Sir Clive Sinclair's portable Z88 computer has been placed firmly in the hands of an American company, Diversified Foods, which is based in Portland, Oregon, has set up a subsidiary company called Sinclair Systems Inc. designed to sell the computer nationwide. Sir Clive's firm has only a 25% stake in the new company. The deal was set in motion by Atari's founder, Nolan Bushnell, who had hoped to take on the Z88's US distribution himself. The Z88 will retail for $549 and is being marketed with the emphasis on the originality of the product rather than in terms of competition with other laptops.

RIBBON AND BLUES

Blue Ribbon's latest re-release is a sports special. The first of a series of Take 3 compilations features Steve Davis Snooker (77%, Issue 12), a Rugby Ball simulation and CDS Software's Pool (77% Issue 6). The disk costs £9.99 and should be available soon.

CASCADING BACK

Gamemasters, the new budget label from Cascade Games kicks off with the re-release of their flight simulator Ace (81%, Issue 32). The game, which should be available in the shops now, retails at £2.99 on cassette and £4.99 on disk.

THE GOOD COMPANION

A new company, which claims to produce many original utility programs for the Spectrum, has been set up in Cumbria. Known as Companion, it also sells hardware, including blank cassettes in bulk, Spectrum components including ROMs, ULAs and all kinds of keyboard membranes. For further information see the advertisement due to be placed in the July issue of CRASH.

HOOK, LINE AND SINKER

MacMillan Publishing have decided to close down their 18-month-old games label Piranha. Current turnover was not considered sufficient to justify further investment. Launched at the 1986 PCW show, Piranha was responsible for such releases as Trap Door, Strike Force Cobra (8% Issue 33) and Yogi Bear (62%, Issue 47). These programs and others have already been bought up by the budget label Alternative. At least the better ones won't go down with the name.
Even the safest mission can turn into a space nightmare...

As space fleet squad member Slaatn your mission seems like an almost boring routine until the moment warning lights glow on your instrument panel. In milliseconds your ship is dragged away from the squadron by an alien magnetic force to land on a small moon, badly damaging your outer shield.

You are alone, your ship useless — your only hope is to eliminate the moon’s transmitters and neutralise the force field. May sound simple but enemy droids and nasties patrol the moon’s surface, their task — to keep the transmitters sending.

Get moonstruck with this amazing game from Peter Cooke bringing you fast, lunatic action and graphics that are simply out of this world!

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A LEGEND IN GAMES SOFTWARE
Producer: Firebird
Retail price: £7.95
Author: Pete Cooke

Tackling the shoot 'em up from a completely new angle

It's your move

Choose Zone

Two zones done, but six to go

One lump or two?
Slaatn, an ordinary alien from the planet Actarian, is on a routine intergalactic garbage collecting mission. Suddenly he’s drawn off course by a strong sideways force emanating from

Earthlight is yet another one of Pete Cooke’s masterpieces to put on your shelf, along with Ta’uti and Academy. The game is excellently presented right from the start, and the graphics and sound (especially on the 128K) makes it instantly addictive. Behind the game is a wickedly simple idea, but the way Pete has interpreted it makes it worthy of a Smash. The main scrolling area is seen 3-D, and each level holds it’s own colours. But if you don’t like the one’s Pete has chosen you can quickly create a new game with the CONFIGURE GAME option allows you to change them and other aspects of the game. The controls are confusing for a while because you have to increase and decrease the height of the ship as well as go forward, backwards, left and right. But after a couple of goes it all becomes easier and you can start and collect the cubes. Earthlight is much more than eight sectors of addictiveness — buy it today.”

“Earthlight is much more than eight sectors of addictiveness — buy it today.”

MICK 81%

Joysticks: Cursur, Kempston, Sinclair
Graphics: impressive 3-D effect with realistic shadows
Sound: superb 128K title tune. Good spot effects on both versions
Options: definable keys, colour/mono, sound on/off, selectable panel colour, three quarters view on/off, border FX on/off, separate 128K version
General rating: could (hopefully) set a whole new trend in shoot ‘em ups

Presentation 95%
Graphics 87%
Playability 92%
Addictive qualities 91%
OVERALL 90%

CRASH June 1988 11
STREET FIGHTER

Producer: GO!
Retail price: £8.99 cassette, £12.99 disk
Authors: Tiertex from a Capcom coin-op

Street fighting has taken on international status. Across the world candidates are lining up to take on Ryu, a skilled oriental fighter, in various forms of unorthodox urban combat.

The contest is set against horizontally scrolling backdrops from five different countries which are loaded individually. Ryu has a catalogue of different moves at his disposal. Leaping, zero without losing too much of his own. The best of three timed bouts wins a match.

At the end of each level the player tests his strength in a bonus. Ryus is seated before a pile of bricks where an energy bar at the top of the screen flashes rapidly between maximum and minimum strength. A press of the fire button halts the energy bar to determine the number of bricks Ryu can break.


LAZER TAG

Producer: GO!
Retail price: £8.99 cassette, £12.99 disk
Authors: Probe

Fresh from its success as a light game, Lazer Tag makes its appearance in computerised form.

One or two alternating players take the part of a cadet undergoing rigorous instruction at the Lazer Tag training school. Training is divided into two disciplines: Shoot Out and Target. Both take place against the background of a vertically scrolling, futuristic practice arena.

In Shoot Out, 'tagger' opponents advance from all sides firing lasers. The player attempts to make his way through the jumping, punching, crouching and side-kicking, he attempts to reduce his opponent's strength to 0%.

In Target practice the player tests his strength in a bonus. At the end of each level the player tests his strength in a bonus match. All the ingredients of an enjoyable game are there - somehow GO! have managed to burn the cake.


KATI

What there is of Street Fighter is enjoyable and well presented. The monochrome backdrops are finely drawn and detailed enough to create a distinctive international atmosphere. All the different characters have their own distinguishing and humorous characteristics. Gameplay is smooth (except for some awkward scrolling) and initially very addictive - it's just that there isn't anywhere near enough of it. My third go got me to the fifth level; the game as a whole isn't likely to take anyone more than two or three hours to complete. Once you've sussed that it's best to crouch down and keep punching, none of the ten opponents present more than a passing challenge. The two-player option adds just one extra and fairly redundant match. All the ingredients of an enjoyable game are there - somehow GO! have managed to burn the cake.


NICK

Yet another great Capcom arcade game comes to the Spectrum, and Street Fighter has the potential to be quite well. The backgrounds are all excellently drawn and the various Street fighter leaders graph the screen with all the elegance and might of real street fighters. The moves that you can use on your opponent are the same as in older games such as Way Of The Exploding Fist and the more recent IK+. But this doesn't mean that Street Fighter holds nothing new. The variety of enemies that challenge you are enough to keep any hard guy happy for an hour or two. If you're looking for a quick trip around the world beating people up, then look no further - Street Fighter is here.


PAUL

There's no doubting the quality of Street Fighter's large and detailed graphics, but when it comes to playability and addictiveness the game is sadly lacking in both aspects. The main fault for this lies with the poor animation on the characters and the dumb computer opponent. There are very few frames of animation and the dumb computer opponent is easily beaten by constantly ducking and kicking - a very old method. There are a few little nasties that look like garden gnomes shooting at you. The screen is by looking for the lazer tagger with the flashing lamp.

Disappointment. I'd stick to the real thing if I was you!


KATI

Perhaps GO! should have avoided this Rubber Buffer Fruit - it seems to be closer to firing rubber projectiles than the sophisticated lazer system on which it's based. Lazer Tag is no more than a monochromatic Ikar Warrior turns an above average one. The main section of the game is fun to play and mildly addictive, but the real crux of the game is the player's ability to exercise on the target section, in which accuracy takes over from mayhem. Here lies a competitive and compelling test of skill and judgement. Lazer Tag is immediately addictive and enjoyable to play for a couple of hours (which cannot be said of most games nowadays) but whether it'll hold an attraction for more than a few weeks is another matter.**


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At the end of each level the player tests his strength in a bonus. Ryus is seated before a pile of bricks where an energy bar at the top of the screen flashes rapidly between maximum and minimum strength. A press of the fire button halts the energy bar to determine the number of bricks Ryu can break.


NICK

When they were first introduced, light games like Lazer Tag came across as a comparatively original concept. In the form of a computer game none of these innovations really have much impact and Lazer Tag turns out to be a good standard shoot 'em up. The graphics are finely detailed but create no real sense of tension. The original Lazer Tag simulates the sound of a beating heart - had this been included it might have contributed to a more motivating atmosphere of suspense, the only slightly unusual feature and even this only generates a small amount of curiosity. Otherwise Lazer Tag is carefully programmed, scrolls smoothly and plays quite well. You could do worse than this unexceptional, but competent tag 'em up.


KATI

Lazer Tag is an extremely plain game that holds nothing new - a few little nasties that look like garden gnomes shooting at you isn't my idea of fun. The whole play area is monochromatic which merely changes to red when you've been tagged. The majority of the graphics are simply made up of different types of shading and the tiny enemies and vehicles that run around only serve to make it look worse. The only way you can tell where you are on the screen is by looking for the lazer tagger with the flashing helmet, otherwise you look like the opponents!Coming from Probe, who also did Trantor The Last Storm Trooper, this is a great disappointment. I'd stick to the real thing if I was you! **


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The player is permitted to lose up to three matches before he is knocked out of the contest and the game ends. If the two-player option has been selected, the winner of an initial match between Ryu and Ken goes forward to play all the other champions.

**GUTZ**

Producer: Ocean/Special FX
Retail price: £7.95
Authors: Jim Bagley and Chas Davies

You've been swallowed up by a ten million tonne space being with an equally large appetite. This mega-menstrosity also has its greedy eye on Earth, so you have no choice but to try and escape by shutting down the body's major organs - otherwise your home planet is about to end life as an undignified midday snack.

The treacherous quest takes place over four levels, inside a vast four-way scrolling complex of interconnecting tubes. Each of the four major organs (kidneys, lungs, heart and brain) must be destroyed in turn. As they are each encased in a tough membrane, an appropriately powerful weapon needs to be assembled first, and its three parts are found scattered crystals for increased fire-power. Keys enable you to open the Super Weapon door hidden inside each of the major organ rooms.

A map of the current quadrant can be called up via the keyboard. A status display indicates score, gives a large-scale grid map of the playfield, shows energy and lives remaining.

**ADDICTIVE QUALITIES**

- The player is permitted to lose up to three matches before he is knocked out of the contest and the game ends.
- If the two-player option has been selected, the winner of an initial match between Ryu and Ken goes forward to play all the other champions.

**COMMENTS**

**Joysticks:** Kempston, Sinclair
**Graphics:** large characters with poor animation. Attractive backgrounds
**Sound:** mini-tunes on each level, with mediocre crunch effects
**Options:** multiload on/off, one or two players, selectable background colour
**General rating:** well converted, but too easy to be of any lasting interest

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<td>73%</td>
<td>65%</td>
<td>60%</td>
<td>69%</td>
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When hit, and certain walls ricochet shots around the arena. Target is designed to test shooting accuracy. The player is automatically transported through the arena and attempts to shoot as many taggers as possible. He controls the direction in which he fires but not the route taken through each room. At the end of each practice session the player is given a rating: his skill determines the degree of promotion obtained.

**COMMENTS**

**Joysticks:** Cursor, Kempston, Sinclair
**Graphics:** poor on the first stage, but improve as you progress
**Sound:** average title tune and spot effects
**Options:** definable keys
**General rating:** nothing more than a simple shoot 'em up

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**KATI**

"Hurtling around the arterial passages of an intergalactic mega-being sounds pretty disgusting. However, if blood and gore is what you're after, Gutz is unlikely to match up to your wildest, most repulsive dreams. The network of complex tissue ducts turns out to be a very ordinary maze with borders that look as much like a privet hedge as a wall of cells. The insectoid antibodies pose an equally pathetic-looking threat. Having said that, Gutz has competent, if unexceptional graphics. The presentation is slick and the scrolling is smooth. It's with that the quest isn't particularly captivating. You spend ages wandering around in an aimless sort of fashion waiting for the fun to start. Gutz isn't a disaster - it's just not as nauseating or exciting as it claims to be."

69%

**PAUL**

"Gutz is all very well if you're one of those rambler types that enjoys walking thousands of miles through picturesque terrain, but when it comes to an addictive and compelling computer game, Special FX's latest sadly misses the mark. There's no addictive goal to aim for and no tough characters to overcome just constant trogging around getting very, very bored. Hardly the frantic action of Firefly, more like a walk in the country."

60%

**COMMENTS**

**Joysticks:** Cursor, Kempston, Sinclair
**Graphics:** detailed characters and backdrops, with little colour and limited animation
**Sound:** above average title tune
**Options:** tune or spot effects during game
**General rating:** a just above average attempt at a new type of arcade adventure

<table>
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<tr>
<th>Presentation</th>
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<th>Playability</th>
<th>Addictive qualities</th>
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"What a name! What a game! Gutz spoils Special FX's reputation, well in my mind at least. The graphics are all simply drawn and with monochromatic colour over the top of that, it's just a recipe for disaster. There are some options to make the game a more bearable like the option to select either sound effects or a great raging tune, but not that Gutz it a very basic game. There is no real objective behind it just shoot all the little spiders, drainpipes and pot plants that flicker and jump around the screen. I wouldn't bother with Gutz if I was you, just because it has Special FX on the cover, it doesn't mean that it's a special game!"

57%
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Spectrum £8.95,
Amstrad 464 cassette £8.95, disk £12.95.
C64/128 cassette £9.95, disk £14.95.
Atari ST and Amiga £19.95.
Producers: Firebird
Retail price: £7.95
Authors: Steve Wetherill and Colin Grunes

Sidewize had you halting the invasion of nasty Daiiand Mutants in a shimmering shower of laser fire. Since then the galaxy has been pretty quiet — not a mutant uprising or intergalactic scuffle in sight. You're getting on with whatever mercenaries do in their spare time when suddenly the interstellar communilink bursts into life: the planet Luna is under attack from unidentified alien forces. You immediately rush to the shuttle dock, board your craft and enter the fray.

One or two alternating players may participate in the combat which takes place against a horizontally scrolling skyline of buildings, factories and Prawn hives. Alien formations attack from all directions, chimneys belch fire bombs at you! The method of collecting more fire power is interesting containing little green houses with chimney pots that you play Santa Claus delivering presents to the children...

"Crosswize is a tremendous improvement over its predecessor, Sidewize. The graphics are very detailed and, unlike Sidewize, contain some attractive and colourful scenery. But, one major fault is that you can't turn and fire at the same time. Although this may sound petty, in certain situations it makes the game very annoying and almost unplayable. It's a pity to see the programmers making the game so hard — I fear that most people won't even get the chance to load the extra levels supplied on the tape, thus missing out on some great graphics and challenges. This isn't a game you can sail through: it requires great thought and a good memory. However, hardened arcade addicts will find all that they've been looking for. Worth the asking price."

70%

"Play Crosswize and become cross-eyed! There's just so much going on that you can't keep track of everything! All you can do is cross your fingers and blast away. It's very similar to its predecessor Sidewize, but the scrolling scenery is much more interesting containing little green houses with chimney pots that fire bombs at you! The method of collecting more fire power is the same, but the chance of collecting the wrong Icon adds spice to the process. As with Sidewize, Crosswize is basically just a difficult shoot 'em up with little else to it. If you like mindless massacres then this is for you."

70%

"Sidewize was never this much fun!"
Producer: Goliath
Retail price: £8.99 cassette,
£12.99 disk
Authors: Software Creations
from a Capcom coin-op
Commando

From the arcades, our bionic commando is all set to make history on the Spectrum. Complete with his superhuman grappling arm, he must negotiate dangerous enemy territory in order to infiltrate the opposition's base and deactivate its missiles.

The mission takes place over five levels of four-way scrolling terrain. Each stage is timed and must be completed within 200 units. The environment, which ranges from the jungle, via a fort, a complex of pipes and control tower, to the missile centre itself, consists of a network of platforms patrolled by a host of vigilant enemy soldiers.

The player parachutes into the forest and attempts to make his way up, along and across these platforms using his bionic arm—a telescopic extension with a grappling hook at the end. This clips on to nearby branches and enables the intrepid commando to swing gracefully from tree to tree.

Enemy soldiers can be struck with the all-purpose bionic arm or shot using a gun. Extra equipment (firepower or faster arm movement) is airlifted in and can be collected by shooting or grappling down the parachute from which it is suspended. Should he get shot before he has a chance to retaliate, or fall into a bottomless pit, the commando loses one of his four bionic lives.

Each level has its own particular hazards: killer bees and deadly confrontation, it also contains deadly fire power. Some may say the scrolling's a bit jerky, but that's only because it's terrifically fast—thus keeping the action coming at breakneck speed. With so much content you can't afford to miss. GO's greatest game ever.
STARRING CHARLIE CHAPLIN

Producer: US Gold
Retail price: £8.99 cassette, £12.99 disk
Authors: Bubble Inc

The slapstick world of silent movies is particularly suited to the capabilities of the Spectrum and US Gold certainly exploit the possibilities. All the sets are finely detailed and the presentation of each frame from script to final showing, is faultless. Chaplin survives the translation into machine code particularly well, his characteristic walk being perfectly preserved. Unfortunately the substance of the game doesn't match up to the high standard set by the translation. Neither shooting nor editing provide much scope for variety. Chaplin's moves are very limited: all he can do is show affection for his sweetheart Is twirl his cane, shrug his shoulders or punch her in the face. A little more attention to content and Chaplin might have starred in a completely different story. **63%**

CYBERKNIGHTS

Producer: CRL
Retail price: £7.95
Authors: R T Smith

CRL's latest release comes from the author of highly successful wargames such as Amhem, Vulcan and Desert Rats. The player takes the part of a Cyberknight robot (either computer or custom-designed) in a mission to seek out and destroy ten of the evil computer controlled opponents. In two player mode, two Cyberknights battle against one another in a fight to the death. Although other robots are present, they form a significantly weaker challenge. The flick-screen battle arena consists of a series of futuristic tunnels connected by gravity-neutralising lift shafts which allow temporary freedom of vertical movement. In two player mode the screen is split to display the positions of both Cyberknights simultaneously.

Computer controlled opponents prowl the corridors waiting to fire lasers and missiles at hostile intruders. These can be destroyed only by careful shooting, and each Cyberknight is equipped with an arsenal of different weapons (selected via the keyboard) including mines, grenade throwers and laserfire. Injury inflicted on the player is indicated by a number of colour-coded bar graphs which show damage to the head, body and, if your robot is charged by a power pack or batteries, current energy level. Bonus points are scored by collecting the money icons scattered around the environment and defeating particularly strong opponents. The financial reward following the successful destruction of target robots can be used to increase the power of the Cyberknight or even the number of robots controlled in the next game.

The package comes complete with a complex design program which allows you to create, name, arm, load and save your own robot designs.

CRITICISM

- "Cyberknights comes complete with an incredibly fat book of complex instructions, but it looks like all the effort that should have gone into the program has been wasted on producing a totally unhelpful set of convoluted rules. The game itself is no more than a fairly standard shoot 'em up pretending to the depths of a complex strategy game. Computer opponents can't be blasted head-on, they have to be hit from certain angles. The only elements this adds to the game are boredom (at best) and extreme frustration (at worst); blasting at extremely resilient opponents has very little to recommend it. Feeble gameplay can't be redeemed by the simplistic (if colourful) graphics or the insignificant sound effects. Even with a designer programme Cyberknights doesn't have much to offer. **40%**

- "The instructions for Cyberknights are a joke. Just to prove where the programmer's real interests lie the booklet contains more pages explaining the use of the superfluous design program than the actual game itself - whereas surely a player would spend more time playing the game than using R T Smith's beautiful design program. The game itself is very simple and unaddictive, requiring very little thought. The constant sliding about (or standing still) and blasting hell out of another doopy robot is hardly compelling. The basic concept could create little more than the programmer has produced. Such a tedious and tiresome game certainly isn't worth £7.95. **35%**

- "How can CRL charge £7.95 for this? The game on its own isn't acting their parts. Taking the role of Chaplin, the player attempts to turn the scene into an episode of slapstick comedy: How effectively Chaplin twirls his cane, shrugs his shoulders, worship his sweetheart and beats up his rivals determines the film's success.

Pan to cutting room: Here the film can be paused or shown at twice normal speed. Disillusioned directors can opt to re-shoot a scene any number of times but at an extra cost.

Opening Night: Once complete, the movie is shown to a cinema audience. The response of the critics, indicated by the tone of a Variety headline, determines how much money the film makes. A profit and loss sheet displays the financial fate of the movie. Make a loss and the director's film career is over; make a profit and he survives to make another Chaplin film.
FREEDOM FIGHTER

Producer: The Power House
Retail price: £1.99
Author: Jon Paul Eldridge

All was peace and calm on the surface of your tranquil planet – until the evening sky turned scarlet with the lights of enemy ships. You rush to the spaceport and take to the skies in the people’s only weapon – an advanced laser equipped spacecraft known as the Freedom Fighter.

Combat takes place in deep space against a vertically scrolling background of stars. Waves of aliens swoop down firing a hail of fatal bullets. Contact with either results in the immediate loss of one of three lives. As play progresses, the enemy releases concussion bombs which make their way slowly down the screen. The resulting explosion destroys the Freedom Fighter, regardless of its position on the screen. Collection automatically activates disarmament of each bomb.

In the wake of each group of alien craft flies a missile-belching mothership. To destroy it and gain an extra life, persistent volleys of laser fire are required. The sky clears temporarily and the fighter flies on into space, one level closer to his ultimate goal: the preservation of a serene and peaceful world.

CRITICISM

- “The most impressive aspect of Freedom Fighter is its title screen. A finely drawn portrait of the hero promises an exciting and possibly sophisticated game. A single press of the fire button and all your illusions crumble. Tiny multi-coloured diamonds pass for space invaders, purple blotches impersonate missile fire, and supposedly fatal concussion bombs sputter and die in an anticlimactic fizzle of flame. Collision detection is less than accurate and your powerful laser dribbles tiny spurts of feeble ammunition. With such limited weapons, poor payability, and primitive graphics there’s absolutely no compulsion to play on. Avoid.”

KAT 20%

- “How could anyone in their right mind ever purchase the rights to publish such tommyrot? The Power House are supposed to be relaunching their image and so on but Freedom Fighter does nothing to improve their image in the market place. How can anyone be expected to respect a company that constantly produces below average software? Freedom Fighter is another in the long list of games with poor graphics, terrible use of colour and no playability. The collision detection is absolutely appalling – character collision, not pixel. If only the programmer had spent as long on the game as he did drawing his self-portrait on the title screen we might have had a fun little game.”

PAUL 18%

Haven’t we seen this somewhere before?

COMMENTS

Joysticks: Kempston, Sinclair
Graphics: totally black and white. The detailed characters and backgrounds make all the scenes atmospheric
Sound: a few very simple spot effects
Options: choice of eight scripts (levels of difficulty)
General rating: a game with so much potential that has been ruined by the lack of things to do

Presentation 80%
Graphics 68%
Playability 62%
Addictive qualities 55%
OVERALL 60%

worthy of a budget price tag. The graphics are amateurish and colourless, and the only detail that has been put into the game is on the Cyberknights logo – and that looks overdone. There’s no tune to be found in the game – just a sound effect or two when you fire. So, it must be the design program on the other side of the tape which boosts up the price; but once you load it you realise that this is also a waste of time! Don’t waste your money on Cyberknights, you’ll just be very disappointed.”

NICK 38%

Joysticks: Cursor, Kempston, Sinclair
Graphics: poorly defined and lacking colour
Sound: no tune with limited sound effects
Options: definable keys. Design programme on Side B
General rating: a game concentrating more on the design program than the actual game itself

Presentation 48%
Graphics 43%
Playability 40%
Addictive qualities 33%
OVERALL 38%

COMMENTS

Joysticks: Cursor, Kempston, Sinclair
Graphics: very small and basic – bad use of colour
Sound: short synthesised tunes and effects
Options: definable keys. Design programme on Side B
General rating: a poor game lacking in any addictive or playable qualities

Presentation 45%
Graphics 16%
Playability 27%
Addictive qualities 15%
OVERALL 19%

A SCORE OOO000 LEVEL 01 FIGHTERS 3

CRASH June 1988 21
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FIREFLY

A simply super shoot 'em up strategy game that keeps you coming back for more.

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ocean

BEAT THE SYSTEM... Now for the crew of FIREFLY there is no home - just a desperate mission to eliminate the mechanoid army which has colonised the solar system.
Unfortunately, this month's FORUM has had to be squeezed somewhat to make room for the unusually large amount of features and specials. Still, rather than take up any more space with my ramblings, on with the show...

SPECTRUM R.I.P.?

Dear Lloyd,

I'm writing in defence of the 16-bit, first in reply to Nigel Parmer's diatribe which took up half a page of CRASH, issue 51. He obviously cannot see that technology has moved on. It is leaving behind not only does he compare 16-bit computers with 8-bit ones where 8-bits have no chance, but also suggests that you keep your computers with 8-bit ones where you cannot see that technology has ridden games like SPECTRUM so you can play bug* when you come back in your coat. And as for you Lloyd, 'Most 16-bit games play like a brick' (I've never seen a brick play, maybe I saw one playing darts with Nigel in his padded cell once).

First, let's look at the 16-bit software industry compared with 8-bit. The 16-bit industry is in the same state as the 8-bit was, two to three years ago (and accordingly, look how much older the Spectrum is now). As the user base grows so will the style of the games, progressively improving all the time (things like graphics, sound and PLAYABILITY). So just wait two years and compare the industries then. I think you will know which will be the better.

I'm afraid the Spectrum has come to the end of its life. It's rather like a car: after so long it gets worn out and becomes knackered, so you get rid of it and buy a new one. So throw away the 8-bits and get a 16-bit. I'll be glad to see the back of my Spectrum. I know I won't get the last word, so you will attack my letter at the end with your biased comments making it sound like the sun shines out of the Spectrum's speaker. Face it - 16-bit NOW RULES.

Matthew Wakley, Devon

When speaking of 16-bit games, 'playing like a brick', I did not mean to be taken so literally. If you wish to use plain English then I can only state that of the many 16-bit games I have played, the best of the bunch is still only comparable to the current 8-bit games. I do agree with you about future events, although I have no reservations in restating my options that, at the present moment, the decision to upgrade to a 16-bit machine, simply discarding your old 8-bit, should not be taken lightly; frequently, the purchase of a new car is an economical necessity, but you wouldn't throw a working vintage car away just because it was old...

Besides which, our sister mag, THE GAMES MACHINE (issue 7), carries an article firmly suggesting the Spectrum's days are hardly numbered yet.

LM

DISKORDANT PRICING

Dear Lloyd,

Firstly, before I start whingeing, I'd like to commend software companies such as Ocean, Gremlin Graphics, U.S. Gold, Cascade and, to a lesser extent, Telecomsoft, Elite, Digital Interactive Enterprises and Hewson on taking the initiative in the -3

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CRASH June 1988 25
At a recent conference, Alan Sugar called for all the major software houses to lower the prices of their disk software. Wroned that their profit margins would not be drastically affected, their response was to ask Amstrad to lower the price of blank disks; neither side acquiesced and a stalemate was reached until that up-to-date makes a solid move, it would appear that the only people who are losing out are the customers.

I must point out it is not my intent to offend or to sound over-cynical to offend or to sound over-cynical to offend or to sound over-cynical to offend or to sound over-cynical to offend or to sound over-cynical.

I know that disk software could come down to £12 or £13 now, since Mr Andrews of Games said the price of software 'The additional manufacturing cost is £1.58. If we fell in line with what Amstrad is suggesting then we’d make 0.5pence per unit less. The price point doesn’t exist until disk prices come down'.

At the present moment though, how can a £1.58 increase warrant a £9 retail increase? I rest my case.

Please could CRASH include a monthly +3 round-up which tells us about recently released disk games, forthcoming releases and the enhancements the disk has over the tape games.

Philip Wynn, Bedfordshire

I must agree that the differences in production and retail costs of +3 disks does seem to smack of greed on the part of software houses. I am informed that the disk duplication costs are far greater than tape-based games, but even so, the additional retail prices do appear unjustified.

The enhancements the disk has over the tape games. forthcoming releases and how can a £1.58 increase warrant a £9 retail increase? I rest my case.

I feel that as both an adventure author and player I must speak as I feel and that my FORUM which usually deals for love not money. The fact that you said you would have to refund a customer if he had a complaint against a reviewed game is, I feel, rubbish. I mean, if you look at the reasons you gave then that means you would also have to refund customers of Romantic Robot, Spectrum -3 and a host of arcade games. I know the above is going a little too far but if you maintain this new policy of not reviewing homegrown adventures the homegrown software houses to lower the retail prices of their disk software. Wroned that their profit margins would not be drastically affected, their response was to ask Amstrad to lower the price of blank disks; neither side acquiesced and a stalemate was reached until that up-to-date makes a solid move, it would appear that the only people who are losing out are the customers.

L.M.
Dear Lloyd,

So you have now reached issue 50, and I'm sure that since you have been into computers since 1984 you all think that you're computer veterans and know it all. You may be surprised to hear that I have been a keen computer person since 1980. I learned to program on the ZX81 (yes, people did actually program their computers in those days rather than just bash their keyboards to death) and have since had not inconsiderable experience in the programming and use of various computers, computer controlled scientific equipment and computer languages. So what? I hear you exclaim,' This is only a magazine for hobbyists'. Fine, fair reply to Peter Hoar's truthful and so what? I hear you exclaim, 'This is only a magazine for hobbyists'. Fine, fair reply to Peter Hoar's truthful and 'bashing their keyboards computer languages'. So what? I hear you exclaim, 'This is only a magazine for hobbyists'. Fine, fair reply to Peter Hoar's truthful and well-written letter, I assumed that you must be a 'bloomin' arrogant scientist' like myself, but I suspect that this is probably not the case. I would like to know however, what gives you the right to talk back to your correspondents as you did to Mr Hoar in issue 50. The points he made are perfectly valid. For example:

1) CRASH, whether you like it or not, is a catalogue. How can you describe a magazine which gives information on new software as anything else, after all, at least 75% of CRASH is devoted to reviews.
2) £1.95 was a rip-off for the Christmas edition. To say that it is bigger 'to read over the holidays' than Just bashing their keyboards computers in those days rather than just bash their keyboards to death and have since had not inconsiderable experience in the programming and use of various computers, computer controlled scientific equipment and computer languages. So what? I hear you exclaim, 'This is only a magazine for hobbyists'. Fine, fair reply to Peter Hoar's truthful and well-written letter, I assumed that you must be a 'bloomin' arrogant scientist' like myself, but I suspect that this is probably not the case. I would like to know however, what gives you the right to talk back to your correspondents as you did to Mr Hoar in issue 50. The points he made are perfectly valid. For example:

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THE UNBEARABLE LONGNESS OF WAITING

Dear Lloyd,

I am writing concerning the distribution of the Newsfield magazines, and how long it takes certain shops to get copies, especially of CRASH. I have noticed that both Mr Hoar's and Mr Rally (Gage) have said that the latest issue of CRASH has been considerably altered, as shown in the previous issue of CRASH. This was due in the shops on March 31. On Saturday March 26, I went to Brighton and visited the Virgin Megashop. In the computer games department I noticed about 20 copies of the CRASH April issue, but I did not have enough money to buy it. This was a whole five days before that issue was due to hit the shops. On March 31, I went to the local newsagent to get my copy of CRASH only to find that it was not there. I tried again on Friday April 1, then Saturday and even Bank Holiday Monday, but it was the same story. Also on these days, the big High Street stores such as WH Smith and Martins did not have it. As I write, it is Monday April 11 and I still have not got my CRASH. If I get it on Tuesday then it will be five days late — as many days as it was early at Virgin.

What I want to know is why is it that big chains such as WH Smith and Martins can get such big independent newssheets! Of course the answer is relatively obvious. Virgin gets its CRASH before time because they sell more copies and they get you a larger revenue than the small independent shops that do not sell as many magazines.

Please do not see this letter as being critical of CRASH, but more of a criticism of Comag who distribute your mags.

Robert Lunn, West Sussex

NEVER MIND THE WIDTH, FEEL THE QUALITY

Dear Lloyd,

What has happened to CRASH?! I started buying it regularly at the beginning of 1986, and watched it grow from a teeny tiny paper, shrugging aside the feeble attempts of a criticism of Comag which was well written (and drawn) and interesting. I am writing concerning the situation that we hope is only temporary and rather than include some personal philosophising or general overview of this pastime, the editor felt that the space could be more usefully used on a different feature.

Brendan Kavanagh was in the process of moving home and being of no fixed abode, was unable to write his column! PBM is featured this month but, and again for the same reason, FRONTLINE has had to bow out in favour of other features which were queueing up at CRASH's door! In fact, this issue includes one feature, the CRASH COURSE together with seven regular columns of the PO Art Show, and a taste of FEAR...

That's all from this month's slightly smaller FORUM. Next month it should be back to full size, bulging with rantings, ravings and general items of discourse and discord. If you have anything you want to get off your chest, write to LLOYD MANGRAM, CRASH FORUM, PO BOX 10, LUXLOW, SHROPSHIRE, SY6 1DB. You could find yourself the lucky recipient of a £30 software voucher!

LM
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Known only to Spectrum owners through their first releases, Gunship, F15 Strike Eagle and Silent Service, MicroProse are something of an unknown quantity. CRASH visited their UK headquarters for some inside information.

In the summer of 1982, Sid Meier, systems analyst, and Bill Stealey, US Air Force Academy graduate, met at a company meeting in the MGM Grand hotel in Las Vegas. As they both had a keen interest in flying, the two hit it off and were soon challenging each other in aerial combat on a video game called The Red Baron; the former fighter-pilot lost. The same Red Baron machine now sits in a corner of their Product Development department in Hunt Valley, Maryland; a present from the employees to the two co-founders of MicroProse Inc.

From their early friendship, a huge international company has grown: there are MicroProse offices in England, France and Japan plus a newly-opened site in Germany. The UK sector is directed from the Tetbury offices in Gloucestershire. Nestling in the centre of this historic market town, MicroProse UK looks decidedly out of place; a red banner of foot-high letters across the large glass frontage emphasises the contrast.

In addition to UK operations, 40% of their worldwide transactions are controlled from here. The site includes a playtesting section, a comprehensive computer-controlled telesales department and a 20,000 square foot warehouse to back up their distribution service, which shifted over a million units last year. Although they are the heads of a large international company, Bill Stealey and Sid Meier still play important roles in the production of each MicroProse game. Both are heavily involved in design and even playtesting. Bill holds a product development meeting three times a week and plays their games for around two hours every night. It is not unknown for him to cancel a project if he does not feel that it is up to their usual standards; only a few months ago, a space trading/combat simulator was canned after two years development work and a limited advertising campaign in America.

“Gunship cost four million dollars and took over 17 man years to develop . . .”

MicroProse UK – Tetbury

Gunship

Two of MicroProse's in-house art department, displaying the latest artwork for Red Storm Rising
"Silent Service deals with attacks on Japanese shipping, yet this simulation is one of our biggest exports to Japan."

FORTHCOMING RELEASES

Airborne Ranger - July.

Times of Lore - July. An Origin role-playing game, but more instantly accessible than previous offerings.
Programmed by Chris Roberts, sound by Sensible Software of CBM64 Wizball fame.

Moebius II - Autumn. A simplified version of the CBM 64 program, utilising the action sequences alone.

Space Rogue - Autumn. Implemented in a similar fashion to Moebius II.

Project Stealth Fighter - A flight simulation of 'Gunship standard plus', containing filled-in 3-D with faster frame updates. Programmed by Daryl D.

Red Storm Rising - Based on Tom Clancy's best-selling novel. CBM 64 release planned; Spectrum version to follow.

Pirates? - Not finalised as yet, but MicroProse are keen to release a Spectrum version.

Gameplay, while the latest version of the CBM 64 'Protest' has animated pictures.

The extensive technical support offered to customers is also covered by the cost. Customer service is an important aspect of MicroProse's business: once a product is finished, a full back-up service is available to customers who can phone our helpline at any time to ask for information regarding play and equipment.

MicroProse also award certificates to high scorers on their games. Winners of the Congressional Medal of Honour on Gunshipware to be presented with a certificate, signed by Bill, and treated to a party as well as a flight in Bill's T26 fighter plane!

With such an expensive initial outlay, how do they combat piracy? 'We rely on the packaging and the large amount of documentation to put off prospective software pirates; no-one wants to photocopy a 150-page booklet! We prevent early versions of programs from getting out by creating the individual components of the game separately. All the components of each game are then put together just before the last mastering before duplication. This way no 'complete' game can hit the streets before sales. However, the amount of piracy in certain countries has limited distribution. Italy and Spain are simply not worth exporting to.'

Further critique involves the militaristic and often jingoistic tone associated with MicroProse games. This is dismissed with equal verve: 'We're all young boys at heart. Everyone wants to fly and the realism afforded by the combat scenarios only helps to heighten the excitement: if the simulation was boring you simply wouldn't buy it.'

'Bill lost a lot of friends in Vietnam and he is careful not to glorify death in our products. When you lose a highly decorated pilot in Gunship, the loss you feel is real: the experience teaches you about life and about yourself. 'Although we do take the American viewpoint of freedom and liberty, it is important to stress that each program is simply a simulation which allows the player to see how he would fare in actual events which have, and still are, taking place. In fact, there's a strange irony in the approach to our products: Silent Service deals with the attack of American submarines on Japanese shipping, yet this same simulation is one of our biggest exports to Japan.'

'And to be fair, we do cover both sides of the coin: our air traffic control program (CBM 64) puts the player in the position of saving lives rather than the contrary.'

We would have spoken to 'Wild' Bill Stealey about this fence - but he was at the Pentagon . . .

"MicroProse promise support for the Spectrum for at least the next two years . . ."

One or two of the Microprose games stored in their 20,000 sq ft warehouse

Although the majority of their products are developed in America, MicroProse have embarked on an extensive expansion programme in Europe. They distribute the Suncoms range of joysticks, and have recently joined forces with Origin Systems in order to market their entire range of fantasy and role-playing software in Europe, including the Ultima series. The American label Cosmi is also to come under the MicroProse banner, and while MicroProse will continue to distribute new American software, they are also looking for quality Japanese products to sell.

The American section has recently taken on the services of Gene Lipman — the founding President of Atari — who has strong coin-op links. Gone is the Vice-President of special projects, and it is rumoured within the industry that this is the first step on the road to coin-op production. They are also continuing research into CD ROM.

Closer to home, MicroProse promise support for the Spectrum for at least the next two years — that's how long some of their projects take to prepare. They are also behind the +3; all their current and forthcoming products are to be released on three-inch disk.

1,000,000 +

The success of Microprose products — over one million multi-format copies of F15 Strike Eagle have been sold worldwide — is often attributed to the high quality of their games and packaging. But criticisms are also levelled at the accompanying price. Stewart Bell, managing director of the UK operation, justifies the cost with some heavy statistics: 'Gunship cost four million dollars and took over 17 man years to develop (the end product was actually one-and-a-half years late). The final packaging and documentation is of a very high quality and is always well researched.

'Many companies release a product and then forget about it. Microprose's product development is a constantly ongoing process which lasts between one and two years. Project Stealth Fighter is currently in its eighth version, utilising faster algorithms and improved
WIN ACOLADE’S TEE-BAG!
STROLL OFF WITH A SUPER SPORTS HOLDALL AND SMART TRACKSUIT

IN THIS GREAT MINI-PUTT COMPETITION

You've played mini-golf in the open air, in parks, at the seaside, in Blackpool, Brighton and Marbella, but chances are you’ve never played it on your Spectrum. Accolade's Mini Putt is soon to change all that. Featuring several suitably whacky and devious courses it gives you the chance to savour the pleasure of a mini-golf game from the comfort of your softest armchair. Forget the biting wind, the driving rain, the uncomfortably beating sun; sunburn and pneumonia, traditional hazards of a mini-golfer's life, are definitely out. The only decision you'll have to make is whether you have the energy to tear open the next bag of crisps.

And after all that inactivity, the very first thing you'll want to do is leap out into the fresh air (as soon as the conditions are favourable, of course) and try out your new-found skills. To start you off on your energetic golfing career, Accolade are giving you the chance to win a fabulous, high-quality Head sports bag, filled with a host of goodies (hard and soft golf balls, tees, cap, T-shirt) and an incredibly expensive tracksuit.

All you have to do is design the most original, exciting, innovative and demanding one-hole mini-putt course you can think of. Ideas are more important than artwork; entries are judged on the basis of initiative rather than skill (we're a very fair bunch here at CRASH towers).

20 copies of Mini Putt and 20 T-shirts await the runners up. Send your designs to ACOLADE AHEAD COMP, CRASH PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

Entries must be received by July 5 and the decision of the appointed judges is absolutely final in all respects.
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CRACKING KARNOV

Karnov, the sparking new game from Electric Dreams, has been tipped by the programmers! Yes, that's right, Mr Micro who programmed the game have written these tips on how to complete each level!

LEVEL 1
To kill the big fish at the end of the level...
1. Plant your ladder at the end of the buildings, just as the fish comes onto the screen.
2. Climb up here to get a boomerang.
3. Activate it, run at the fish until she comes into view and duck and fire quickly. When you have shot the lion, the Arab may fire at you so be careful.

LEVEL 2
To kill the towers at the start...
1. Shoot them as quickly as possible. Double or triple fire power are better than any icons.
2. Don't scroll any extra towers on.
3. Try to kill the head as soon as possible.
4. If you get behind a head it won't fire at you.
5. To kill the lion and Arabs...
6. If you are flying, drop bombs on them.
7. If you are walking then wait until their heads go down and then jump to miss one of the shots.

LEVEL 3
To avoid the next birds...
1. Jump by the tree and an icon appears.
2. Run underneath them firing and get to the tree.
3. Run up the tree firing.

LEVEL 4
To get past the volcanoes...
1. You can bomb them.
2. They flash red just before exploding so you can time them before jumping.
3. You can always shoot the lava balls so fire at them as they come towards you.
4. Remember, practise makes perfect!

LEVEL 5
To kill the Medusa...
1. Shoot with double or triple fire power at the top of the stairs.
2. Activate your kart at the top of the stairs. (If you have that icon!).
3. Shoot the Medusa and when she starts to shoot back at you jump up and continue firing quickly.
4. You can run through or jump over her to avoid her spit if needed!

LEVEL 6
To kill the jumping jacks...
1. Shoot their eyes jumping or crouching to avoid the flames fired at you.
2. You can also kill the hydra by running through or jumping over them.
3. Watch out for the floor spinning floor, but you have to be careful.
4. You can run through or jump over them.

LEVEL 7
To kill the hydra...
1. Activate the hydra and go down the steps as far as possible.
2. You should be able to stand still without being shot and jump between the hydras bullets and kill him (a lot of shots needed).
3. Watch out for the floor disappearing after you have shot the hydra.
4. You can also kill the hydra by standing just to the right of the spinning floor, but you have to jump to miss one of the shots.

LEVELS
To kill the T-Rex...
1. Trigger the T-Rex, kill the bat and fire, trying to avoid the flames.
2. Go to where the hydra was and drop a bomb through the hole just before you drop through.
3. Avoid the T-Rex flames and the bat.
4. To get past the boulder...
5. Crouch on the step to avoid being hit.

LEVEL 8
To kill the stone figures firing at you...
1. Shoot their eyes jumping or crouching to avoid the flames fired at you.
2. To kill the ents (tree stumps)...
3. Fire at them but watch out—they fire a streak along the floor occasionally.

LEVEL 9
To get the wizard...
1. The way to the wizard looks sealed but don't be fooled by a small illusion. A bomb in the right place or closer inspection of the ground might prove useful!
2. Fire quickly at him when he appears.
3. Remember 'Don't be upset when you die, just rewind the tape and have another try!'

A CLASH OF THUNDER

Kris Blythe of Penn has sent in this quick tip for Elite's Thundercats just in case anyone has got stuck on the last screen.

If you ever manage to reach the last screen, 14, you will see that the direction arrow in the bottom left hand corner is pointing to the left. Ignore this for the moment, for if you follow it you will come across a tall wall with a small gap at the top which you can't jump through. Therefore, at the beginning of the screen, go in the opposite direction until you find a hover-scooter. Get into the scooter and now you can get through the hole in the top of the wall. You will see the Thundercats symbol and complete the game.
Thanks to Stephen and Chris Lang for the tips and the maps, also to Mark Lawrence for that mega-POKE! Mark will soon be receiving £30 worth of software for it!
**D=Diamond**

**D01:** Go to the cooker on the right and pull the top off. Jump into the cooker and pick up the diamond.

**D02:** Drop the die in the fire, the fire will now go out. Pull the grate out of the fireplace. The diamond is on the left side of the fireplace.

**D03:** Put the balls into each pocket, the diamond will now be in the hole behind it. The diamond appears under the table until the objects appear under the table. Push small objects between the two bookcases until the diamond appears at the other side.

**D04:** Push objects between the two bookcases until the diamond appears at the other side.

**D05:** Drop the bird cage, the bird will fly out of the fireplace. The diamond will be in the hole behind it.

**D06:** Push the balls into each pocket, the diamond will now be in the hole behind it. Use the objects in the hole to get out.

**D07:** Jump over the two chairs — you will find the diamond in the corner.

**D08:** Move the picture by pushing it from one side. The diamond will be in the hole behind it. The diamond appears under the table until the objects appear under the table. Push small objects between the two bookcases until the diamond appears at the other side.

**D09:** Pull the top off the cooker on the right. Let the bird out, now jump into the cooker and pick up the diamond.

**D10:** Stack up objects on top of the furniture on the right. Climb on top of the objects when the bird is near enough you will be able to pick up the diamond.

**D11:** Move the tables and chairs around so you can get into the top hand corner. The diamond is in this corner.

**D12:** Drop large objects onto the bottom floor. Stack the objects against the clock, pick up the diamond and use the other objects to get out.

**EXTRA TIPS**

- If a rat eats some cheese it stops moving for a while.
- If you drop the bird cage, the bird will keep clear from it.
- If you pick up a white glass some of your energy will be restored.

---

**INSTRUCTIONS**

**DOS:** Pot the balls into each pocket. Jump into the cooker and pick up the diamond.

**D01:** Go to the cooker on the right and pull the top off. Jump into the cooker and pick up the diamond.

**D02:** Drop the die in the fire, the fire will now go out. Pull the grate out of the fireplace. The diamond is on the left side of the fireplace.

**D03:** Put the balls into each pocket, the diamond will now be in the hole behind it. The diamond appears under the table until the objects appear under the table. Push small objects between the two bookcases until the diamond appears at the other side.

**D04:** Push objects between the two bookcases until the diamond appears at the other side.

**D05:** Drop some large objects into the hole, then fall into the hole. While in the hole search for the diamond. Use the objects in the hole to get out.

**D06:** Jump over the two chairs — you will find the diamond in the corner.

**D07:** Move the picture by pushing it from one side. The diamond will be in the hole behind it. The diamond appears under the table until the objects appear under the table. Push small objects between the two bookcases until the diamond appears at the other side.

**D08:** Drop the die in the fire, the fire will now go out. Pull the grate out of the fireplace. There is a secret door in the fireplace. When in the new room push small objects behind the bookcase until the diamond appears behind it.

**D09:** Pull the top off the cooker on the right. Let the bird out, now jump into the cooker and pick up the diamond.

**D10:** Stack up objects on top of the furniture on the right. Climb on top of the objects when the bird is near enough you will be able to pick up the diamond.

**D11:** Move the tables and chairs around so you can get into the top hand corner. The diamond is in this corner.

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**EXTRA TIPS**

- If a rat eats some cheese it stops moving for a while.
- If you drop the bird cage, the bird will keep clear from it.
- If you pick up a white glass some of your energy will be restored.
There's no need to have nightmares about this game any more because it has been excellently mapped by Michael Turner of Stoke Gabriel Nr Totnes. £30 of software for this Michael.

**Knightmare**

**KEY:**
- **= WALL**
- **= UNLOCKED DOOR OR OTHER EXIT**
- **= LOCKED DOOR**
- **= OLD MAN WITH MAGIC STAFF**
- **= TORCH**
- **= ROCK**
- **= FOOD**
- **= GOLD**
- **= WATER**
- **= SWORD**
- **= POISON**
- **= SCROLL**
- **= MAID WITH LOCKET**
- **= WALL MONSTER**
- **= MAGIC STAFF**
- **= ATTACKING SOLDIER**
- **= ROOMS WHERE PITCH CAN BE BURIED**
- **= FAT**
- **= OPENABLE TRAPDOOR**
- **= HEADLESS GHOST**
- **= EXECUTIONER**
- **= KING MERVUT**
- **= DRAGON**
LEVEL 7: PSEUDONYMOUS

We're very lucky to still be in business here at Cheat Mode, the management have been closing down motels here, there and everywhere! Crossroads was one of the first to go, but that was probably because they didn't have any cheat modes!

SABOTAGE

The passwords for each level are: LEVEL 1: NONE NEEDED; LEVEL 2: BUMBLE BEE 2; LEVEL 3: HONORARIUM 3; LEVEL 4: PHENOMENON 4; LEVEL 5: ONOMASTICS 5; LEVEL 6: SALMAGUNDI 6; LEVEL 7: PSEUDONYMOUS; LEVEL 8: SONOMATOPIEA.

IMPACT

The passwords for the levels are: EGGS, CHIP, LEAD, TICK, CASE, FACE and USER.

(Collect: Thistle)

HYSTERIA

Go to the redefine keys option now start off with infinite lives.

(Collect: Steven Bird)

MULTIFACE ROUND-UP

I have amassed quite a collection of these quick and easy Multiface 1/128/3 POKEs over the past few months so I thought it was about time I printed a few of them. Below is a collection that I've printed in alphabetical order. The hackers of this little lot are Steve and Ricki, Stephen Ellis and Alex Higham.

ANKYROND

Define your keys as 'YXES' and you will hear a little ditty. Redefine your keys again if you wish. When you begin the game you will now have infinite lives.

(occupant: Bernard Lequay)

SABRE WULF

As written by Robin in issue 11. To be immortal, become faster, have no animals and not have to collect the amulet. POKE 44786,0 just before the PRINT USR command in the loader. Then type RUN and load the rest of the program.

PYJAMARAMA

Alongside I made a boob last month with the mention that a Through section and don't forget, if you want an older game hacked then write in, I might be able to help. This month Ian Carter has asked for POKEs to Ultimate's Sabre Wulf. I have included them plus Booty and Pyjamarama routines by Mark Flattery and Atic Atac from Scott Hulton.

PYJAMARAMA

BOOBY

As written by Robin in issue 11. To be immortal, become faster, have no animals and not have to collect the amulet. POKE 44786,0 just before the PRINT USR command in the loader. Then type RUN and load the rest of the program.

ATIC ATAC

Atic Atac's Yup, we have sound effects in FLASHBACK as well as groovy logos! Thanks for all your older POKEs to fill up this section and don't forget, if you want an older game hacked then write in, I might be able to help. This month Ian Carter has asked for POKEs to Ultimate's Sabre Wulf. I have included them plus Booty and Pyjamarama routines by Mark Flattery and Atic Atac from Scott Hulton.

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PYJAMARAMA

BOOBY

ATIC ATAC

BOOBY

ATIC ATAC

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experienced on home computers.
A further look at Scetlander's products, including their Basic Mathematics and New Community suites

OF TIME AND SPACE . . .

Environmental studies is now a core area in the curriculum for the 10-12 age range, and SCETLANDER's New Community programs can form the motivational centerpiece for work in this area. SCETLANDER tell me that since the reviews of their software appeared in the last CRASH COURSE, they have received a number of enquiries. They can be contacted at 74 Victoria Crescent Road, Glasgow G12 9JN.

BASIC MATHEMATICS

Subject: mathematics
Price: £20 (for the suite of eight programs)
Age range: 10-13 years (remedial)

THE first four programs in this suite — Angie Estimation, Digit Addition, Dice Multiplication and Fraction Identification — were reviewed in the last CRASH COURSE, and SCETLANDER tell me that a fair amount of interest was generated. The final four programs again cover a range of skills in basic mathematics.

Units: This is a simple drill and practice program where the pupil has to identify the units, tens and hundreds in three-figure numbers. The pupil is presented with a series of questions and must type in the number of units, tens and hundreds. and the program finishes when ten questions have been answered correctly. A question might ask, for instance, how many units are in the number 365. If the pupil answers 365, he will be told that he is correct, but that this could also be expressed as three hundreds, six tens and five units.

Three attempts are given at each question, and at the end of the program the number of questions asked is shown, together with the percentage correct. Although not particularly interesting or entertaining, this is quite a useful reinforcement aid for pupils with learning difficulties.

Reading A Scale: Another drill and practice program, the aim is to give pupils practice in reading a scale which is numbered 0 to 6 with divisions of 0.1. The pupil must first begin by choosing the type of questions to practise: he can select whether the arrow in the question is to point directly at one of the whole numbers on the scale, to a division such as 2-4 or 3-5, to have the arrow halfway between two of the divisions eg. 2-5 or 5-15, or to have a mixture of these types of question. Ten questions are asked and the pupil can have up to three attempts at each before the correct answer is shown. The program ends by displaying a score table thus providing some feedback on pupil performance.

This is another uninspiring type of program, but it does provide the sort of practice which some pupils need.

Join The Dots: A much more motivational program, Join The Dots is in the form of a game for two people who take it in turns to join the dots on a grid to make boxes. The winner is the one who makes the most boxes. The aim of the game is to provide practice in using co-ordinates, and to overcome a very common problem whereby pupils mix up the X and Y co-ordinates or fail to see the connection between a point and its numerical co-ordinates. The game format of this program is a way of giving pupils a means of rehearsing their knowledge of Cartesian co-ordinates (first quadrant only) without having to go through endless repetitive jotter exercises; it is not an attempt to teach co-ordinates from scratch.

At the start of the game, the pupils are presented with a 6 x 6 dot grid, and then it is turn in turn to join one pair of horizontally or vertically adjacent points with a straight line. The pupil specifies the end-points of the line to be joined by giving their co-ordinates, and any attempts to join diagonally-connected points or non-adjacent points will be rejected. The teacher can change the number of boxes required to finish the game, from 1 to 25. Pupils enjoy playing this game, and the program provides a welcome alternative to worksheet exercises.

Time: The final program in the suite, Time aims to provide practice in settling the hands of a clock, writing times in am/pm notation, and using the 24 hour clock. If the first of these alternatives is chosen, the pupil is presented with a time on the clock face and must type in the time in am/pm notation as selected by the teacher. If the am/pm times option is chosen, the pupil is given a series of questions in this notation and must use the arrow keys to set the clock to that time, and then specify the time in 24 hour notation.

Conversely, using the 24 hour times option, the hands of the clock must again set before the time is converted to the correct am/pm equivalent. In the final option, the pupil is given a series of questions in words (for example, half past six) and is required to set the clock and specify the time in 24 hour notation. The teacher can predetermine the number of questions to be asked and whether the time intervals are 15.5 or 1 minute. There is also the option for the teacher to check pupil results and to print these out. This useful little program provides both reinforcement for pupils, and a diagnostic assessment for the teacher of areas of weakness.

COMMENTS

The full suite of eight programs represents a useful classroom resource for selective use by the teacher. Although no attempt is made in the drill and practice programs to inject a level of entertainment, and though the visual presentation of all the programs in terms of colour and use of graphics, is rather uninspiring, the Basic Mathematics suite does act as a very helpful reinforcement aid for the slower learner.
Subject: environmental studies
Retail price: £40 (for the suite of ten programs)
Age range: 10 years and over

THE NEW COMMUNITY suite of programs represents an attempt to explore certain concepts and skills in the area of Environmental Studies. The suite encourages pupils to think about the group of their surroundings and focuses on six main skill areas: researching, interpreting, experiencing and feeling, relationships, and positive attitudes.

The suite contains ten different programs from which a teacher would be able to select those most suitable for teaching a group of pupils. The topics covered include site selection, finance, water and sewage systems, matching houses to family needs, and judging the priorities of a project in the context of the curriculum.

Housing Sites

In the first stage of this program, the children are asked to choose a suitable site for house-building. A map appears on the screen and a flashing arrow indicates the feature which the pupil must first define: river, road, bridge, and so on.

The next stage involves the revision of scale: the scale is shown, and the pupils are given to three attempts to answer questions such as, ‘Is it...-metres to walk from A to the bridge?’

The following sequence reinforces the meaning of contour lines, and questions occur regarding the relative accessibility of access to the various sites. Finally, pupils are asked to choose a site for house-building and write about their choice. The map is shown in attractive colours with quite good graphics, and the program as a whole would provide a useful stimulus for group discussion.

New Town Sites

This program attempts to show some of the environmental factors which must be considered before the selection of an area for the new settlement. The program is designed to link the development of a new town with the pupils’ ideas. To begin with, the pupils have the option of seeing an explanation of the map symbols, before the map is built up on screen one feature at a time. After the description of each feature, pupils are invited to draw a box around the feature on the screen, and could provide the motivational centrepiece for a wide range of activity.

New Town Glossary and Spellbound: Both of these are drill and practice programs which test a pupil’s understanding of a word, and could provide the motivational centrepiece for a wide range of classroom activity.

Water Purification System and Sewage Works: The aim of each of these programs is to show the processes involved in water purification and sewage treatment which really does introduce to the pupils the concept of planning which lies behind the appearance of new housing developments.

House Match 1

As the title suggests, this program is designed to give sensible and useful ideas for the integration of the program into the real context of moving a family to a new home. The program aims to allow the teacher to tidy up the software, covering skills in language and number work as well as many other learning activities.

THE NEW COMMUNITY package represents an excellent value for money and covers an area of the curriculum which is increasingly seen to be important. A whole family is provided around the software, covering skills in language and number work as well as many other learning activities.

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SINCLAIR USER

Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX.
The summer lull has hit adventures as strongly as arcade games. Fortunately the quality of mail-order adventures remains high; this month one even features a female main character. As there are plenty of female adventurers it might be a good idea if programmers were to supplement their long list of heroes with one or two intrepid heroines ...

ACHETON

Topologika, £9.95 disk only

Last month I reviewed Topologika's Countdown to Doom, an extended (text-only) version of an adventure previously released by Acornsoft. Acheton, another re-release didn't need any extending - it already had one of the most complex and convoluted adventure environments ever devised. Very much in the style of the archetypal Colossal Adventure, it combines a progressive science fiction scenario with the more traditional treasure-hunt theme. The Ruling Council of Acheton issues a monumental challenge to sentient life-forms everywhere: explore the planet, discover the secrets of its magic locations and risk death to find as much treasure as possible to boost your reputation as interplanetary challenger supreme.

The journey begins modestly enough outside a farmhouse. You enter it and find a set of...
standard adventuring equipment: an empty bottle, a bunch of keys and an oil lamp. A little more exploration reveals a massive network of bizarre underground caverns. Acheton is a planet of many secrets: magical laboratories, secret harbours, complex mazes, dangerous dungeons, gardens and cliffs are all concealed in a complex subterranean environment.

There are numerous treasures, ranging from jewel-encrusted orbs to antique paintings and violins. Unfortunately just picking them up isn’t good enough - you have to take them back to a safe near the entrance of the labyrinth. This is easier said than done - some routes are extremely difficult to negotiate while carrying certain objects. Should you try to close the safe door before you’ve collected enough, the Ruling Council gives sneering voice to its contempt.

One of the more justifiable criticisms levelled at this type of game is that long stretches of time are spent wandering around sets of forbidding but mostly empty caverns. Not so Acheton - budding magicians need to have their wits about them all the time.

Innocuous looking torture chambers are more than likely to spring into life, the plants in the wizard’s greenhouse are more dangerous than they look and gaping chasms are just waiting to swallow innocent adventurers up. Should you fall prey to a sudden and untimely death, you may find that both lover and dad have been crushed before you’ve even had a chance to save them.

The PAW ed parser accepts complex input and responds fairly well to different wordings of a particular command. There are the odd limitations but they’re hardly the sort to bring you to a grinding halt as you flounder for the right words. Interesting use has been made of adverbs. Rush into action without a moment’s thought and you may not succeed; behave with a little more care and, who knows, all your problems may be solved?

Like Cloud 99, which gained 75% last month, The Jade Stone (which has been around for a while now but for various reasons never reviewed) is an extremely refreshing and playable adventure. Its unusual and light-hearted tone should appeal to all those who fell in love with the Jewels of Darkness trilogy and adventures of that ilk.

LIFE is all romance and roses for Amora. Daughter of Lord Senidea and heiress to the kingdom of Nulom, she is engaged to her childhood sweetheart Amanton. Fiancé and father haven’t exactly been on the best of terms so when the evil sorcerer Mallumo indicates that he is about to declare war, Amanton rushes off in a valiant attempt to sort him out. Amanton is no he-man - in fact he’s a bit of a wimp and it’s not much of a surprise when the ransom note arrives. While the enraged Senidea rallies his army and charges off, the aged Sajo is ‘getting older by the minute’.

Amora encounters many travellers on her intrepid quest and a little measure of interaction is necessary with all of them. This is where the casting of a woman as the hero becomes particularly interesting. Success depends on a strange mixture of feminism and femininity. Unlike Amanton, Amora isn’t afraid of a little sword-play (she can more than hold her own when it comes to fighting a battle) but she lives in a world where (quite realistically) brain is as important as brawn: she often has to fall back on qualities of intelligence and compassion - what some people might call feminine intuition! Suffice it to say that it’s a good idea to take a needle as well as a sword on your travels.

In fact, the puzzles are fairly straightforward (with some rather complex plot twists towards the end) and very suitable for beginners. Typing HELP often provides you with a useful clue and if you’re on the right track to a solution but haven’t got it quite right, the program almost always tells you.

and no RAMSAVE option so it’s

£9.95 direct from Topologika at
FREEPOST, PO Box 39, Stilton,
Peterborough, Cambridgeshire,
PE7 3BR

OVERALL 87%

some of the locations have graphics. Although carefully drawn, they’re hardly elaborate but definitely contribute that little extra to the atmosphere of the game.

The descriptions are characterised by a very humorous tone. The EXAMINE command is particularly rewarding and very often initiates a pithy, light-hearted response. Your dad turns out to be ‘plump, short-tempered but generally harmless and extremely thick’ while before your very eyes, the white-haired Sajo is ‘getting older by the minute’.

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Time and co-operation are of the essence. Either for too long over a problem and you may find that both lover and dad have been crushed before you’ve even had a chance to save them.

The PAW ed parser accepts complex input and responds fairly well to different wordings of a particular command. There are the odd limitations but they’re hardly the sort to bring you to a grinding halt as you flounder for the right words. Interesting use has been made of adverbs. Rush into action without a moment’s thought and you may not succeed; behave with a little more care and, who knows, all your problems may be solved?

Like Cloud 99, which gained 75% last month, The Jade Stone (which has been around for a while now but for various reasons never reviewed) is an extremely refreshing and playable adventure. Its unusual and light-hearted tone should appeal to all those who fell in love with

THE JADE STONE
Marlin Games, £2.95
Author: Linda Wright

Amoro's journey, which is divided into two parts, begins in the comparative comfort of her father's palace and winds via a couple of villages, a forest, a marsh and a seemingly impassable canyon to the final showdown in Mallumo's castle. To fit all the text into 48K, only
**KINGDOM OF HAMIL**

Topologiaka, £9.95 (disk only)

**Author: Jonathan Partington**

Topologiaka's second slot this month concerns a troubled and divided kingdom. As the rightful heir to the throne of Hamil, you were kidnapped in early infancy. As you grow older you are able to devise plans for escape and to travel through the maze, long and exhausting journey, finally reach the shelter of a primitive chapel within the confines of your defunct kingdom. It's not long before you fall into a deep and dreamless sleep. As you wake you realise that the chapel is surrounded by enemies on all sides; to leave it would mean almost certain death. The chapel is surrounded by a piece of slightly whiffy steak and a bicycle lamp. Perhaps there is an ally of your own which isn't always necessary. The potential for limited conversation is treated very realistically; people are much more keen to gossip about each other than to reveal facts about themselves. Once you've betrayed their trust by attempting to attack for example, any chance of co-operation has, quite naturally, been forfeited. Occasionally you might not be quite exactly what it is that you want; ask and you might just be lucky enough to receive. Puzzles are a little more daunting, although not by means always straightforward. The fact that the adventure consists of a fairly pedestrian one is made easier to define immediate objectives. If you really do get stuck, typing HELP provides you with one or two clues. It's important to note that your ability to perform certain actions depends on the status of your health. Fighting and taking in the damage you reduce and increase strength respectively. Typing ME or STRENGTH will inform you of your current health status.

*Enter at your own risk* was written using Gilsoft's PAW and exploits most of its excellent features for a very complex command, X for EXAMINE and recognises RAMSAVE. It's occasionally tasty above the exact input to complete a particular action and on one or two occasions you find yourself fumbling desperately for the precise words. Most actions can only be phrased in one way and more often than not there's no indication of exactly how that should be. A few more clues in the object descriptions or a VOCAB command, to prevent verbal deadlock, would have been helpful.

Despite these relatively minor, but occasionally very annoying, bugs, *Enter At Your Own Risk* is a competently presented and, on the whole, enjoyable adventure with one or two striking ideas. The parser doesn't exploit the potential of the PAW to its full but, as long as you're prepared to put up with a slightly pedantic parser, £2.95 is a small price to pay for a few hours of entertainment. *Enter At Your Own Risk* is available from Stephen Flint, 5 Harrison Road, Stapleford, Nottingham, NG9 8GP. The disk version, which has no extra features, costs £5.95.

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**OVERALL**

**VIRUS**

S.A.E.C., £2.99

The future of Spectrum adventure games hangs in the balance. M, X, a renegade Time Lord plans to infect all of them with a deadly character-killing virus. Doctor Goo leaps into his time machine and travels to the planet Alim in a desperate attempt to stop the dastardly plot.

Ailinam has two contrasting climate zones and a several amenities open to locals and tourists alike. They all require a certain amount of money - a commodity which the eccentric doctor patently lacks. Ailinam requires careful searching provides him with a small number of coins - just enough to help him a little further in his quest. As long as you make careful use of them and

**OVERALL**

78%
doesn’t squander away his newfound wealth in the amusement arcade he should be able to travel all over the planet, discover the secrets of the housing estate, learn of the sorrows of Tony, the chip shop owner and finally reach the nerve-centre of the virus operation itself.

A little interaction with Alinam’s inhabitants, from witch to mechanoid droid, is definitely called for. There is ample opportunity for conversation although the violent approach can be as effective as a more concerned and compassionate one. The only language most traders understand, however, is the language of money.

Whereas characters are likely to respond in a rational, if sometimes idiosyncratic manner, object-orientated puzzles are far less logical. You’re likely to hit on certain solutions by accident rather than design although occasional clues, given in response to the EXAMINE command or by other characters, should stop you from getting completely stuck. In moments of uncertainty it’s best to rely on a combination of imagination and the list of acceptable vocabulary called up by a WORDS command. Doctor Goo’s response to successful completion of a puzzle, in characteristically eccentric and scattered phrases, makes up for the trouble you might have experienced in attempting to solve it.

Sudden death, claim S A E C, is not a feature of this game. They speak with their tongue lodged firmly in their collective cheek. As everyone knows, Time Lords never die – they simply undergo a continuous round of bodily transformations. If he’s caught, a particularly nasty metamorphosis is forced on the good Doctor Goo. Death is an impossibility but what could be worse than an eternity of living death?

Virus, like The Jade Stone and Enter At Your Own Risk, was written using the PAW. As usual, the program accepts complex sentences (not much for adverbs) and RAMSAVE. There is little allowance for alternative wordings of a direct command but the vocabulary list usually helps you out on those occasions when you’re really stuck for words.

Another example of a competent and slickly presented PAW ed adventure. Virus doesn’t exactly stand head and shoulders above the crowd. It does present a perfectly playable, light-hearted and enjoyable challenge, though, and as long as you’re not too fussy, is unlikely to leave you feeling cheated of your £2.99. Virus is available directly from S A E C at 4 Kilmartin Lane, Carlisle, Cumbria. The final message runs: The Master thief inspects the items you have ‘obtained’ and says ‘Excellent – you got everything. This is a most impressive performance, worthy of the Guildmaster himself. May I be the first to congratulate you and officially welcome you to the ranks of the Guild of Thieves.

Congratulations, Mr Lawson, The Guild of Thieves Superhero! I wonder how long it will take before we feature a Jinxter Superhero in Adventure Trail...

GREMLINS
Liverpoolian JAMES DUFFY

This run into problems in the garage.

OPEN VALVE, LIGHT TORCH, WELD SNOW, TAKE LADDER. You don’t need the snowplough.

IMAGINATION
GRAHAM ALLISON from Stoke-on-Trent has sent in a very long list of questions:
1 What’s the bucket of coal for?
2 Where are the chips?
3 How do I fill the oil can?
4 What do I need to move the rocks?

SUPERHEROES

First I finished The Guild Of Thieves at 1.32 am on Sunday, 3rd April, claims Mr R Lawson from Cumbria. The final message runs: The Master thief inspects the items you have ‘obtained’ and says ‘Excellent – you got everything. This is a most impressive performance, worthy of the Guildmaster himself. May I be the first to congratulate you and officially welcome you to the ranks of the Guild of Thieves.

Congratulations, Mr Lawson, The Guild of Thieves Superhero! I wonder how long it will take before we feature a Jinxter Superhero in Adventure Trail...

SOLVE IT

A little interaction will help.

With Regret...

Last month I failed to mention that Haggis’s adventure Monster is available only on 128K cassette. (Put a witty comment here; Steve: Sorry, Sam – couldn’t think of one — Ed.)

Clubbing Together

The Spectrum Adventure Club has asked me to give them a mention. They seek to bring together artists, designers and Spectrum programmers so that they can benefit from each others’ talents. Membership is 50p per quarter and newsletters are issued every two or three months. Anyone who’s interested should contact the club at 21 Winchester Avenue, Cardiff, CF3 7BT

Bamboozled? Successful? Smug? Remused? Send your tips, queries and comments on adventures old and new to SAMARA’S SIGNSTUMPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

The most interesting are published but I’m afraid that personal replies aren’t really possible.

CRASH June 1988
GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

FREE OFFER

FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF IT'S A CRIME THE WORLD'S MOST POPULAR PLAY-BY-MAIL GAME

Write to:

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.
CRISIS? — WHAT CRISIS?

BRENDON KAVANAGH presents some more readers' reviews and reports on the progress of Avalon's inhabitants . . .

READERS' REVIEWS

Flaming June already. How time flies when you're having fun, eh? The PBM hobby is swelling - I have so many offers, news items and letters coming in that I don't know what to do with them! Not that I'm complaining; keep those letters rolling in. I'll find space to fit them in sometime . . . Anyway, there's plenty of good stuff here for you this month: the long awaited review of Crisis is here at last, as is a report of the goings on in Avalon. And let's not forget the generous offer from Spellbinder Games: FREE start-ups to all CRASH readers who write to Spellbinder; an offer unlike any other!

Crisis is a low priced and, shall we say, not over-complicated PBM strategy game. For some time now CRASH reader reviewers Mark England and Graham Rogers have been giving the game a good hard play. Graham has kept in touch with me on a regular basis since his start-up and it would not be true to say that he has encountered no GM problems. At one point he was dropped from a game for 'running out of credit' (which he didn't exactly do) but after a while good old Colin (Colin Filburn of Mystery & Adventure Games - the GM) came to his rescue and got Graham started up once more. I understand that his second attempt was fairly successful!

Now then, on to the End Of Game report. Sadly I do not have enough space to print both reports this month, but here is Mark England's view of Crisis for your reading:

A common complaint of postal gaming is that PBM games can often be slow to develop at the start of the game. In Crisis I found no such problem! The player is thrown into battle from the word Go!, and for the rest of the game there is little break from the bedlam of war. I'm sure that players rarely have more than one turn in a game of Crisis without action on at least one of their battle lines. By turn 20 in the game I played, only three players (including myself) out of the initial nine had survived.

Despite the excitement and speed of development, I do feel that Crisis has several shortcomings. Although it makes no pretence of being a complex strategy game, gameplay is still a little shallow and limited. The whole plot of the game could be simplified to the general elements of moving your troops around the map (too small in my game but now improved and enlarged), nuking your opponents and building factories to raise more money to manufacture more missiles and more factories . . . Quite simple really.

The turnsheet is nothing spectacular but it conveys the information required with accuracy. It lets you know where the action is, who is firing missiles at whom, who owns what (if you know what I mean), and how your own position stands.

Each turn, all players receives a newsletter containing general news and news specific to their own game. The best section of this small organ is The Rumour Board. This is where player interaction takes place. (Slanging matches are a regular occurrence here I can assure you! But all in good humour, of course.)

To conclude, I have enjoyed playing Crisis (mainly because of the speed of play). However, I do find it a touch simple when creating strategies and I'm not sure if I like it any better than before. However, I do believe that the game makes an ideal start into the world of postal gaming, mainly because it's cheap and not overly-complicated. But I doubt that the serious gamer would enjoy Crisis . . .

So there you have it, Crisis finally covered. But there's still a lot more I could say about the game! I eagerly await receipt of further information . . .

CREEPHOUSE

The Play By Mail Game

Become a creep, slime or wulffly try to be the first to escape the most daring, most haunted house in America. You will be competing against 40 other players and 60 computer controlled monsters.

Creephouse is a new play by mail game & uses 3D Adventure Vision which allows you to push & stack all the Creephouse furniture, fight other players & 5 different types of monster, and move north, south, east, west, up and down; featuring: Trapdoors, blood barrels, garlic stakes, gobble plants, vampire women, skeleton keys, locked doors, and much much more.

Turns are $0.95 each, The RULEBOOK, FOUR 3D FLOOR PLANS OF THE HAUNTED HOUSE, ENTRY CARD & TWO FREE TURNS are free. Just send your name & address to Project Basilisk (Craiz), P.O BOX 24, Sheerness, Kent. We will return a free Creephouse starter pack within 8 days.

FREE OFFER

SPECIAL START-UP OFFERS

Chris Dempsey of Spellbinder Games has been kind enough to offer MAILBOX readers free start-ups in a selection of the Spellbinder Games. To be quite honest, Chris offered these niceties many moons ago. Still, here they are now:

Spiral Arm is a low(ish) priced strategic science fiction wargame, very popular in the Flagship ratings. I have never played this game but every now and then somebody says something kind about the mixture of economics, warfare, strategy and diplomacy involved. Spiral Arm is a game involving exploration, the colonisation of other worlds, a bit of scapping and a fair amount of imperialism on a galactic scale. Players who do not like fiddling with numbers should perhaps avoid this one, otherwise the offer of free start-ups, rules and first three turns is a good one.

Keys Of Bled is an old but much-enjoyed fantasy game. The plot? You were the captain of an interstellar colony ship. You have since been forced to crash-land on a dubious world — all that survived the crash was yourself, 200 colonists and some livestock. It comes to your attention that intelligent life exists on the planet, that you will not be rescued (no SOS was made), and that you have the resources to survive on the new world. Here, the game starts. You decide upon your own objectives and play the game with
the aim of developing your character as you wish. The game mechanism is very flexible to allow you to do this. Keys Of Blood is a very well established game with a good following. FRP fanatics may enjoy this one. Again, the offer is free start-up, rules and three turns.

Worlds In Conflict was featured in my write-up of this year's PBM Convention. Anyone who tried to write to the address will have realised that it was incorrect. Oops! Anyway, Worlds In Conflict was described to me at the convention as a Play By Mail form of the TV science fiction soap opera 'V'. Factionalised alien invaders battle it out against factionalised human defenders of the planet Earth. There are 22 player positions in the game; 14 nations (USSR, USA and so on) and eight alien ships. The game strikes me as being a very complex one - a lot of economics and diplomacy is required just to survive, let alone attempt to win.

Combat is split into nine sections (these involve different types of fire and manoeuvres) and so must be carefully thought out. This is not a simple game of the bang-bang-you're-dead style; it's one for the thinkers amongst us - whoever they are. Once more, the offer is a free start-up, rulebook and first three turns. Not bad at all.

Right then, there you have it. Games there for all tastes, I reckon. Ah yes - I mustn't forget to let you know that Spellbinder have a new season of Phil Shulkind's Kickabout football game starting in June. There you are, I remembered. If you wish to take advantage of any of these offers then you can write to Spellbinder at PO Box 80, Wath-Upon-Dearne, Rotherham, South Yorks S63 7PR. Don't forget to send an SSAE if you are wanting further information on any of the above games!

Finally, here it is. An almost up-to-date report on what's going on in the world of Avalon. All five special CRASH games are going well, although the earlier games are a little more active than the later editions. Approximately 300 players are left in the running for Jade Games' prize to the winner - that elusive castle soon to be pictured within these very pages. Speculation could be made, but I feel it is too early yet to point out a possible victor. Unconfirmed reports have reached my ears that in April several young Squires were promoted to Knights. Congratulations! Your glory will be shared with the public next issue. As at turn number seven the top four placings were as follows:

1. COGAN LISTER
   (Squire - Game One) 897 points

2. BORAGO THE BIBULOUS
   (Squire - Game Three) 863 points

3. FRIKKON FIVE FINGERS
   (Squire - Game Two) 844 points

4. KING D'USUSILS MARAU
   (Squire - Game Four) 761 points

Well done, keep it up!

I was interested to note that BORAGO THE BIBULOUS in Game Three was 200 points ahead of his nearest rival in the same game (TELTRABB OF ULDRANLAN). Keep trying, guys, that castle could be yours yet!

Let us eagerly look forward to next month's update. Has COGAN LISTER been made a Knight Of Avalon? Argghh, the suspense is killing me...

**COMING SOON: KJC GAMES SPECIAL**

MAILBOX pays a visit to the KJC Offices at Cleveleys, centre of the Universe (alternatively, the middle of nowhere ... )

**CHRONICLES OF THE KNIGHTS OF AVALON**

Over 25,000 mapable positions; Unique line of sight vision; Over 20 different types of armour and weapons to choose from and dozens of different items to trade with; Play a mon-oger or human; 1000's of individual npc characters to hire, trade with, fight, speak to or learn from.

There are thousands of creatures within the land of Dark Blades, all are different and even the lowliest has OVER 70 elements built into its make-up to make it a true individual, with its own reactions and, dare we say, LIFE? Using the unique Gamma Operating system to control the game has created a living world inside a computer, where the game could go on even without players. You complete 10 tasks before being given your final quest and the first player to complete their quest wins their game and receives free game play in another game, as well as a chance to become the Champion of Champions.

**Don't delay the exciting experience of playing a LIVING ADVENTURE — send for your start-up package now!!**

The start-up package costs £5.00 and for this you get a rule book, full colour A2 poster-size map and two free turns, all enclosed in a full colour box to help you keep your turn sheets tidy. Further turns are £1.25 each - and we mean £1.25, there are no "HIDDEN" extras.

**1st Prize**

**Hacker**

the Golden Dragon

Dark Blades Play by Mail prize for the Champion of Champions. Hacker is 23ct Gold Plated and valued at OVER £1,000!

Size. Approximate using span of 12" and measures 12" in length.

Send your £5.00 (cheque/cash/postal order, no coins please) to: STANDARD GAMES PBM, Arford House, Station Road, Kings Langley, Herts WD4 8LF, or if you're STILL not convinced send a stamped addressed envelope for more details.
THE FUTURE'S SO BRIGHT...

Paul Evans finally manages to go M.U.D. wrestling

If I went up to someone in the street and said 'I'd like M.U.D.?', then they would probably think I was nuts - and I'd agree with them! However, if you were able to find someone on a Prestel chatline (or any other chatline for that matter), they would say 'Oh, that's fun! How's it going?'

Something equally boring: Street-cord chatters might say 'Great! See you!' Shades is two minutes! This is before Shades has become the only decent M.U.D. to be seen in.

Long but after the original until Micronet took interest in what it is! If there is room left after Genesis was the only group worth listening to, I was approached by another player who had used his fighting power to become a mercenary and was trading points for contracts on anyone lower than his rank. It cost 5 points to play the way Shades works; it has created its own universe and has many groups that work together, as well as independently of each other, to try and beat the system (warning: not all groups should be trusted - you are keen to seize your power!).

I think by now you should have a good idea of what it is. Its pars is fairly basic but some of the interaction commands are very good. All the commands for TeleTalk (such as 'POGO' or 'SMILE') are available and a full list is given in the on-line instruction manual. My favourite is the EMOTE facility. This enables you to perform actions that will be displayed on other people's screens. For example, when you type 'EMOTE bashes his head against the wall', the others see 'Paul bashes his head against the wall' on their screens.

If you don't like the Viewdata scrolling facility then you can switch to the accomplished system and its users.

The price of this pleasure is £1.62p per minute (£1 an hour) if you are a member of Micronet. It goes up to £1.30 per minute if you are only subscribed to Prestel. It's worth every penny!

It's almost impossible to summarise this journey into the unknown. All I can say is that it is not only an adventure for the in-ventor looking for a bigger challenge. Instead of interacting with the standard computer characters (whose reactions are predetermined) you are faced with real people whose actions will be different in every game you play. Some will stop at nothing to rob you of your treasure or power and really nasty Shadists won't hesitate to take pot-shots at you! You have to play it to sample the sense of adventure. It's a great way to learn new things and have a good time!!
Ten years have passed since the devastating war when the enemy secret Zargen missiles destroyed our civilization. The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their superimposed robots, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons. Your skill and their bionic powers are our only hope...
If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk." (Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even." (Sinclair User)

"A GOOD REASON TO BUY SPECTRUM +3" (Crash)

"MUlTIfACE THREE C
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**Fear**

**n** 1 an unpleasant often strong emotion caused by anticipation or awareness of danger  2 anxiety, solicitude  3 profound reverence and awe, esp towards God  4 reason for alarm; danger

**vt** 1 to have a reverential awe of  2 to be afraid of; consider or expect with alarm  3 to be afraid or apprehensive
FEAR is a stunning new magazine. A publication that will chart a wondrous course through the thrill of Fantasy, the dark dread of Horror and the mindblast of Science Fiction. These three related genres make up today's biggest single interest area in fiction, films and video and now the essential reading companion to this absorbing world is here at last. A magazine created to reflect the atmosphere and colour, the frisson and savagery of the imagination of the world's great writers and directors.

In Close Encounters Of The Third Kind, when the gathered scientists all stare skywards as the vast mothership regally descends, the emotion writ large upon all their faces is one of fear. And yet, clearly, they are not terrorised, horrified or even frightened - they are in awe, and later, their state of awe turns to one of reverence at the astonishing event they are witnessing.

Yes, fear does mean the state of mind traditionally associated with the word, but it also implies awe, reverence and most importantly - wonder.

FEAR is a publication that will keep you informed, is bound to make you think - and will definitely chill your bones. It will be Britain's glossiest and must stylish Fantasy and Horror magazine ever - so let it gnaw its way into your life . . .

FILMS - VIDEO

Fantasy films for the cinema have been big box-office since Star Wars, and with the advent of the video player, hire cassettes and masterpieces such as Halloween and Hellraiser, it has grown into a multi-billion dollar affair.

With special correspondents already in position in the United States, FEAR will bring you the very latest production news, interviews, profiles and - most importantly - reviews on films well before they are available in the UK, with the emphasis on plots, implementation, special effects and the creative drive of the directors and actors behind them. And that's not forgetting the many productions which never even reach the cinema, intended as they are for direct video distribution - another crucial area in which you will be relying on FEAR to let you know what's happening, when, how it was done and by whom.

BOOK REVIEWS

Films may be the most obviously visual outward expression of the Science Fiction, Fantasy and Horror genres, but the heart and core is its literature. Hundreds of titles are released every year, forming one of the largest slices of the book market - yet there has been almost nowhere for you to read reviews - until now.

FEAR will be in the forefront of bringing you authoritative reviews of the very latest fiction from both sides of the Atlantic, often using well-known novelists as critics. And FEAR won't be ignoring the news element, letting you know what to expect and look out for in the world of books.
FICTION

One unique aspect to FEAR will be immediately apparent: fiction. For the first time in years, FEAR will represent a vital outlet for short stories. We are commissioning internationally famous, best-selling novelists from the Fantasy, Horror and Science Fiction fields to write short stories for FEAR. Most of these authors love writing short stories, yet have very few publishing outlets for them and there is a huge readership begging for them. You can certainly expect to read stories from the pens of writers such as Shaun Hutson, Clive Barker and Ramsey Campbell in the first few issues. Not only the famous are catered for though, FEAR will also be looking for contributions from outstanding young writers who have not yet had the opportunity to publish—a chance, perhaps, for you to shine as well!

CLASSIFIEDS

You will want to contact thousands of other like-minded readers with low-cost small ads, whether you want to buy, swap or sell something, find penpals, discover access to private collections of knowledge for research purposes, advise others of club and society activities or let them know about your fanzines. FEAR's reader classified section will probably be the best way of doing it, and you can place a small ad for as little as £3.00 for 35 words (and a better deal exists for FEAR subscribers). The Personal classifieds are not open to trade advertising, but small ad semi-display rates are available on request.

FEAR is a bi-monthly magazine from Newsfield, publishers of Britain’s top computer titles CRASH, ZZAP!64 and THE GAMES MACHINE, and edited by John Gilbert who has been reviews editor for SINCLAIR USER, regular contributor to THE GAMES MACHINE and now brings his considerable knowledge and love of Fantasy and Horror to what will prove to be the most exciting and vital new publication this year.

In your first issue:

THEY LIVE!
Film maker John Carpenter on his latest offering PRINCE OF DARKNESS

SKIPP and SPECTOR
Brilliant new writing duo from the States, tell all on their new book THE SCREAM, and their collaboration with CLIVE BARKER on the forthcoming film THE BRIDGE

OKTOBER
Best-selling author STEPHEN GALLAGHER quizzed on his new hardback offering and VALLEY OF LIGHTS—out in paperback

NEIL JORDAN
The creator of COMPANY OF WOLVES on his latest offering

CUT!
We find out how the British Board of Film Censors decides on what we are allowed to see—and your chance to air your views!

FEAR FICTION!
When little girls want revenge, teachers should beware

THE EYE OF CHILDHOOD
Ramsey Campbell paints in blood...

Time-telling can go wrong for

THE DANDELION WOMAN
SF terror from Nicholas Royle

And a mystery story (he won’t tell) from Shaun Hutson

AND THEN THERE’S:

PAGES OF REVIEWS covering the latest film and video releases and book launches
NEWS AND PREVIEWS from both Britain and the States on novels and films we can expect to see later this year

HOW TO MAKE A MOVIE COMPETITIONS galore, with some very strange and exciting prizes

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John Carpenter says – THEY LIVE!

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FEAR
On sale from June 16

Please note: the contents shown on the Issue 1 cover above are only intended to convey an impression and may not be the same as the contents actually published in the first issue.
The graphics are clear and realistically animated. The wealth of moves and tactics available put this game in a league of its own. C+VG

“Match Day II has every option you could ever think of and loads more as well. The graphics are clear and well-animated. It’s the best football game around.” Crash

Written once again by Jon Ribman and Bernie Drummmond this NEW Match Day II is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer. Jump, head, volley and kick using the kick meter to move the ball from player to player with automatic deadball set ups and goalkeeper control. Diamond Deflection System™ ensures realistic ball ricochet and the action comes with full music and sound FX. If you want the very best in football for your micro then there’s only one choice... MATCH DAY II with multi-menu system makes the home computer come alive.

ocean is the registered trademark of Ocean Software Limited
JON BATES discards his blood-stained Marigold gloves in favour of a DX programmer and an equally blood-stained letter-opener...

HEY! I'm beginning to like this magazine— they've even got hold of pictures of my, sorry, our house for my articles.

Whilst hunting through the waste bins in some of the cabins of the motel, I found wrapped up in a very old copy of the Los Angeles Times the most marvellous DX2/27/100 programmer released from Quasar software and in comparison with some of the supposedly upmarket software for 16-bit machines it takes about (not accidental) of beating, in short it was better. And you get a whole load of new hands to boot— about 150 in all.

Quasar have taken a very visual approach to the program. Following a loading screen, the main work area pops up. Down the left hand side of the screen appear graphic wave displays of the envelopes for the four operators (I have no apologies for not going through an FM synth primer as there is a time and place for everything—and this isn't either). Underneath that is a scrolling window through which access can be gained to all the functions— basically either editing or transferring to and from the library, tape or the synth. Just to the left of centre, a set of four vertical bars show you the current configuration of the operators. Each bar in the figure to the right is in direct analogy of feedback set on operator few and not, as thought, the algorithm number. At the top of the screen is the name ascribed to the sound.

In edit mode you can move around the different sections, each being highlighted in a yellow when activated. One small nag here is that you can only round the screen on a particular parameter since editing is usually a matter of fine tuning just a few parameters, dabbling between two or three alternatively. This editing procedure proved a little frustrating. What I wondered were the chances of saving voice from the current state via arrows— or even better, the joystick control?

However, this is only a minor hiccup in what is a very powerful utility. I particularly liked the ability to get the DX2/27 to speak, either reading out straightforward commands or even more complex. It would have been even better if after each edit operation the DX2/27 had found a command so that if you didn't have to keep tapping your hands off to read on the editing page. It is a complex and very

All files and voices can be saved to tape but Quasar have not seen the potential of putting the DX on the move and can now be sent lots of money at their new address listed at the end of this article. Soon they will send me a DX7 programmer for review and the results of exhaustive testing by myself and mother will be revealed at a later date.

The Tech Tips Tape, now available at £3.99 (see last month), also contains some pretty nifty routines from Simon which convert programs for one interface to another, such as interfacing a Yamaha DX7 to a DX2/27.

>> Detailed loading screen from Quasar's Yamaha DX 100/27/21 voice editor and file manager.
MOTEL MAIL BOX

And now to the soggy pile of mail. Some of you have been forcing your way through by fair means or foul judging by the programs that have dropped through the Motel mail box. Out at all the music tunes and tapes that have been sent. I think the prize for the best goes to Michael from Chichester. He has worked overtime to present a deeply decorated and ordered music Machine. Michael, I would suggest that you take a good look at a good arrangement. If you are not sure where to begin; see if you can get someone to check your note value. In general, this applies to all the tapes sent in.

The other problem is that some combinations of voices cause additional unwanted harmonies to be generated when the parts are too close together. Although this could be turned to your advantage to create effects, it is generally unwanted. Anyway, I shall be offering our new editor the choice of staying a few miles away from a specialist games box into a bargain-priced general-purpose computer. This move has been predicted since 1982, although it was not technically feasible until the launch of the +3.

At last it looks as if the +3 is here to stay, despite its high price, because - as publishers know well - they are disposable products in an ever-changing fashion market. Software houses are breaking away from the 'toy market' image, taking advantage of the +3's standard ports, and bringing Spectrum users 'serious' applications software. It's not yet clear how this will affect the main Spectrum market. Machine-specific games will always dominate Spectrum software sales by volume, because - as publishers know well - they are disposable products in an ever-changing fashion market.

+3 is a valuable part of Amstrad's range, but it's a hybrid product: a CPC/Spectrum clone rather than a true Spectrum. At least for the time being, if you only want to use Spectrum-specific hardware and software, you're better off with a +2 and a Plus D or Swift Disk - but the +3 is gaining a unique character on its own.

It's interesting that Amstrad have put the price of the PCW 8256 range up to around twice that of the +3; they seem to be protecting the Spectrum's status on the borderline between games and serious computing.

There are strong signs that Amstrad have chosen a new direction for their mass-market entertainment computers. They've moved into music-making. DIY music is going to be a very, very big hobby, and an extension of home computing as distinct and popular as computing. As you've been paying attention over the last three years you will not be surprised to hear that they're moving into music-making. DIY music is going to be a very, very big hobby, and an extension of home computing as distinct and popular as computing.

The Studio 100 is a fabulous peripheral for a sampler or SpecDrum. At first, the Studio 100 is sure to sell well for other reasons. Staff In my local Curry's cynically reckon most punters won't know what it's for, but they'll buy it because it has more knobs and switches than anything else in the shop: 33 knobs, 7 faders, 22 switches, 21 buttons, 17 sockets and a lever.

Once people have got it, they won't be disappointed, as long as they can find time to play with it. We can expect a steady stream of interactive music products from Amstrad within the next few years.

CRUCIAL ADDRESSES

Phillip Rees: FREEP0ST, Brackley, Northants NN13 5BR, RAMM User Club (new address): 7/5 Crest Court, Shoot Up Hill, London NW2 3PG. Tel 01 492 1016
Graham (new address): 80 Bowsprit Point, Melton Old Road, London E14 8NU. Tel 01 987 3000

CRASH June 1988 63
DESpite its success in the specialist games market, the Spectrum has now been a general-purpose computer. Until recently it has been handicapped by an obscure operating system, no standard disks and a limited home TV display resolution. Locomotive Software have addressed all three of these problems with the launch of CP/M Plus for the +3.

CP/M HISTORY

When micros first appeared, models were all totally incompatible, like game machines today. After a while people decided it was a waste to rewrite programs for every new machine, so they dug out a program written in 1974 that would control disks and a simple display on any computer with an 8080 processor, or its souped-up successor the Z80. The program was called Control Program/Monitor, or CP/M for short.

CP/M was important because it meant that programs could be written once and work on lots of different machines without changes. All the machine-specific bits were handled by calling the control program. This was a bit slow and restrictive - it ruled out graphics and sound - but it was worth it, because you could buy packages of CP/M programs written - programming tools, business software, and text games like adventures. Many programs are available at just the cost of a disk and duplication - just a few pounds - from legal 'public domain' software libraries like PD-SIG (Tel: 0896 63298).

SPECTRUM CP/M

Spectrum CP/M only runs on the +3. It consists of a single three inch disk, brimming with 346k of files on both sides, and a hefty manual. It loads from the +3 'loader' option in about ten seconds, plus another ten while it automatically configures the serial port and an 11K RAM disk (drive C).

Once CP/M is loaded you have about 61K of fast memory free for programs, with room for 'paging'. Usually on a +3 the screen and ROM mean you only have about 40K free space, plus a 64K RAM disk. In CP/M up to 15K of otherwise unused memory can work as a fast but small simulated disk - useful when copying small files with only one drive. The rest of the 128K consists of the code of CP/M, which runs entirely independently of the Spectrum ROM.

CP/M COMMANDS

Spectrum CP/M Plus has 37 standard commands, but there's no maximum - the package includes facilities to make your own commands, in BASIC, machine code or by chaining together existing ones. If you type a word CP/M doesn't know, it automatically looks for a file of that name. If it's a program - or reads commands from it if you typed them - if the file is text. This simple scheme is very powerful.

+3 CP/M initially recognises 15 'housekeeping' commands. The simplest is TYPE, which shows a named file on the screen, waiting for a key between pages.

You enter DIR to find the names of disk files. DIR takes about 5 seconds to read and display a directory of 27 files - plus an extra eight seconds if you've just changed the disk, and the computer needs to update its record of the disk structure. DIR (SIZE) uses the separate machine code or by chaining together existing ones. If you type a word CP/M doesn't know, it automatically looks for a file of that name. If it's a program - or reads commands from it if you typed them - if the file is text. This simple scheme is very powerful.

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You have to print control characters like \texttt{CHR$(27);}";CHR$(27);";J", which means your program is aimed at serious programmers, and is very like IBM's GW BASIC or Microsoft's MBASIC. You enter program lines of up to 255 characters, but the syntax isn't checked at once, as it would be in ZX BASIC. If a mistake is found when the line is executed, you are then shown the line editor.

The BASIC editor works like the CP/M command editor, with extra tricks to move up and down between characters, and between specific character, and delete or overwrite chunks of text. You must tell the width of the screen line with the \texttt{WIDTH} command before it will work in 32-column or 80-column mode, or strange things can happen.

In BASIC, the keyboard functions are sadly inconsistent with the CP/M command-level – a common problem with early operating systems where every program has its own conventions. EXTEND A works like EDIT in CP/M, recalling the last line as long as you have not yet started to enter a new command. BREAK is ignored, but EXTEND C will stop your program unless you've protected against it.

Control G is the only way to make a sound, unless you resort to \texttt{OUT} instructions to control the speaker directly. Type Control G in BASIC, to hear a simple "beep" sound. In CP/M this only makes a sound when you print the character – not when you type it.

Display control is rudimentary, with no graphics commands at all.

MALLARD BASIC

Mallard BASIC is a 28K code file, it loads up in CP/M standard level in about 5-seconds, leaving just over 30K for file-buffers, variables and your program. Mallard BASIC is aimed at serious programmers, and is very like IBM's GW BASIC or Microsoft's MBASIC. You enter program lines of up to 255 characters, but the syntax isn't checked at once, as it would be in ZX BASIC. If a mistake is found when the line is executed, you are then shown the line editor.

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IN THE JULY issue I plan to survey lots of the +3 software previewed in this issue, concentrating on 'new' serious software – the business and programming tools that have been denied to Spectrum owners for the last five years. This will be good reading whether you've already got a +3, are thinking of upgrading, or just want to know what the new machine can do that the old Spectrum could not.

Don't be put off if you're still among the majority with a 48K system. It continues to cover the original Spectrum models, and cassette 128s, in this column. Next month I hope to announce some Tech Tape enhancements, and news of Lerm's cheap but powerful 280 programming tape, set to break the monopoly of HiSoft's DevPac. Don't miss CRASH 54!

I'VE RECEIVED LOTS of new and revised +3 programs recently, so I'm planning an in-depth survey next month. For the moment, here's a taster:

HiSoft (Tel: 0525 718181) have new Pascal and C compilers, in two versions. The +3 DOS versions support Spectrum colour and sound and cost £35. The CP/M compilers cost £50, but come with a screen editor and let you develop programs for other CP/M machines.

At the same high price they offer CP/M DevPac. That's the assembler they use to write their own programs, and has few of the annoying restrictions I found when I reviewed the Spectrum version in the March issue.

HiSoft also distribute CP/M compilers from other firms. Now you can run AsleC standard C. Nevada Fortran and even Cobol on a Spectrum! AsleC is big, costs £80, and includes floating-point maths and a built-in assembler, unlike HiSoft C. The Nevada compilers are aimed at students and cost £40 each.

+3 PLETHORA

Spectrum could not.

Machine cannot that the old

want to know what the new

are thinking of upgrading, or just

whether you've already got a +3.

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that have been denied to

business and programming tools

' new' serious software - trie

IN THE JULY issue I plan to survey

+3

ADDRESS

CARDHOLDER'S ADDRESS

NAME

ADDRESS

POSTCODE

PLEASE DEBIT MY VISA/ACCESS ACCOUNT £

(delete as applicable)

EXPIRY DATE

CARDHOLDER'S ADDRESS (if different from above)

ADDRESS

POSTCODE

Please send me a CRASH Tech Tape.

I enclose a cheque or postal order for £5.95 (£7.95 if my address is outside the mainland UK) made payable to NEWSFIELD LTD, or I am paying by VISA or Access with the special form below.

NAME

ADDRESS

POSTCODE

Please send this form and your payment to: TECH TAPE, CRASH, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

The Tech Tape is a compendium of useful BASIC and machine code routines, put together by CRASH readers and writers, aimed at everyone interested in Spectrum technicalities – there's lots of interest, whether you're a programmer, musician or user.

The resultant £9.95 program includes STAR BASE FOUR, or SpecDrum. The tape includes four excellent new percussion instruments – anvil, glockenspiel, cymbal and triangle – and four excellent new percussion

effects.

Spectrum's 16K ROM from tape.

To avoid copyright problems, it's

starts by loading a copy of the

ZX BASIC language

to run on the Amstrad CPC range!

The resultant 29.95 program

begins by loading a copy of the

Spectrum's 16K ROM from tape.

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Spectrum's 16K ROM from tape.
Red hot from the arcades, this official Taito coin-op conversion is the greatest blast around!

Xain, your mission is to rid the galaxy of all the Federation's enemies!

Planet after planet of the greatest action you've ever experienced and the most brilliant graphics you've ever seen!

ACE: the new name for the best in coin-ops!

Tel: 01 831 1801 Fax: 01 836 1725
ELITE DISH OUT THE GOODIES . . . IN THIS FANTASTIC BUGGY BOY COMPETITION!

WIN A SATELLITE DISH
Elite's *Buggy Boy* features some of the wildest, whackiest races ever run. Success over five different courses depends on a hair-raising combination of one-wheeled manoeuvres and split-second decisions at break-neck speed. You hurtle over precarious bridges, slalom through a series of hazardous gates and try to negotiate deep, dark tunnels without crashing your Baja Bug into the damp, forbidding walls.

The journey is risky, unreliable and definitely unsafe, but the rewards for the successful driver are great. His popularity soars, his buggy is crowned with glory and adoring onlookers go wild with appreciative joy.

This sort of madness is contagious, and Elite have certainly caught the bug. In an incredible, completely unrestrained fit of unbelievably magnanimous generosity they have agreed to give away an astonishingly valuable prize in return for the answers to a few triflingly easy questions.

1. What does the term satellite mean in astronomy?
2. What was the name of the first artificial Earth Satellite?
3. Who invented the communications satellite?
4. In what year was the first British satellite launched?

Write your answers on a postcard or on the back of a sealed envelope, remembering to enclose your name and address, and send it to SAT-ELITE COMP, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. All entries must be received by July 5. The decision of the appointed judges is final in all respects. So there.
SMASHING IT'S WAY TOWARDS YOU!
Out of the arcade into the computer... a fury of havoc and destruction straight from the Halls of Kairos.

CBM 64/128 £9.99c £14.99d
Amstrad £9.99c £14.99d
Spectrum 48/128K £8.99c + £12.99d
Atari ST £19.99d

U. S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
After only one month looking at your pixelated pictures the unfortunate MARK ‘Leonardo’ CASWELL has fallen ill (although we don’t think the two events are in any way connected – Ed). Holding the fort until Mark returns is DOMINIC HANDY...

Don’t Go Out

There’s nothing more risky than trying to convert a super screen from a 16-bit computer to the humble Spectrum. But as 15-year-old David Coles of Thringstone in Leicestershire proves, the Spectrum is not so humble after all. His superb picture of the castle in the game Defender Of The Crown (yet to reach the Spectrum) gains him this month’s £40 worth of software. His screen not only shows a clever mix of colour and detail, but also creates a tremendous 3-D perspective.

Ed Campbell sent in a great collection of SCREENs, all joined together by an impressive animated title page. In his Don’t Go Out picture, Ed creates an extremely atmospheric piece of artwork and his Smash It Up SCREENS combines humour and colour, resulting in a very lively picture.

There’s nothing more risky than trying to convert a super screen from a 16-bit computer to the humble Spectrum. But as 15-year-old David Coles of Thringstone in Leicestershire proves, the Spectrum is not so humble after all. His superb picture of the castle in the game Defender Of The Crown (yet to reach the Spectrum) gains him this month’s £40 worth of software. His screen not only shows a clever mix of colour and detail, but also creates a tremendous 3-D perspective.

Well, as our erstwhile editor Steve Jarratt always says, keep up the good work, and you might see yourself in ON THE SCREEN next month. Don’t forget to include with your tape/disk a list of software that you’d like if your screen gets printed. Remember the new software prize? It’s £40 worth of software for the best entry, and £10 worth for everyone else featured. And if you don’t want me to keep your entries, you must send an SAE!

Keep your ego happy and your software collection bulging: send your screen dumps to MARK ‘LEONARDO’ CASWELL, ON THE SCREEN, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Read on for news of another tremendous art competition...

OLD WINNERS: The following people have as yet not received their prizes. All issue 50’s winners – that’s François Breid, Nene Strom, Anthony Hann and Mark Otway, plus SIMAG issue 49 and Ed Campbell from this issue. Could they all send their names and addresses to Frances Mable at the usual address. Many thanks...
The Autumn Computer Art Show
Open to everyone...

Sponsored & Organised by CRASH, ZZAP! 64 and THE GAMES MACHINE

If you are a Spectrum, Amiga, Amstrad CPC, IBM PC, Commodore 64/128 or Atari ST owner, whether you're a professional artist or an amateur, the Autumn Computer Art Show is open to you!

The first public exhibition of art generated on home micros takes place on 16-18 September at Earls Court during the 1988 Personal Computer Show

Start getting your work ready now!

The form is below (and repeated next month) - details over the page...

Personal Computer Show Autumn Art Exhibition 1988

I would like my computer art to be considered for entry Newsfield's Autumn Computer Art Exhibition at the PC Show, Earls Court.

Name
Address
Postcode
Entrant's signature (or legal guardian)

Phone Number

Number of pieces submitted and computer:

1 machine: ____________________________
2 machine: ____________________________
3 machine: ____________________________

Please state the titles of your submitted pieces (delete disk/cass as inapplicable), followed by the FILENAME and Utility used. Any special instructions for loading or use of self-designed utilities should be written out on a separate sheet.

Title 1: (disk/cass) ____________________ Filename: ____________________ Utility:

Title 2: (disk/cass) ____________________ Filename: ____________________ Utility:

Title 3: (disk/cass) ____________________ Filename: ____________________ Utility:

I have enclosed a stamped addressed envelope for the return of disk/cassette.

I enclose extra payment for return package to be sent recorded/registered.

Please ensure the form is correctly filled out, that your cassettes/disks are all labelled correctly as per instructions on the reverse of this form, and that you have signed the form. Then send it, together with any separate enclosures, disk(s) or cassette(s) to:

Autumn Computer Art Show, Newsfield Publications, PO Box 10, Ludlow, Shropshire SY8 1DB
The Autumn Art Show

Open to everyone...

Sponsored & Organised by CRASH, ZZAP! 64 and THE GAMES MACHINE

From the entries received, approximately 30 works of art will be selected across all the formats by a panel of experts for exhibition at the 1988 Personal Computer Show at Earls Court. There, between September 16-18, over 60,000 people will visit the show and see your work if it is selected. And added to that thrill you will be able to sell your work to the public and there are prizes for the top entrants. So get to work now, read the small print below very carefully, please, and get your submissions in to us before the closing date.

CONDITIONS OF ENTRY

1. The Personal Computer Show Exhibition sponsored and organised by Newsfield Publications is open to professionals and amateurs. The Professional Category includes persons who earn a living from designing computer-generated graphics for art purposes, television, advertisements, games or any form of commercial display.

2. All entrants must be over 18, or if under 18, must have the consent of their legal guardian and their entry form signed by their legal guardian.

3. Submitting work for the exhibition and returning a signed copy of the entry form will be deemed as acceptance of all of these conditions of entry contained herein.

4. Any art/graphics utility, whether commercially available or specially devised, may be used. But all submitted works must be static – animations will not be acceptable.

5. All works must be submitted on a suitable disk, or cassette tape. In the event of a failure to load, entries will be contacted and requested for a replacement. Where supplied data can only be loaded within a commercially available utility program, the utility used must be stipulated on the entry form at the appropriate point. Where non-available utilities have been used (such as sort-devised programs), entries will not be accepted unless also accompanied by suitable loading programs and detailed instructions on their use.

6. Submitted work may not have been used before for any commercial processes, nor have appeared in printed form in any publication, nor be allowed to appear in printed form in any publication until after September 18 1988 without the prior consent of the Exhibition organisers.

7. Submitted work must, in the view of the judges, be original and not merely copies of existing media images, commensurate with artistic freedom to draw on ready-made images for inspiration.

8. All program data entered for consideration must run on one of the following computers: Spectrum 48K, Spectrum 128K (+2 and 3), Amstrad CPC 664/6128, Commodore 64/128, IBM PC. Atari ST, Amiga (any model). Works running on other machines will not be accepted.

9. The judges will consider submitted work within the context of each computer's capabilities and make every possible attempt to see that the final exhibition reflects the ranges of machines encompassed in point 8 above.

10. Entrants may submit up to a maximum of three works each. All cassettes and disks must be labelled clearly with the entrant's name, address and titles of works contained therein.

11. The final selection of works to be exhibited, and those chosen as prizewinners, will be at the sole discretion of the judges, and no correspondence may be entered into on this matter. Acceptances and rejections will be notified to all entrants by September 8 latest.

12. The organiser cannot be held responsible for the safe arrival of disks/cassettes. You are advised to despatch data either by registered post or recorded delivery and mark the packaging clearly as containing "MAGNETIC MEDIA". Disks/cassettes will only be returned if the entry form is accompanied by a suitably stamped addressed envelope. If you wish return to be by recorded delivery, then extra payment to cover the cost must be included.

13. Any submitted work carries an acceptance of first publishing rights free of charge in Newfield Publications' magazines. Exhibitors’ work will be made available for sale to the public at the Personal Computer Show in suitable printed form on an order basis, either framed or unframed (prices at the discretion of the organiser). Receipts of sales fees a 20% commission will be the property of the artist.

14. All exhibitions will be provided with free entry to the Personal Computer Shows on the public days (September 16-18). Though not a condition, it is desirable that exhibitors should be available for any attendant public relations exposure of the exhibition either before, during or after the show.
BURNING WITH EXCITEMENT???

We defy you to take up the challenge...Go on... Pick up the Keys...
SUPERCHARGED DESTRUCT
The thunderous world of destruction... the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.

Spectrum +3 £12.99
Spectrum 48/128K £8.99
Amiga £24.99
Atari ST £19.99
LURKING ABOUT ARE
THE HIDEOUS CREATURES
FROM OUTER SPACE

Generally received as the graphically most awesome coin-op game of the past year. Sega's Alien Syndrome is also one of the most imaginative coin-ops ever! Voted 'Coin-op of the Month' by Sinclair User (August 1987), they said, '...brilliantly conceived ... for excitement and playability I'd give it ten out of ten ... awesome.'

Sega's most awesome coin-op ever!

* Amstrad/Spectrum + 3 disc £14.99  C64 disc £11.99
ACE: the new name for the best in coin-ops!
Tel: 01 831 1801  Fax: 01 836 1725

screenshots from arcade machine
Gremlin's Skate Crazy, an outdoor sports simulation with a difference, is set for imminent release. Equipped only with a pair of roller skates, you are set the difficult task of increasing your "street cred" among followers and friends. Only the posiest, most daresdevil stunts impress, leaping with calculated aplomb from 45° ramps, negotiating dazzlingly swift 360° turns, jumping barriers and skating backwards with ever-sharpening turns. As long as you're confident you're bound to succeed.

Unfortunately confidence comes with practice and at first you're unlikely to have much of that. To save you from the embarrassment of landing gracelessly, red-faced and awkward on a hard, uncomfortable pavement, Gremlin are giving you the chance to enjoy the privilege of a private practice. Two pairs of high-class, booted roller skates are up for grabs – your "street cred" will never be in doubt again.

All you have to do is spot the eight differences between the two pictures shown. Circle the differences on the right-hand drawing, cut out the panel and send it together with your name and address to GO CRAZY WITH GREMLIN COMP, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB

Two first prize winners will receive a pair of roller skates, a T-shirt and a Skate Crazy cap. Additional T-shirts and caps go to 30 runners-up, and a further 50 runners-up will receive a copy of the game.

Entries must be received by July 5 and, as usual, the decision of CRASH's appointed judges is final in all respects.
Following the success of his latest masterpiece, Cybernoid, Rafaelle Cecco has been kind enough to let us in on the trials and tribulations that occur during the programming of his next game. Over the coming months he'll be relating his day-to-day problems and triumphs as he battles against attributes, software sprites and Z80 machine code in a binary journey into the future.

Stardate: 15 April 1988

Just when I thought it was safe to come out of hibernation after the completion of Cybernoid, the dreaded phone rings and I am greeted in a short moment of relaxation. Rafaelle blow dries his hair. I ponder over the significance of yesterday's meeting and decide that a long spell in bed will help me get over it. I may as well start by getting the boring stuff out of the way, ie— me. I come from Tottenham, London. I am 20 years old and started programming on a Z80 in year 1986. Games that I have programmed in the past include Equinox, Copout, Solomon's Key, Exolon, and most recently, Cybernoid.

The aim of this diary is to document all the successes, failures and mixed emotions that are part and parcel of developing new games. Just to whet your appetite, the project (as yet without a name that you'll be wary to hear) is to develop into a full colour, scrolling, thrust and think type of game (with the emphasis on thrust type of game). The game will be converted into Spectrum format data is ready to be incorporated into the main program.

This type of setup has many advantages over developing the program on the Spectrum itself. For a start you never have to worry about the Spectrum crashing as the program is permanently stored on hard-disk. The program's development time is cut down by a huge amount. The same setup can be used to program virtually any machine. The Amstrad CPC conversion was completed in less than two days after the Spectrum one. The aim of this diary is to document all the successes, failures and mixed emotions that are part and parcel of developing new games. Just to whet your appetite, the project (as yet without a name that you'll be wary to hear) is to develop into a full colour, scrolling, thrust and think type of game (with the emphasis on thrust type of game). The game will be converted into Spectrum format data is ready to be incorporated into the main program.

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After leaving school with a handful of useless qualifications, I stayed over a hot terminal at the now defunct Mikro-Gen for a year but soon became tired of the in-house atmosphere. I went freelance after leaving a violent and bloody programmers' revoloution. I still bear the mental scars and personality disorders as this day as I was only nineteen at the time.

As you can see from the photographs, a lot more equipment is used in developing Spectrum games than a single Spectrum and cassette-based assembler. The Spectrum is actually developed on an IBM compatible PC which runs a fast Z80 cross-assembler that can compile a 20K source

The graphics are all designed on an Atari ST, using the Advanced Art Studio. This package (programmed by my good friend Chris 'Sheba' Turner, who also features a 'man edition' that enables all the screens in a game to be chopped and changed very quickly. The ST-to-Spectrum graphics were converted after Spectrum format data is ready to be incorporated into the main program.

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Knowing that the game is to be scrolling, I have a fiddle on the PC, trying to weigh up the problems of horizontal scrolling on a Spectrum. However, this is going to be a lot harder than I thought, for a start the attributes will have to be devised, arranged to avoid colour-clash problems. I think that monochrome games are underestimating for a computer which can support eight colours.

Stardate: 21 April 1988

I spent most of today trying to decide the contract which has obviously been written in solicitor-speak (double-dutch). It's amazing just how horrendously professional this business has become. After a long time involves type only programmers and programming but advertising.
distributors, release schedules, public relations, artists, musicians and all manner of weird and wonderful people.

**Stardate: 22 April 1988**

I discuss the finer points of the contract with Andrew on the phone.

**Stardate: 23 April 1988**

Andrew Hewson turns up yet again, wanting to talk about the contract in my face (or a Saturday morning for God's sake). I pretend that I've changed my mind about the whole thing, but Andrew manages to see through my pathetic façade and we both sign on the dotted line. With tongue firmly in check, my girlfriend takes photographs of this historic Cracked Hewson contract.

**Stardate: 25 April 1988**

I decide to spring-clean my office ready for some hardcore programming next week. Phew! Two massive sacks full of rubbish, program listings and old magazines are thrown out. The amount of mess I create during the development of a program can be quite alarming at times.

**Stardate: 26 April 1988**

A state's Zynaps closely as this is the game that I consider to have the most outstanding scrolling on the Spectrum. Sometimes it's difficult to believe that the Spectrum has no hardware assistance. It's always worth checking out other games to generate a bit of competitive zeal.

**Stardate: 27 April 1988**

I've begun rewriting my graphics converter utilities to work on the Spectrum itself, rather than on my weather-beaten Philips CPM system. I used this old fogey to develop all my games right up to *Evasion*. It has now been superseded by the faster IBM compatible PC. I'll probably use the Philips as a giant door-stop or something. Any offer for the old beast will be greatly appreciated.

**Stardate: 28 April 1988**

I am being pestered to get my diary completed. Give me an inch and they'll take a mile. Nick Jones suggests a terrific way of improving the scrolling routine. It imposes a few limitations on how I can arrange the graphics, but it's well worth the sacrifice for the extra speed.

**Stardate: 29 April 1988**

Well, that's it for this month. Next issue I'll be concentrating more on the program itself and all being well, will have an up-and-running demo to show off.
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BEYOND THE ICE PALACE

Producer: Elite
Retail price: £7.99 cassette, £11.99 disk
Software Authors: Paradise

Beyond the Ice Palace there lies a mystical land caught up in a bitter battle between good and evil. Dark spirits are setting alight the forests, destroying the homes and livelihood of simple woodcutters. In desperation the ancient and wise spirits of the woods shoot a sacred arrow into the air. Whoever finds it is bound to destroy the powers of darkness or die in the attempt...

Running and jumping along a horizontally scrolling landscape of rocky caverns, moving platforms and precarious ladders, the chosen warrior attempts to penetrate the darker regions of his troubled land. Occasionally organic boulders block his path while walls raise themselves mysteriously behind him. Grotesquely shaped creatures emerge from the shadows: ghoulish monsters, gigantic caterpillars, zombies and butterflies bearing a deadly sting. Burly ogres hurl axes and fluttering insects belch out firebolts.

Contact with any of these results in the immediate loss of one of nine lives. Weapons, varying in strength and ranging from knife to firebolt, can be collected on the way. They have individual effects on different aliens, some of which need to be shot several times. A ducking action gives the player extra mobility when dealing with...

Better put your woolly jumpers on for this one

NICK

"Beyond The Ice Palace is yet another great game from Elite. It has the basic makings of a shoot-'em-up but the arcade adventure aspects make it much more interesting than your average blaster. All the characters in the game are excellently drawn and animated, and colour is also used well. There are some decent sound effects and a tune at the beginning (even on the 48K version). Some of the baddies can get really frustrating, especially when they just refuse to die on the sixth shot! All you can do is keep firing and dodging them until they give up. The option to call a spirit comes in useful and saves on the old finger work in sticky situations. Beyond The Ice Palace has plenty of content so you won't get fed up easily. Well worth the money."

81%

PAUL

"It just goes to prove that you don't need to lash out thousands of pounds getting a cool 'n' trendy arcade licence to produce a cool 'n' trendy arcade-like game. Beyond The Ice Palace is undoubtedly the best game to come from Elite for quite a while - much more fun than the likes of Buggy Boy and Ikari Warriors. The game could easily have been called Ghosts 'n' Goblins II as it’s just like the arcade game, but on a larger scale. The baddies contain a whole range of rough 'n' tough characters - each requiring a different killing technique - making it very addictive. But where Beyond The Ice Palace scores over other games of this large genre is in its clever use of colour. There’s just enough to create varied scenery but not an overuse creating scrolling problems. I suggest you carefully consider purchasing it - an old genre, well done."

85%
particularly persistent enemies. Two Spirits of the Forest accompany the warrior on his journey. When activated via the keyboard they sacrifice themselves in order to reduce the power of the enemies currently on screen; some are weakened while others are completely destroyed. Extra spirits and bonus icons, which boost points, are scattered around the hostile land.

A status display shows number of lives remaining, current score and number of spirits left. Should the hero succeed, the land to the north is saved; should he fail, there will be nothing but death, fire and destruction in the mystical kingdom beyond the legendary palace of ice.

"Considering it's so far north, the land beyond the Ice Palace is surprisingly colourful. Vibrant reds contrast boldly with the green skin colouring of most aliens creating a spooky, supernatural atmosphere to which even the inevitable moments of colour clash contribute. The main sprite is precisely drawn and well animated; even his flowing hair bobs up and down as he runs. In terms of gameplay the legendary land of 'goblins and ghosts' is rather like a sophisticated version of Ghosts 'n' Goblins. The number of weapons, the complexity of the landscape (which can usually be negotiated in several ways) and the variety of different enemies have been carefully designed to keep you on the edge of your seat. The sound, which is confined to one or two squirty effects, could have been improved and collision detection can be slightly inaccurate. Apart from that Beyond The Ice Palace makes for a slick, playable and extremely compelling fantasy arcade adventure."

**COMMENTS**

<table>
<thead>
<tr>
<th>Joysticks: Cursor, Kempston, Sinclair</th>
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<tr>
<td>Graphics: a clever mix of detailed characters and colour backgrounds</td>
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<td>Sound: jolly title tune with many varied and inventive effects</td>
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<td>Options: definable keys</td>
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<tr>
<td>General rating: Ghosts 'n' Goblins on a larger scale. Challenging and addictive, at a reasonable price</td>
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**FEEL THE POWER**

Behind A Computer Desk From

[Image of a computer desk]

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**CRASH June 1988**
**FRONTLINE**

Producer: Zeppelin Games  
Retail price: £2.99  
Authors: Spike & Michael Owens

A top class mercenary has penetrated maximum security headquarters in an attempt to get his hands on the secret missile plans housed in the laboratory. Taking the part of this highly trained, heavily equipped, super-fit Tighter, the player battles through several multi-directionally scrolling levels in an attempt to locate the coveted blueprints.

Derek Brewster's revenge

The enemy camp is brimming with soldiers, armoured tanks, motorbikes and jeeps. Pillboxes and trenches belch out a constant stream of bullets and enemy grenades hurtle through the air. The mercenary's initial arsenal of grenades, mines and bullets can be improved by collecting the additional supplies scattered around each part of the camp.

Although major injury is immediately fatal, the player can withstand a limited number of bullets. His decreasing energy rate is indicated on a status display.

Paul

"I can't say that this is the sort of game that I've chosen for releasing as my first game on the Spectrum, but Zeppelin have done it - and I dare say they'll sell a fair few despite its poor quality. Everything about Frontline is just not up to the mark. The graphics are acceptable, but could have been improved - the sound likewise. In fact the only impressive part of Frontline is the presentation, which is colourful and informative. There are many better shoot 'em ups at a budget price (U.C.M. for example), Frontline is just more run-of-the-mill stuff."

**COMMENTS**

Presentation: 53%  
Graphics: 35%  
Addictive qualities: 54%  
OVERALL: 50%

**SABOTAGE**

Producer: Zeppelin Games  
Retail price: £2.99  
Author: Nicky Rutter

The eight sectors of your planet are under alien attack. As a trained mercenary you do not hesitate in volunteering to clear each sector of enemy craft and hunt out the vital pieces of a blueprint which, when assembled, allow your ship's weapon computer to lock into the alien leader's fate is sealed.

The player battles through space over a vertically scrolling background of futuristic structures, bridges and platforms. Hostile enemy craft appear in various formations from above, and collision with any of these causes instant death.

It's all a Lightforce

Collectable lettered icons temporarily improve the defensive equipment of the player's craft. Forcefields provide a few moments of invulnerability, and pockets of gravitational acceleration increase speed.

Following a climactic confrontation with the sector's mothership, the player's vessel automatically lands in the alien camp. The player is transported into a maze of passages viewed from above. Carefully avoiding the flight of deadly birds, the complex is negotiated in order to collect a section of blueprint and return safely to the ship.

Successful completion of a level rewards the player with a password to the next, and the appropriate password allows access to any level at the beginning of the game. Once all the blueprints have been collected the alien leader's fate is sealed.

KATI

"Sabotage is an attractive and competent rendering of the ageing shoot 'em up theme with a couple of small variations: the password system (an effective antidote against the boring repetition of levels you already know back to front) and the maze element which comes as a welcome break from bombing and blasting. Although sound is virtually non-existent, the monochrome backdrops are suitably atmospheric, difficulty is nicely graded and the scrolling is smooth. All the elements of a compelling (if unspectacular) game are present; whether you take up Zeppelin's challenge ultimately depends on just how addicted to quick-fire blasting you are."

KATI

"Sabotage may appeal to you; contains crude characters and monochrome, negating the lastability of the appeal is doubtful. "

Paul

"Why can't people come out with something even slightly original in the budget market nowadays? The first stage of Sabotage is very reminiscent of FTL's Lightforce, except in monochrome, negating the whole point of Lightforce, which was its clever use of colour. The bonus stage is hardly worth mentioning; it contains crude characters and presents very little challenge to the average player (ie Nick Roberts). If you're after a simple and cheap Lightforce clone then Sabotage may appeal to you; I detested it though."

COMMENTS

Presentation: 50%  
Graphics: 50%  
Addictive qualities: 55%  
OVERALL: 53%
Son of the Gods, curse of his fellow men, Hercules is set 12 awesome tasks to exonerate the sin of murdering his children. Armed by his divine fathers he sets forth to face the hideous skeleton hordes and ultimately overcome the evil minotaur. To slay the damned is his only saviour in repenting his sins.

"Our blood is mixed, We are as one, Let no man or beast come between us, And let nothing deter us from our aim, To avenge the deaths of our parents, And destroy the Scorpians, DEATH TO THE SCORPIANS"

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BUGGY BOY

Producer: Elite
Retail price: £7.99 cassette, £11.99 disk
Author: Maz Spork from a Taito coin-op

Buggy Boy, a great success on the Commodore 64, has finally made it to the Spectrum. Leap into your race-tuned, customised Baja Bug and get ready to hurtle over five of the toughest, roughest, meanest and hardest race tracks ever devised. Select your course from the title screen, fasten your seat belt and get ready to race against the clock!

Each track is divided into four individual stages. The difficult cross-country terrain is punctured by black tunnels, narrow bridges and a forbidding array of obstacles. Successful drivers dodge, dart and swerve through complex formations of boulders, brick walls, lamp posts and trees. Particularly tough barriers are avoided by hitting one of the many logs that lie across the track; your buggy flies through the air, soars and lands with the greatest of ease on the other side. Driving over tree stumps and small rocks tilts the car on to two wheels, making it especially manoeuvrable when it comes to negotiating small gaps. Falling off bridges, crashing into the edge of tunnels, or colliding with trees, boulders and walls cause the buggy to explode. A new vehicle promptly takes its place but the resulting delay may seriously impair your chances of completing a track. Driving through time gates increases the amount of time allotted to the next stage of the course by two seconds per gate.

Bonus points are scored by weaving through the score gates and collecting flags which gain extra points for every sequence of five. Status displays show current speed, score, leg, number of flags in the sequence collected and a miniature map showing your position on the overall track. Complete each course with record points and your achievement is displayed as the ultimate highscore.

"To expect Buggy Boy to match up to the high standards of the coin-op is completely unrealistic. Some resemblance in terms of playability and control isn't too much to ask for, though, and Elite certainly provide you with that. It's just that 'some' doesn't turn out to be quite enough. The graphics are just about as good as they can be on the Spectrum and the programmers have managed to include a lot of the original features. Unfortunately, the buggy is slightly too slow and just too large. Unless you're going uphill you can't always see where you're going; successful manoeuvring is more a matter of luck than skill. When the vehicle tips to one side you might as well be playing with a blindfold over your head. Mind you, judging from the success of Out Run this isn't going to put anyone off. A lot of people are going to have a wild and wicked time speeding around the tracks - with a bit more effort they could have had a super-sensational ride."

KATI

"Buggy Boy, that fantastic three-screen arcade game has at last arrived on the Spectrum, with all the graphics, colour and sound of the coin-op machine. Well not quite! The graphics look good from afar, but up close they're just a mess of chunky blocks! Some levels are fun to play, especially the sections where you go over bridges and through tunnels. The courses don't seem to be all that different on the Spectrum, though: no footballs or slopes (as there are on all other versions), just a differently coloured background. I must say that I was disappointed with Buggy Boy, it just can't be happy on the 8-bit Spectrum."

71%

PAUL

"Elite's latest arcade tie-in suffers from the problem of the infamous Out Run - and, like the US Gold top-seller, you'll either love it or hate it. For those that want something that looks like the arcade machine there'll be plenty to be happy about. Visually the game is very similar to Super Hang-On, using lots of wacky colour on the main buggy - which is very large, often hiding most of the scenery - but leaving the rest of the objects colourless. However, due to the vast array of gates, trees, rocks and stones on the track, the game suffers terribly from locking up when too much appears on the screen - thus making it quite unplayable. If only the programmers had concentrated on making the game playable and addictive while ignoring the impressive visual aspects they'd have had an Out Run challenger on their hands. Sadly it suffers from all the same flaws as US Gold's product."

72%

NICK

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72%

COMMENTS

Joysticks: Cursor, Kempston, Sinclair
Graphics: the cluttered, but colourful, display creates strong visual problems when jumping over rocks and hills
Sound: average 128K ditties, with restricted - but similar - tunes on the 48K
Options: choice of five tracks
General rating: visually a good conversion, but lacking playability and addictiveness to make it a real winner

Presentation
Graphics
Playability
Addictive qualities
OVERALL
62%
66%
72%
68%
71%

CRASH June 1988
Producer: Gremlin Graphics
Retail price: £8.99 cassette, £12.99 disk
Author: programmed by Mark Rogers and Colin Dooley, graphics by Steve and Marcos

There's no rest for the wicked VENOM

Third time lucky for Gremlin

Merciless Matt Tracker sets off on another intrepid expedition
Matt Tracker's third appearance on the Gremlin label is fraught with personal anxiety. Miles Mayhem has kidnapped his son Scott and is holding him to ransom on the moon. Unless MASK's total control over the Peaceful Nations Alliance but if he holds out, his son may not survive. The only possible course of action is to orchestrate a clandestine rescue attempt; equipped only with his spacesuit, Matt resolves to undertake the dangerous mission on his own.

Teleporting onto the moon's surface he begins the perilous journey which is set against a horizontally scrolling lunar landscape of hills, depressions and vast stretches of deadly sea. Purple mountain ranges pucker the horizon while down occasionally allows entry to inhabited (but mostly deserted) parts of the moon base.

VENOM's defence systems are on full alert: blockbusters, deathbelch out ammunition while spheres, serpents and angels of realistic and animated characters with a wide range of colours and detailed graphics: a superb range of spot effects and animated backgrounds.

Sound: great title tune from Benn, with above average speed effects.

Options: definable keys

General rating: the superb presentation enhances a very playable and addictive game. VENOM Strikes Back will appeal to adventure and shoot 'em up fans alike.

Venom is definitely striking back with these great new adventures from Gremlin. It's basically just a horizontally scrolling shoot 'em up but it's just packed full of detailed graphics and challenging puzzles that will have you glued to your screen for hours. Right from the start of the game you're confronted a variety of nasties that all have their own way of destroying you. Once you've memorised the attack patterns then the game does get a bit easier and you can get further. I loved the way that once you enter a password you can go to that level through one of the four transporters. It saves a lot of time and stops the first few levels getting monotonous. Every screen is full of excellently designed objects and characters, all on an atmospheric background of moons and mountains. The animation on each screen adds a dimension of realism with rippling water and pretty detail! Brilliant characters are there's even a good game in there somewhere. VENOM Strikes Back is another great game in the MASK series.

Venom's centre of base and attempts to gain control of an enemy craft. Matt encounters supplies of four different types of protective mask which are accessed via the keyboard. Selective use of each of their properties dramatically improves his chances of success. The Penetrator temporarily dematerialises the body, allowing it to pass through solid objects, while the bouyant qualities of the Jackrabbit mask are particularly useful when negotiating long stretches of sea. Masks are collected in boxes of 99 units which count down as they are used.

Status displays show score, energy meter and current status of masks, while a scrolling message provides extra information where necessary.

As each level is completed, Matt decodes the password to the next. Typing this in at the beginning of a game unlocks the teleport gate to the appropriate level and another desperate attempt to rescue Scott.

Gremlin strike back with a vengeance! Graphically, MASK II was a definite improvement on MASK I; the sequel to the sequel goes one further in its use of colour and detail. Matt Tracker is cutely animated, down to the rhythmic turning of his head as he bounds along the moon's bright surface. Gameplay, very much in the style of Exolon and Yeti has the added bonus of freedom of movement; you can usually jump back into the screen you've just left, avoiding a VENOMous onslaught of enemy fire. The complexity of the unfamiliar lunar terrain and the properties of the different masks ensure plentiful variety. Learning when and where to use each mask is an addictive process of trial and error; there's nothing like a premature plunge into the sea or a sudden untimely re-materialisation to keep you going back for more. Scrolling is smooth, collision detection is accurate and control is surprisingly fast. It all contributes to a polished, sophisticated and extremely compelling arcade adventure. Ignore it at your peril! "Paul" 91%
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**CERIUS**

Producer: Atlantis
Retail price: £1.99
Authors: Graham, David and Adrian Shaw

The evil leader Rogorf is causing havoc on the planet Cerius. In a dastardly attempt to get the necessary iron ore to make his army of Phibiatrons even more powerful, he has enslaved the planet's peaceful people and has forced them into the mines. Not surprisingly, you are the planet's only hope. You enter your armoured Avenger V4 and set off on your journey through the series of flick-screen platforms and walkways that is guarded by a particularly fierce Phibiatron. These guards must be defeated to gain a letter of the scrambled code, which gives access to the next level. Meanwhile other Phibiatrons fly in from the left, firing ceaselessly. Each direct hit or collision reduces power points. Once power reaches zero the game is lost.

**KATI**

Apart from the fact that the playing area only takes up a quarter of the screen, Cerius is enjoyable and competently presented. The graphics are colourful, the Phibiatrons are carefully drawn and the gameplay is complicated enough to keep you playing for more than a couple of hours. In the end, though, probably won't be much longer than that. Very much like a watered down version of Exolon, Cerius doesn't present that high a challenge and your initial enthusiasm is more likely to be wooed away by one of the faster, more demanding games on the market with a great little game."

70%

**PROWLER**

Producer: Mastertronic
Retail price: £1.99
Authors: Icon Design

The outpost planet Ferantoo is under attack from alien Peradusians. Taking control of Prowler, the Northall G15-C assault craft, the player can choose from a selection of ten different missions and five difficulty levels (Rookie to Top Gun) as he attempts to protect his planet from the invading alien ships.

The mission is viewed from the cockpit of the Prowler aircraft looking over a 3-D environment of mountains and sky. Complex instruments, including an altimeter, vertical velocity and ground speed indicators are at the pilot's disposal, plus full control over the craft's height, speed and direction.

The position of the enemy is indicated on an adjustable radar screen. Once alien craft come within visible range they can be eliminated via a targetting system using five different types of missiles. Shields provide extra protection; a status display shows their current strength.

**CRITICISM**

- "At its best Prowler is a very bad simulation of an aircraft simulator; it certainly doesn't create any real sense of flight. Although the instruments indicate that you're hurtling through the sky at incredible speeds, the ground below doesn't move a single inch. The complex dials on the instrument panel are largely useless and there, presumably, just for show. There's not much action to speak of since it takes ages for the aliens to arrive (perhaps the attack was a false alarm). As for exhilaration and a sense of achievement - forget it. The only thing you're likely to get from this game is a headache. Either that or a burning sense of loss as you think of all the goodies you could have spent your money on."

13%

- "This must be the most confusing £1.99 anyone could ever spend. The instructions do little to help the player, just listing the numerous key functions, and reciting a pathetic little story of Ursa Minor Delta-V. The main screen display is much like infractor,

containing many gauges and scanners, but outside the shell of the craft is a bleak wilderness in which very little happens. My main criticism of Prowler is that it gives you no feeling of speed. There are plenty of power and thrust keys but none of them make very little happen. The various weapons available should also make the game a challenge to play, but they all have the same feeble effect on the alien ships. Overall Prowler is a very poor attempt at an earthbound 3-D Starfighter (itself a very simple game). Uneventful and unimpressive."

PAUL 29%

**COMMENTS**

Joysticks: Kempston, Sinclair
Graphics: appalling. No animation on a poorly drawn landscape
Sound: simple blips
Options: five difficulty levels and ten different missions
General rating: a smart Exolon clone at a cheap price

Presentation 80%
Graphics 75%
Playability 74%
Addictive qualities 68%
OVERALL 70%
The crowds are cheering, the players walk out on to the screen, the whistle goes and amidst squeals of snuffling excitement, the pokiest match of the season is about to begin!

The basic rules of this porcine game are taken from the coin-op, Pigs and Bombers, yet to be released in the arcades. One or two players join a group of intrepid piglets on a playing area marked out by a series of numbered, black time bombs. When the referee blows his whistle, all the pigs attempt to pick up the bombs and throw them at each other. Once dispatched, a bomb begins its countdown to explosion. Any pigs in the immediate vicinity of the blast die a sudden, untimely death. (Unlike their opponents, players have four chances to survive a fatal blast.) Particularly accurate or smart bombs (to clear the whole screen) and extra carrying power.

There are a variety of piggy pals to blow up, some wearing their cool shades and some almost in their birthday suits! Tim Follin's 128K music really gets the foot tapping and makes every pig look like he's doing a jig. Psycho Pig UXB is full of surprises and has some very nice graphics here and there, so don't hog all those blockbuster games, play with the pigs!  

Other extras include a blast suit (protection against one direct hit), smart bombs (to clear the whole screen) and extra carrying power. 

Play is divided into a series of rounds interspersed with a bonus level. Pigs pop up from craters in the ground inviting you to kiss them before they slyly pop down again. Kiss as many pigs as possible to see your bonus rating and your status as porky psycho rise.

Different pigs react differently to being kissed or attacked. Before play commences the program gives a run-down of your opponents, including their name and characteristics. Metal pigs are particularly hard to defeat and require two or three hits before they blow up. Some pigs leave behind bonus objects which may not have a superhuman hero in it, but I like it. All you have to do is run around the screen blowing up your opponents, collecting bonus objects and rescuing little piglets (ahhh). There are a variety of piggy pals to blow up, some wearing their cool shades and some almost in their birthday suits! Tim Follin's 128K music really gets the foot tapping and makes every pig look like he's doing a jig. Psycho Pig UXB is full of surprises and has some very nice graphics here and there, so don't hog all those blockbuster games, play with the pigs!  

Well if this is the sort of arcade game that Jaleco produce then perhaps they're wise to keep their machines in Japan. The transfer to the Spectrum is not the problem - in fact, Software Creations have done a fine job - the fault lies with the arcade machine in the first place. Games like this are only suited to the arcade atmosphere. They'll keep you addicted for five or six goes, but any more and you're bored! Such a game should never have been licensed by US Gold in the first place. Psycho Pig UXB won't keep any computer owner hooked for more than a few days. The options screen is about the best part of the game - at least it's not cluttered up with farmyard creatures. Psycho Pig UXB isn't even funny! With such bad material the programmers could do little better.

Having got their hands on a real porker of a game, US Gold have taken almost every chance they've got to ham it up. The object is surprisingly simple and inexcusably silly: prime recipe for excellently addictive play. As it stands, Psycho Pig UXB is quite good fun – it would have been even better if a bit of colour had been included. The piggy parade at the beginning of each game gives a tantalising list of colour-coded names (obviously left over from the coin-op). Unfortunately as there are no colours on this conversion, none of them are in the least bit relevant. All the pigs look exactly the same, so in the scuffing, snuffling fray you can't really tell them or their particular traits of character apart. The arena which could have been bursting with humorous activity just looks pale, tired and wan. It doesn't spoil the fun of bombing porky piglets but it doesn't mean that this is one of those conversion which is unlikely to hog the limelight for very long.

Addictive qualities 71%

General rating: initially addictive, but lacking any long-lasting appeal

Presentation 70%

Graphics 50%

Playability 65%

OVERALL 70%
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SEGA MASTER SYSTEM for sale with games including: Hang-On, Out Run, Space Harrier and WonderBoy. Worth £170 will sell for £70 or swap. New and boxed. Tel: 0711 65690 and ask for Carter.

EVER GET THE REFRIGERATOR SUMMER IS HERE?

PARCH!

WHAT'S A FISH?

WHAT'S A FISH?

IT'S SOMETHING THAT ISN'T THERE AND YOU CAN'T SEE.

JUST CHILLIN' OUT MAN!! YEAH!!

WARNING THE GRUB IS SO COOL HE DOESN'T NEED SUN  THEN WOTHEM SO WANT!

SPLAT!

ROAST!

SOMEONE TURN THE LIGHT ON THE EAT ME!
HOTLINE TOP 20

1 (1) MATCH DAY II  OCEAN
2 (2) RENEGADE  IMAGINE
3 (3) EXOLON  HEWSON
4 (10) HEAD OVER HEELS  OCEAN
5 (8) DRILLER  INCENTIVE
6 (15) GAUNTLET  US GOLD
7 (9) ZYNAPS  HEWSON
8 (4) COMMANDO  ELITE
9 (5) OUT RUN  US GOLD
10 (14) THUNDERCATS  ELITE
11 (19) BUBBLE BOBBLE  FIREBIRD
12 (7) ENDURO RACER  ACTIVISION
13 (6) ELITE  FIREBIRD
14 (11) MATCH DAY  OCEAN
15 (P) CYBERNOID  HEWSON
16 (16) FLYING SHARK  FIREBIRD
17 (18) COBRA  FIREBIRD
18 (17) STARGlider  FIREBIRD
19 (16) PAPERBOY  ELITE
20 (•) WIZBALL  OCEAN

ADVENTURE TOP 10

1 (1) VULCAN  CCS
2 (2) LORDS OF MIDNIGHT  BEYOND
3 (3) ARNHEM  CCS
4 (5) DESERT RATS  CCS
5 (4) DOOMDARK'S REVENGE  BEYOND
6 (9) REBELSTAR RAIDERS  FIREBIRD
7 (8) THEATRE EUROPE  PSS
8 (9) TOBRUK  PSS
9 (7) BATTLE OF BRITAIN  PSS
10 (10) THEIR FINEST HOUR  CENTURY HUTCHINSON

STRATEGY TOP 10

1 (1) THE HOBBIT  MELBOURNE HOUSE
2 (3) SPELLBOUND  M.A.D.
3 (2) STORMBRINGER  M.A.D.
4 (8) KNIGHT TYME  M.A.D.
5 (4) LORDS OF MIDNIGHT  BEYOND
6 (10) KILLED UNTIL DEAD  US GOLD
7 (6) THE PAWN  RAINBIRD
8 (9) DOOMDARK'S REVENGE  BEYOND
9 (11) HEAVY ON THE MAGICK  GARGOYLE GAMES
10 (P) KNIGHT ORC  RAINBIRD

VIDEO TOP 10

1 (P) ROXANNE  RCA/COLUMBIA
2 (P) RADIO DAYS  RCA/COLUMBIA
3 (P) HELLRAISER  NEW WORLD
4 (P) LETHAL WEAPON  WARNER
5 (P) ANGEL HEART  GUILD
6 (P) THE LIVING DAYLIGHTS  WARNER
7 (P) PLATOON  RCA/COLUMBIA
8 (P) A NIGHTMARE ON ELM ST 3  WARNER
9 (P) ALIENS  CBS/FOX
10 (P) CHILDREN OF A LESSER GOD  CBS

It's all change in the charts this month. You now have FOUR charts in which to vote. For games featured in the main software review section vote in the HOTLINE chart. Games covered in Samara's Adventure Trail should be voted for in the ADVENTURE chart. And those games requiring specialised thought and planning (like war games) are voted for in the STRATEGY chart. Also, all your favourite videos can be voted for in the new VIDEO chart - old and new, borrowed, but NOT blue!

Just fill in the appropriate form and send your votes off to CRASH
HOTLINE CHART, CRASH ADVENTURE CHART, CRASH STRATEGY
chart and CRASH VIDEO chart: PO Box 10, Ludlow, Shropshire,
SY5 1DB.

DON'T FORGET, every month we'll pick out five winners for each chart. The first will receive £40 worth of software of their choice, a CRASH Hat and a CRASH T-shirt. The four runners-up will each get a CRASH Hat and a CRASH T-shirt - a total of 20 winners. All you have to do is enter...

CHART VOTING FORMS

WINNERS

The winner of the HOTLINE chart's £40 worth of software comes from north Yorkshire... he's J R Major. Runners-up are Andrew Kenna of Wintlesham; Carl Foulkes from Tetford; Andrew Dalby of Goole and G Baker from Bilston.

Another £40 worth of software (and a CRASH Hat and T-shirt, of course) goes to Alex Ng from Colwyn Bay for being the ADVENTURE chart winner. His four runners-up are Jim Shine of Dunbarton; Alex Campbell from London NW5; Raymond Deyoe of Hatfield and R A Morrell from Shipley.

The strategical winner of this month's STRATEGY chart software is David Hodgson of Shildon. The next four out of the bag (who each get a CRASH Hat and T-shirt) are Jonathan Bell from Ashtead; Surrey, Simon Merrick of Preston; Mark Brennan from Limerick and Fergal Keenan of Carrick-on-Suir in Eire.
COME TELL HEWSON

Issue 51

We had thousands of entries for the Cybernoid competition. They ranged from the most complex and detailed pirate ships to comical and colourful creations. The best two came from Stephen Ward from County Clare in Eire and Vernon Chaldecott in Harles PO9 2HR.

They’ll each get a fabulom Commo Megadrive and a wireless controller - ideal when those intergalactic journeys around the universe.

Five second prize winners get a trendy intergalactic phone - ideal when on those voyages.

They ranged from the most interesting to the most original. Here are the winners...

WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES.

Your votes will decide the winner of the following prizes.

1. A ROMANTICALLY MINE
2. A CRASH CHART
3. A CRASH ADVENTURE CHART
4. A CRASH STRATEGY CHART
5. A CRASH HOTLINE CHART

When you vote for your favourite chart, you'll automatically enter the draw for the £40 worth of software as your reward.

When you vote, remember to include your full name and address.

Please post your votes by 28th Day.

ADDRESS
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2. Address
3. Postcode

When your Art Director, Markie Kendrick finally decided to give us some of his precious time and judge the 50 entries for our CRASHCHART competition, it’s a Paul Hollick from Hants Sol 3Q5. The four runners-up each get £20 worth of software plus a CRASH Hat and T-shirt.

They are: Paul Muncaster, Lances 351; Peter Robinson, Kent 351 4NA; Ross McDonald, Lincon 351 3RH; Jason Bees, Bath 341 7AS.

CUSTOM ROVER

Issue 51

It’s custom around here for everyone to have a say in the judging of art competitions, and we had a friendly difficult time picking out the lucky three winners who’ll each have a day out in the Land Rover. Anyway, they are Jonathan Bass of Essex CM1 32D; Kevin Shaw from Kent DA1 3HE and David Read from Northampton NN9 6HJ.

These three will also receive a £200 worth of software package.

So send in your views on the next issue. But then here’s the winner...

WAYNE MCCARTNEY's new Romantic Chart was voted the best.

COOL TELL HAWES

Issue 51

David Metcalfe, Tyne & Wear DH3 2JL; Daniel Ingleby, West Midlands DYS 5ND; Richard Beild, Notts NG10 3OX; James Glanston, Co. Durham DL2 8TH; Martin Lawless, Lancs BL6 4GA; Edward Anyaiii, London SE1 9ED; R Lawless, Lanes BL 64QA; Edward Anyaiii, Glee tine Co.Tipperary, Ireland; Martin Devld Mete art. Tyne & Wear DM3 2JB; Craig Watson, Edinburgh, Scotland.

The tour winners will each get £20 worth of software, plus a CRASH Hal and T-shirt for sending us your views on the next issue. But then here’s the winner...

This month’s winner is Paul Holfick from Hants SO* and T-shirt.

The lucky three winners will each have a day out in an adventurous day out in a CRASH X '94.

WINNER

Charles, Banbury, Ox on; Ross Burton, Durham DL14 6UJ; Paul Hilton, Lincs PE11 2MX; Martin McKMney, Dorset BH8 4DO; Michael Preedy, Avon BS12 7ON; R Lawless, Lanes BL8 4QA; Edward Anyaiii, Glee tine Co.Tipperary, Ireland; Martin Devld Mete art. Tyne & Wear DM3 2JB; Craig Watson, Edinburgh, Scotland.

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HOT STUFF

SUMMER is now upon us, and with the hot summer nights come some hot games. Games that will blow your mind or possibly your brain.

BEST MATES

Forget Little & Large and The Two Ronnies. For the greatest mates around look out for Hark and Kren, the stars of Gremlin's Blood Brothers. A whole planet's livelihood rests in the hands of the two characters. In recent times their planet of Syonia has been plundered and ravaged by hostile aliens, known colloquially as the Scorpians. It's up to Hark and Kren to jump on their jet-bikes (with laser bolt weapon units fitted as standard) and get the stolen gems back from the planet Scorpius.

Can you reach The Fury from Martech?

Spectrums. These games are so fantastic they've actually been banned on Earth. So until they start filtering back down through the intergalactic pipelines we'll have to take a look at the current games in development from our friendly, local software houses!

Martech have two games ready for release, and both are looking pretty hot! Vixen should currently be prowling the streets near you now. Take the part of page 3 pin-up Corrine Russell (The Sun) who then takes the part of the foxy lady from the planet Granath. We've just received the finished version, and it all looks like quite good fun.

Can you reach The Fury from Martech?

Full review in next month's issue.

Martech are also planning to release The Fury. Set in the future, you drive a supercar - ten are available, all at different prices - in battle against various Mad Max-like creatures in their own customised vehicles. Things aren't too bad though: you're equipped with missiles on either side of your mean machine and a strong set of side panels for bumping people off the Rollerball-like track. If things get a bit too hot to handle you can always just put your foot down and speed off out of trouble. But careful how you drive, though. If you go for too long at such incredible speeds you could reach The Fury - a state beyond all comprehension...

FOOTBALL CRAZY

Grand Slam also have a footballing game in the way of Peter Beardsley's International Football - although that won't be out for a while yet. Also from Grand Slam we've Chubby Gristle and Power Pyramids. The latter is a game of skill and dexterity. Similar to a pinball machine, you must use a pair of flippers to control a ball which must be hit against various power points situated on levels within the pyramid. Chubby Gristle and Power Pyramids should be available now.

Accolade's latest release takes a less serious look at the sport of golf. Mini-Putt is based on those miniature 'crazy' golf courses that...
litter the promenades of seaside holiday resorts. The game contains four courses, each depicting a certain theme. Five famous movies, countries around the world, sports and classic video arcade sequences. Each course contains nine holes. The direction, force and angle of each shot can be adjusted, but you have to be quick otherwise your golfer will get impatient. Play the shot right and he'll be over the moon, but one bad shot and he gets very angry! Three types of obstacles must be overcome: paths, requiring accuracy; windmills, demanding precise timing; and various objects that pop up out of the ground. Once a course is completed you get an overall score.

Mini-Putt competition ... page 32

WORTH THE RISK?
The board game genre has been a bit quiet of late, but Virgin Games are soon to change all that. In October we should be able to play their latest Kenner Parker licence, Risk. The game features a scrolling map and all the features of the popular board game. And in January '89 Virgin will have Cascade's 19 Part 1 - Boot Camp was scheduled for release a couple of months back, but they promise us it'll be out by the time you read this. Mind you, Ring Wars was chalked in for a March release and where's that? Not to worry though— that'll also be out for June. Ring Wars is based around the activity of Ring Worlds - whose sole purpose was to locate uninhabited worlds and bleed them dry of all life, but something has gone dangerously wrong ... Now the Ring Worlds are invading our solar system, absorbing everything in their path, and only you can stop them. The game contains complex and detailed 3-D vector graphics, through which you must fence with your sophisticated intelligence gathering devices and enter the heart of one Ring World - to kill it for ever. But can you also escape before it kills YOU?

THE HIGH LIFE
CRL, the publishers of last month's 90% CRASH Smash Sophistry, had trouble in naming their next game, so who better to contact than the illustrious bunch of reviewers at CRASH Towers, and this is what we came up with (well, almost). Their next game is to be called Hi-Rise Scaffold Construction Set, and is basically a platforms and ladders designer. Using this sophisticated program it is possible to design your own platform arcade game from scratch — without any programming knowledge whatsoever. As well as being able to design all the graphics and define where objects appear, you can make your own sound effects, write a scrolling message for each screen and program the height of jumps etc...

War game fans will be happy to hear that the follow-up to Cris's Overlord is soon on its way. It's called Stallingslad, and is again written by Ken Wright. It should be available at the beginning of June. Hewson, the company that some people are now calling the new Ultimate because of their consistently high standards and success, have Battle Valley as their next release. Some terrorists have captured two medium range nuclear missiles and you've got 30 minutes to stop the annihilation of the planet. You have control over either a tank or a helicopter which moves over the horizontally scrolling landscape and attempts to blow up the two missile silos. If the preview version is anything to go by we've another great game in store.

Much has been said about Football Manager clones over the years. But now we'll really find out how good they all were, for Addictive Games are about to release Football Manager 2. Apparently, it contains realistic graphics, an animated scoreboard, various playing styles, and even a player suspension facility (just shows how up-to-date it is!)

REBEL RETURNS
Finally, this month sees a new company to the Spectrum market: Target Games was founded in March by Julian Gollop, who you may remember programmed the Firebird games Rosner Star Raiders and Chaos. The first release from Target Games is Laser Squad - a strategy game requiring arcade reflexes - in August.

SUMMIT CHEAP
LAST MONTH it was Zeppelin Games and this month it's Summit Software, the latest budget label to be formed. This new label is an extension of Alternative Software and all releases will be £3.99. The new label will be a mixture of original products and re-releases of old games. The first four releases are Cannibals From Outer Space, 1999, Gateway To Hell and Battleground; 66%, Issue 13.

Fans of the Droids TV series will be happy to hear that the cartoon versions of R2-D2 and C-3PO have been snapped up by M.A.O., who say that Droids is aimed at the under-14s. However, we're sure that the Lucasfilm stars of the Star Wars trilogy will appeal to all - especially Steve Jarrett, our exalted editor, who's loopy about the Star Wars films. A dastardly gang have escaped from a high security prison and for some strange reason the robotic twosome have been captured by these evil characters. You take control of C-3PO (the tall, golden robot) who must escape from his captures and kill off the ever-increasing number of opponent droids.
REWIND TO THE PAST

DOMINIC HANDY on video

After last month's full in major video film releases, you'll be happy to hear that there's many a good film to watch over the next couple of months. Warner Home Video's major release of May is undoubtedly Full Metal Jacket - a release of May is undoubtedly months Warner Home Video's major release of May is undoubtedly Full Metal Jacket (Warner, 18). Stanley Kubrick's Full Metal Jacket is, thankfully, unrelenting in its approach to a distasteful subject. A startlingly different telling of the Vietnam story - as good as, if not better, than Platoon - but, as with every Kubrick film, tackling the subject from a completely different angle.

A so long as I'm back for tea!

With Roxanne currently riding high in the video charts, RCA/Columbia announce Best Seller (18) as their next blockbuster on June 3. Brian Dennehy (First Blood, F/X - Murder By Illusion, Cocoon) plays a cop/writer whose police exploits provide rich content for his best-selling novels. As he moves up The Force his creative juices start to run dry, so when, with the promise of a best seller, he's approached by a professional hit man (James Woods - Salvador) he cautiously joins forces with him. Victoria Tennant (in the opposite sex comedy Something Wild [RCA/Columbia, 18]) plays an 18-year-old marine recruit. Private Joker. The story contains two distinct sections - Joker's harrowing basic training on Parris Island and his real life combat experiences out in the Vietnam wastelands (superbly shot in London's Docklands). The first part is so realistic and involving that as a result the second half suffers. As with all Kubrick films, Full Metal Jacket is, thankfully, unrelenting in its approach to a distasteful subject. A startlingly different telling of the Vietnam story - as good as, if not better, than Platoon - but, as with every Kubrick film, tackling the subject from a completely different angle.

For the way he's turned out, and is hurting her down. All this excitement provides solid entertainment for those with a kooky sense of humour (me included!). Sean Connery's been in the news lately for his Oscar-winning performance in The Untouchables (CIC Video, 18), and at the end of June you'll be able to see what all the (well deserved) fuss has been about. Viewers of the successfully re-run TV series will have quite a good idea about the content of the film. Kevin Costner (No Way Out) plays Eliot Ness (originally played by Robert Stack in the 1959-62 series), a naive but persistent Federal Treasury agent. Jimmy Malone (Connery) teaches Ness the harsh reality of dealing with the mobs of prohibition Chicago in 1931. Ness and his gang of 'untouchables' must put everything on the line to put Al Capone (frigidly played by Robert De Niro) behind bars. Brian DePalma (Carrie, Dressed To Kill) directs with Oscar-winning Ennio Morricone (The Mission).
can stomach the Sean Connery shooting scene and the nail-biting pram sequence (I'll say no more)!

Compulsive viewing for all who providing a chilling soundtrack.

Joe Dante's (Gremlins) Innerspace (Warner, PG) is available from June 6. Martin Short (The Three Amigos) stars as a supermarket assistant who is suddenly injected with the result of a scientific experiment. This one is a miniaturised Navy vessel containing a human test pilot (not any ordinary experiment, though, this one is a miniaturised Navy vessel). Not only does the assistant suddenly find himself on a spacecraft of which he promptly becomes the navigator. The ship is equipped with all types of aliens—a robotic creature named Max (whose voice is credited to Paul Muni, but actually belongs to Paul Reubens a.k.a. Pee Wee Herman) of the appalling Pee Wee's Big Adventure—strange, but true—and a veritable range of weird creatures. Eight years later the boy returns home, still aged 12! And I thought I had problems explaining a copy of a computer and has a baby. No living being could possibly transport a human so effectively life, but does the Awaking of Lynda, but also of her life in a seaside town of The Fifties and the numerous jobs which she loses through her odious behaviour. A delightfully fresh approach to a seaside comedy!

So many videos and so little time! (You've been watching too many Tom Selleck films — Ed.)

8 Million Ways To Die (CBS/Fox, U). A 12-year-old, played by Joey Cramer, is suddenly whisked off by high-tech spacecraft of which he promptly becomes the navigator. The ship is equipped with all types of aliens—a robotic creature named Max (whose voice is credited to Paul Muni, but actually belongs to Paul Reubens a.k.a. Pee Wee Herman) of the appalling Pee Wee's Big Adventure—strange, but true—and a veritable range of weird creatures. Eight years later the boy returns home, still aged 12! And I thought I had problems explaining a copy of a computer and has a baby. No living being could possibly transport a human so effectively life, but does the Awaking of Lynda, but also of her life in a seaside town of The Fifties and the numerous jobs which she loses through her odious behaviour. A delightfully fresh approach to a seaside comedy!

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Issue 54 of CRASH has a specially-commissioned double A-side demo cassette on the front of the magazine. Featuring a playable demo of System 3's forthcoming LAST NINJA II and a small, but fully playable game of DARKSIDE from Incentive, it promises to be one of the best ever!

To cover the cost of such extravagance, the cover price will increase for this one issue by 25p to £1.50 - a small price to pay for quality approaching excellence!

**DARKSIDE - FROM INCENTIVE**

Dare you enter the twilight world of the Darkside? Featuring a complete playable game specifically designed for CRASH, Incentive's incredible Freescap routine allows you to move with complete freedom in three dimensions.

**EXTRA!** Solve the mystery of the Darkside demo and win yourself a home laser kit!

**LAST NINJA II - FROM SYSTEM 3**

The legendary Ninja warrior has been transported to modern day New York. Are his ancient weapons and martial arts enough to conquer the tough pips of the Big Apple? Try this playable demo and see for yourself.

This special taster includes numerous locations and animated sprites from the finished game. Get a taste of the action - FIRST!

**CRASHTIONNAIRE RESULTS**

What YOU specifically think about the magazine! What your personal likes and dislikes are - just WHAT the average CRASH reader wants in life. Check out the facts - next month

**MONITOR**

Mel Croucher returns to the pages of CRASH with the first in an occasional series touching on the farther reaching effects that computers have had on the human community. Next month's column looks at computer addiction - you aren't addicted to computer games - or are you? Tune in to MONITOR and see just what these digital demons can do to your mind!

**CECCO'S LOG**

Rafaelle cecco continues his revealing day-by-day account of the ups and downs of Spectrum programming

**GET NEXT MONTH'S CRASH - ON SALE JUNE 30**

ALL THIS - Plus the usual NEWS, PREVIEWS, REGULARS, IRREGULARS and hard-hitting, straight-talking REVIEWS from the people in the know. CRASH - the Spectrum mag with its finger on the pulse!
The first casualty of war is innocence.
Target Renegade is hugely entertaining and ample justification for a sequel. It develops the theme and develops the gameplay no end on the original. Each man is four sprites all beautifully drawn with great comic touches. The dog is quite wonderful. Commodore User

Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the Week

Every move you make, every step you take, they’re watching you. Fight your way through the precinct — the back alleys, the car parks, fight your way through the villainous community, the skinheads, the Beastie Boys the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront ‘MR. BIG’. A spectacular arcade style brawl with many hoodlums and hellhounds to encounter — this is Target Renegade if it moves, it hurts!