As We Go
BARBARIAN with Palace Software
Sweevo’s back in HYDROFOOL

EXTRA!
DEREK BREWSTER’S ADVENTURE TRAIL SUPPLEMENT

ROBIN CANDY OPENS A CAN OF BEANS . . .
MIKE SINGLETON SPILLS THEM
“Addictive and compelling – you just can’t put your joystick down.”

From Taito Corporation comes the last word in planet combat... Multi screen, realistic graphics and all the coin-op features.

£7.95 SPECTRUM £8.95 COMMODORE

SPECTRUM AMSTRAD

Imagine Software Ltd., 60 Cambridge Street, Manchester M2 5HS. Telephone: 061-832 6633. Telex: 665977
FEATURES

44 MAELSTROM IN A TEACUP
Designer of Lords of Midnight and Doomsday’s Revenge, Mike Singleton, talks to CRASH about his murky past, Dark Sceptre and Eye of the Moon.

57 ADVENTURE TRAIL EXTRA
This month Derek Brewster brings a 17-page bumper supplement of adventure reviews, tips, maps, letters and heroes.

79 CRASH/US GOLD SPECIAL READERS OFFER
Nine great US Gold hits on offer at ludicrous prices. Don't miss out!

92 IS SMALL BEAUTIFUL?
Absent from the pages of CRASH for a year, ex-tipster Robin Candy returns and puts Finger to key to debate the state of the games software industry.

128 TAMARA KNIGHT

130 VIDEO REVIEWS
We try an experiment - vids for hire get an airing in CRASH pages (see Editorial).

REGULARS

7 EDITORIAL
Yet another gnu for CRASH Towers.

10 NEWS
Snippets of immediacy from all over the country, including the story of the overused Konix joystick.

12 FEAR AND LOATHING

36 LLOYD MANGRAM’S FORUM
Is not hting sacred from this man! Not as big as last month’s extra supplement, but still seven pages of useful hints, tips, maps - including Head Over Heels and Saboteur.

74 PBM MAILBOX
An expanded Brendan Kavanagh updates the situation and aids the Post Office sell stamps.

82 COMPETITION WINNERS

87 PHILIPPA IRVING’S FRONTLINE
The doughty, derring-do strategist takes on the Bismarck and a horde of Zulu warriors.

97 TECH NICHE
After his illness, Simon Goodwin returns in force, but Jon Bates gets a Midi word in too.

118 CRASH READERS’ CHARTS

122 PREVIEWS

DO IT YOURSELF

47 GREAT THRONES OF FIRE!
A day out at the London Dungeon is yours if you win this Melbourne House competition.

81 POGO A GO-GO
With Gremlin Graphics and win a pogo stick, plus Thing Bounces Back goodies.

83 SHAKEN NOT STIRRED
Domark are offering tickets to an exclusive preview of the new JAMES BOND movie.

84 FERGUSON ADVENTURE QUIZ
Win the last in our series of Ferguson Monitors, Interfaces and a Spectrum +2.

96 SHADOWS OF MORDOR
Win a silver plated goblet, games and posters. More goodies from Melbourne House.

120 PERFECT TIMING
Is yours if you win a special watch in US Gold’s Metrocross comp, and there are copies host of the great new game up for grabs too!
From the author of SHOGUN, James Clavell, comes TAI PAN and a terrific new game packed with action and stunning graphics. TAI PAN is the exciting story of a man and an island. Become Dirk Struan – a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of blood, sin, treachery, conspiracy and murder – a game of Grand entertainment!

Authors of No. 1 Blockbuster, Batman, Jon Ritman and Bernie Drummond present ‘Head over Heels’ – Hi My name’s Mr. Head. Some say I’m the one with the brains but I don’t think my flat footed friend would agree. I’m a real sharp shooter, but without my pal Mr. Heels I’d get nowhere fast . . . or slow! I can jump like a flea and even slide but Heels is the Daley Thompson of the two of us – He’s FAST! Together, if we can find each other, we really do make an awesome team. And that’s the only way we can overcome the emperor Blacktooth.

Ocean Software Limited • 6 Central Street • Manchester M2 5NS • Telephone
Now hot from the arcades comes Nintendo's Mario Bros for your home computers featuring Fireballs, Sidestepper, Fighterfly and of course - Mario and Luigi! Flip those pests and kick 'em off the pipes, but don't lose your footing on those slippery floors. Play as a team or against each other; either way you're in for a scream with Mario and Luigi - the MARIO BROS.

NOW AVAILABLE FOR YOUR SPECTRUM and AMSTRAD

WINNERS!
SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95 - EACH

061 832 6633 • Telex: 669977 OCEANS G • Facsimile: 061 834 0650
Fresh from his dismal triumph on Knutz Folly, Sweevo is thrust onto the watery world of DEATHBOWL, a planet which, for no good reason, has been converted into a gigantic aquarium.

Will Sweevo succeed in his mysterious mission — or will the Great Bowl-Keeper pull the plug on him?

HYDROFOOL is a fast, 3-D, seek, chase, puzzle and laugh game, featuring the fabulous but irrelevant HYDROMATION.
A brave experiment was formulated.

The concept had been hovenng for longer, but in the small Cornish fishing village of Mousehole (pronounced Mow-gat), the directors of Newsfield, who happened to be taking a working break there, committed the company to launching an entirely new type of youth magazine.

Fed up with the accepted pap of existing periodicals, Newsfield tried to devise a magazine which would encompass every aspect of life, involve the readership as much as the computer titles did and present itself as a long and good read every month. From its plethora of early working titles, it became known as LM.

Sadly, the experiment has ended. The fifth issue of LM has not been printed. The magazine has closed and its talented and devoted editorial team have gone their separate ways.

I said ‘ended’ — LM did not fail, but market forces prevailed against it. Advertising agencies and their clients failed to see the impact LM was going to have on the traditionally fractured and difficult ‘youth’ market. The magazine was referred to as ‘too widely targeted’; translated, that means it covered so much ground in its editorial that advertisers couldn’t see who was going to buy it. The belief that people aged between 15 and 25 require magazines of a narrow scope and preferably with very few words which skate right over the top of a subject, hardly touching its depths at all, continues.

Advertisers thought LM would confuse potential readers and no-one would buy it. They were wrong. Taking into account the increases in monthly sales from the first issue, LM Issue Five would have enjoyed sales probably in excess of 60,000, and I'm confident it was easily set to top 100,000 before the end of the year. LM had to close because Newsfield is not a huge conglomerate with limitless funds, and the company could not wait any longer for advertising revenue to catch up with LM's monthly costs. As I write, there is still a hope that another publisher will buy the title. But whatever happens, the spirit of LM will not die. It lit a flame under the precious notions of youth publishing, and pointed a finger in a different, more vital direction. Hopefully someone will learn a few lessons from it, so that we may look forward to magazines with guts in their bellies instead of guff.

**SOMETHING DIFFERENT IN CRASH**

Not all of LM has disappeared. CRASH has inherited its sub-editor Barnaby Page. Shuffles and reshuffles seem all the vogue at the moment; Ciaran Brennan, introduced last month, moves over to ZZAP! in an attempt to improve its team's spelling and grammar (now that should be something to see!). Barnaby takes the hot seat at CRASH, and has already contributed heavily to this issue. Readers of LM will be familiar with his style - despite his extreme youth, he's the one who can tell you the difference between an arduark and a bear-ant. And he's the one I always go to when I get confused between 'committed' and 'committed'.

We've also tried an experiment in this CRASH - you can find it on page 130 - Video Reviews. The argument goes as follows: CRASH readers live all over the country, not always near a cinema and - whether they do or not - almost certainly hire videos regularly. Films (videos) may not be directly anything to do with computer games (though often enough there are tie-ins and even films featuring computers), but they're a standard part of entertainment, and we thought CRASH readers would like the regular games reviewers' comments on the latest hire shop releases.

If we've got that wrong, no doubt you will tell us. If the ideas proves popular, then we'll rapidly expand the page to a small section, though no more than four pages at most.
Tech Niche fans, however, will be from people being unwell of late. CRASH seems to have suffered on the technical pages again. I'm pleased to see Simon Goodwin recovered, back on form and back as a result there's no Terminal Man this issue. But he, too, is back and as a result there's no Terminal Man this issue. But he, too, is back next month.

CRASH Subscription Offer

ERRATUM Nemesis

GAMES REVIEW INDEX

16 Army Moves Ocean
114 Barbarian Palace
87 Bismarck PSS
64 Book of the Dead Essential Myth
19 Bubbler Ultimate
21 Chronos Mastertronic
24 Cosmic Shock Absorber Martech
116 Dogfight 2187 Starlight
61 Don't Panic Dented Designs
114 Enterprise Melbourne House
24 Express Raider US Gold
112 Final Matrix (The) Gremlin Graphics
20 Ghost Hunters Code Masters
62 Golden Mask Compass
110 Howard the Duck Activision
14 Hydrofool FTL
65 Inheritance Infogrames
32 Indoor Sports Advance
22 Island Caper (Spy v Spy II) Databyte
110 Livingstone (I Presume) Alligata
26 Mario Brothers Ocean
104 Mr Weems Piranha
33 Octagon Budgie
62 Operation Stallion Wrightchoice
111 Red Scorpion Quicksilver
103 Saboteur II Durell
59 Shadows of Mordor Melbourne House
61 Shipwreck/Castle Eerie Tartan
31 Star Runner Code Masters
26 Strike M.A.D.
25 Super Robin Hood Code Masters
31 Tuba Ruba Firebird
88 Zulu Wars CCS

UNWELL

CRASH seems to have suffered from people being unwell of late. Tech Niche fans, however, will be pleased to see Simon Goodwin recovered, back on form and back as a result there's no Terminal Man this issue. But he, too, is back at work again, busily catching up on those colourful pages ready for next month.

MORE COLOUR

I hope you enjoy this packed issue of CRASH as much as we've enjoyed putting it together. For the first time, every review in the magazine has colour screen shots (unless I've been misled by someone in 'art'). It rather depends on how the software comes in during the production period - this month was a bit of a struggle with late arrivals, last month was a dodger - as to whether we can get every review in full colour; but we shall always try our best.

Look out for the Special Readers' Offer on page 79, which has some of the best of US Gold's past hits as its attraction. Last month's Gremlin Graphics Offer is going great guns. Over the next few issues, we'll be lining up some more amazing deals for those older games you may have missed. At CRASH we're leaping and bounding ahead.

ROGER KEAN

IN NEXT MONTH'S CRASH

OINK!

A NEVER TO BE REPEATED OPPORTUNITY!

Collect the specially commissioned 16 page FREE issue of this piggy cult comic from IPC to whet your appetite for the new CRL computer game. The snotty team of comic strip wizzkids are now hard at work preparing comic strip frames of swinish scintillating sibilance, rooting through their ideas drawer for nuggety truffles to discover in your next CRASH. You won't be able to buy this one on the news stands - it's ONLY in CRASH, for CRASH Readers!

PETE COOKE, programmer of Tau Ceti and Academy talks about his new tunneling game, Micronaut One, how it relates to his earlier hits, why juggernauts are "hard to drive, being a streetwise upstart, why computer games are more fun than teaching maths, and why he switched to Nexus.

And we reveal who won the CRASH Mapping competition, how the DOMARK Design a Game entrants have fared, ON THE SCREEN returns, plus loads more new reviews, previews and other goodies we have fared, ON THE SCREEN returns, plus loads more new reviews, previews and other goodies we haven't even thought of yet... but we will!
THE MOST FUN-PACKED COMPUTER GAME SINCE THE DAWN OF TIME

Wonderboy is here for your home computer! From the arcade original by Sega.

Wonderboy is a kid with a quest: to reach his girlfriend across treacherous landscapes and rescue her from the evil King. Burning bonfires, tumbling boulders, poisonous snakes, killer frogs and murderous blue midgets can all make for a short trip - but our hero can break open giant eggs to collect a stone axe, a guardian angel and other valuables to help him on his mission. A skateboard speeds up his progress and picking fruit provides bonus points - if you're careful!

A fast, fun-packed game of skill and timing.
KILLER INSECT HORROR

AMAUROTE received a CRASH Smash and a rave 128K review last month - but now there are some problems with the Mastertronic budget game, and with their earlier Zub.

Mastertronic were running very late with their Amaurote schedule, so rather than keep everyone waiting another few weeks they decided to release a 48K-only version - without the flashy music, stills and animated sequence. They then remastered and released the 48K Amaurote with 128K enhancements. The same thing happened with Zub.

So there are two versions of Amaurote and Zub floating around in computer shops. But if you're a 128+2 owner who bought a copy of the 48K Amaurote or Zub on the strength of our reviews only to find that the great graphics and sonic goodies weren't there, you didn't waste your dosh.

To get a proper 128K copy of Amaurote or Zub just send your 48K version back to Mastertronic with a covering note, and they'll send you a wizzo new one for no extra charge.

Write to Jeff Heath at Mastertronic Ltd, 8 - 10 Paul Street, London EC2A 4JH.

RO RO RO YOUR BOT

REACH OUT and touch something with Educated Archie, announced as the 'ultimate serious toy' for home computers - a robotic arm which picks up objects weighing up to 250 g (about half a pound).

It (it?) can stretch his arm out 350 mm (just over a foot) and hold objects and uses tools, controlled from a Spectrum. He (it?) can stretch his arm out 350 mm (just over a foot) and hold objects weighing up to 250 g (about half a pound).

Developed by Oxbridge Technology in Milton Keynes, Buckinghamshire, Archie takes just two hours to assemble, and the minirobot's software will quickly teach you how to use him. Archie is available for most personal computers; the £220 price includes an appropriate software package. At the moment he's on sale only from the manufacturers, though an Oxbridge Technology spokesman says Archie will be in at least three high-street chains by the autumn.

To order, contact Oxbridge Technology Limited at Breckland, Saxon Street, Linfood Wood, Milton Keynes MK14 8LD or ring them on (0908) 314626.

GAMES MARGS CLOSE

COMPUTER GAMER magazine has closed - just four months after Argus Specialist Publications tried to save the monthly with a major relaunch, making it a lighter read. But the improvements weren't enough to keep the title alive, said Argus Circulation Director Raymond Lewis. It was selling around 23,000 copies a month, with 'very few' subscribers.

Also gone to the great back-issues office in the sky is Argus's ZX Monthly, which had suffered massive circulation damage this year. Through 1986 it was selling an average of 28,652 copies each month (half of them overseas) - but by this spring the figure had dropped to under 20,000, Lewis revealed.

In 1986 CRASH sold an average of 96,327 copies each month. The June issues of both Argus magazines will be the last. And the company has no plans to sell them off or incorporate them into other titles, according to Lewis.

STOP STOPGADGET

MELBOURNE HOUSE has scrapped Inspector Gadget And The Circus Of Fear, due for release this spring. The TV licence featured the hapless policemen and his Go Go Gadgets in a madcap struggle to defuse bombs and save the world.

But if you're a 128/-/2 owner who bought a copy of the 48K Inspector Gadget And The Circus Of Fear, you're still in luck. The company has no plans to sell them off or incorporate them into other titles, according to Lewis.

THINK! THINK AGAIN

FIREBIRD'S £1.99 Silver range recently bought the rights to some 40 oldies-but-goodies by Activision. Now they've added Activision's puzzle game Think! to their list of cheap classics - it should be on the streets already. Think! from Tigress Designs, received 82% Overall in the April 1986 CRASH.

BOUNDER BOUNDS BACK

BOUNDER is a year old this month, and to celebrate the bobbouncy tennis-ball hero's bobbirthday Gremlin will release his next adventure, Re-Bounder, in July for £7.99.

It'll be much like the original Bounder (a CRASH Smash in June 1986) - Bounder's two programmers, Colin 'Fungus' Dooley and Chris Kerry, are doing the conversion from the C64.

In Re-Bounder the player negotiates 18 perilous levels of impenetrable walls, collapsible floors and spiky tennis-balls bursting objects... But the time Bounder is equipped with armour plating and a weapon (which still hasn't been chosen by Gremlin's armoury!) - so there'll be plenty of alien blasting needed to get through and obliterate the sentinel at the end of each level.
**OCEAN ON THE MARCH**

**OCEAN** has commissioned a game of the gritty Vietnam film *Platoon*, which zoomed to the top of the box-office charts when it was released last month.

The *Platoon* game should appear this autumn on the three main formats.

OCEAN's Gary Bracey couldn't reveal who the programmers are, but said that it's not being done in-house - and that the names will have 'a familiar ring'.

Describing the difficult *Platoon* project, Ocean Chairman David Ward explained:

"*Platoon* doesn't contain the political rhetoric of *Rambo*, yet it's been a tremendous success. It's an honest film, and we intend to treat it sympathetically.

"In computer entertainment the victorious soldier is usually the hero," he said, "but in this film the heroes are much more complex. So a lot of work and thought is required to create a stimulating product."

**A WAG TOO FAR?**

**THE MAD SCIENTISTS** at Konix continue their cruel and unusual waggling of the company's Speed King joystick in an attempt to find out just how long you can shake it all about, our Waggling Editor writes.

The joystick, which declined to be named, has been waggled by an electric drill since early March at 450 wpm (waggles per minute), 12 hours a day, six days a week.

CRASH calculates that by the time this is published the Speed King will have waggled some 20 million waggles - if it survives.

Someone stands to win £100

The Konix Speed King joystick caught in a waggling moment

when the joystick waggles its last; a couple of hundred entered a Konix competition (now closed) to guess its endurance, as reported by Hunter S Minson in the Christmas CRASH. The highest guess was 11 years, says Konix waggling spokesman Michael Baxter.

The Speed King is connected to an Amstrad 6128K computer, where a program by Christian Urquhart will monitor its dying shudders. Urquhart says the 450 wpm rate is enough to qualify from the first round in the 100 metres in Daley Thompson's Decathlon, which he coauthored.

Does that make Konix a corporate champion? Is the amateur spirit of the Olympics irretrievably lost? It's hard to know where Konix (based in Tredgar, Gwent) will stop - the joystick is 'still waggling persistently', says Baxter, and they're aiming for the Guinness Book Of World Records.

**ONE OF OUR SUBS IS BANNED**

**WEST GERMANY** has banned MicroProse's Silent Service - for being 'too realistic'.

The Second World War sub simulation, known in Germany as *Das U Boot*, was placed on the Youth Dangerous Publications List, set up to protect young Germans from porn and material which might encourage violence.

Now the game (reviewed in FRONTLINE, CRASH March 1987) is only available to West Germans from controlled outlets such as sex shops.

But MicroProse plans to appeal the decision, and take the West German authorities to court if necessary. Said the American software house's President, Bill Stealey: "They should take a second look at legislation which wrongly lumps together computer software with pornographic videos."

"Driving sophisticated software into the backstreets will have a damaging effect on Germany's own burgeoning industry."

While Stealey seeks to save *Das U Boot*, staff at MicroProse's European headquarters in Tetzbury, Gloucestershire can wait and see whether the furore will push up UK sales of Silent Service, already one of their top sellers - the German incident even got them the front page of The Independent.
WAR IS HELL

Nobody said it was going to be easy, but did it have to be as bad as this? The first victim of ligging is sobriety, and Minson joins the other grunts in a fight for survival as publications explode about his ears.

This has been a tough month. It's not that there's been a shortage of launches – far from it. But mightyforegrounds were missing, and I was closing in and the sticky brown rain is coming.

But let's start our roundness at the American Embassy. I've only visited this imposing bunkhouse once before, and that was to obtain a visa. That time the marines all but strip-searched me before letting me into the building. This time I wasn't taking any chances. The night before I lawn-mowed my hair, giving myself the sort of cut that only a GI could love. Then I donned mirror shades, a Hawaiian shirt, and a 'Vote For Nixon' badge to show that I wasn't a Commie(dore 64 user).

Having run the gauntlet of metal detectors and sworn that I have never been a communist or related to Gadaffi, I was allowed into the reception. And who was the first to Gadaffi, I was allowed into the reception. And who was the first to Gadaffi, I was allowed into the reception. And who was the first to Gadaffi, I was allowed into the reception. And who was the first to Gadaffi, I was allowed into the reception. And who was the first to...? No siree! You can almost hear the sneer when the Microprose promo video turns from the joys of trash ing the towel heads in F-18 Strike Eagle to the likes of Solo Flight, a pacifist prop plane for mummy's boys who like to play with themselves. By the time we'd reached Conflict in Vietnam I was so keyed up that I was ready to enrol and nook those gooks. But an army marches on its stomach, and I can highly recommend the American Embassy any time you're feeling peckish. Burgers, hot dogs, ribs, and great pecan pie, plus Bud to guzzle of course. Beats MacDonald's any day.

After my visit to the helm of the aircraft carrier USS Great Britain, the Rock Garden was something altogether. Combined with the oppressive atmosphere of an impeding storm outside and the prospect of Rock Garden cuisine, I did what any self respecting journalist would do... I freaked!

Staying sane just long enough to log Starfire nouveau shoot 'em up Red LED, which involves fast blasting to win spaces on a battle grid spread over a multi-level landscape, I did a quick survey of the throng. Almost immediately my eyes alighted on the eligible Michael Baxter and his divine partner in PR, Sarah Donovan.

"Save me," I screamed. 'Don't you know that they're closing in? We need to take your car, load up with an expensive sound system and enough recreational AIDS to keep us unhinged, then drive out to the Fens at 125 mph, with the hood down and me standing naked shouting of the elements!"

Would you believe that Baxter just giggled? I wouldn't take no for an answer though. Pausing only to pick up my super Starlight goodie bag, I slipped outside. But Baxtie and Donovan were slipperier than I was and had given me the slip. Never mind, I did learn several very interesting facts about the eligible one, and you'll be reading more about them next month unless a real is forthcoming and otherwise (that's what you said about Maria Whittaker - Ed).

By now the fear was upon me and it was only the calming presence of Clare Edgeley that kept me together enough to drop in on Rainbird's nov at The Cheshire Cheese, off Fleet Street.

Apart from the fact that 128 owners can now enjoy the king of adventures, The Pawn; there was nothing imminent for Spectrum users. This was a birthday party for its sequel, Guild of Thieves; which is first appearing on all those yuppie machines like the Amiga and ST. Everything comes to those that wait though, particularly with the +3 on the horizon.

Everything comes to Minson too... As I stumbled out of this thieves den, Clare pressed a bag labelled 'Swag' into my sticky hands. Seems that she'd just done over a wine merchants and wanted me to help dispose of the evidence – a real St Great Britain moment.

But making a beast of myself hasn't been enough to keep away the harshness of reality. It's time to get serious. This month has seen the departure of three magazines. Two were computer titles, ZX computing and Computer Gamer. It's always sad – and somewhat worrying – when the market starts to shrink. There were some damn good people on those mags too, more faces who've gone missing in action.

The other tragedy lies closer to home. As you'll have read elsewhere in this issue, LM is a victim of the accounting, and other financial problems that make a publishers life so hard. Speaking as both a contributor and a reader, I'm sorry to see it go. It had a fine, dedicated team working to produce an intelligent, perceptive and often controversial publication. And perhaps that was the problem. Maybe it was just too hard hitting. Maybe it was ahead of its time. Whatever the reason, it will be missed.
GUNRUNNER is the ultimate hero. Get your blood racing and save the planet to which only you have the key. Along the way you will need nerves of steel playing against a fast scrolling landscape. This is one of Hewson's most technically demanding games, needing a cool head and lightning reactions.


Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14RX.
A bout a year and a half ago a Self Willed Extreme Environment Organism (SWEEVO to his friends) was sent to a mysterious world, Knutz Folly. Once there Sweevo had to do a spot of tidying up and capture several cute Widgers. Now, after much effort and bumbling, Sweevo has returned with a vengeance and, well, a wimper or two.

The kindly old Robo-Master gnashed his metallic teeth and roaring at Sweevo said, ‘I didn’t expect you back so soon... so, go and clean out the Deathbowl and don’t return until you’ve finished doing that.’

Sweevo, being the wary soul that he is, picked up his copy of Galactic Aquarist (essential reading for all inter galactic cleaners of deadly bowls) and read:

The gigantic aquarium known as CRITICISM

“Sweevo’s World was a very original game that had a quality very hard to define and one that hasn’t quite been reproduced since. Bearing this in mind I was annoyed to hear that FTL were doing a follow up. Hydrofool has turned out to be a Sweevo’s clone (the similarities are too numerous to mention) that’s playable and compelling, but not the step forward that its ‘parent’ was. The puzzles take a while to solve but aren’t frighteningly hard once you’ve learnt the basic layout of the playing area. The graphics leave little to be desired, some character definition is excellent, and the sub-aqua effect works convincingly well. Sound, too, is more than adequate (except for the re-run of the Sweevo’s World title tune), but the 128K tune and effects are far superior. This should provide plenty of puzzle solving and mapping fun for all. Recommended.”

BEH

Producer: FTL
Retail Price: £7.95
Authors: Roy Carter and Greg Follis
the Deathbowl is now so heavily polluted that the only remedy is to completely drain it by pulling out each of the four plugs. So there you have it, Sweevo with diving gear in tow has been abandoned on another strange world polluted that the only remedy is to protect him from the plethora of weird and wonderful creatures, none of whom are too fond of alien life forms draining away their habitat. Each of the plugs must be solved by moving specific objects to particular places. The backgrounds create a good feeling of depth with the creatures adding to the strong atmosphere. If you've seen Sweevo's then don't expect much different—still a great game overall."  

CRITICISM

"Essentially Hydrofool's concept is a rehash of the old Sweevo's game, new names and different badges apart, but very similar— even the same Sweevo's tune. However, there are some complete new graphics. The main characters are superbly modeled and animated and add a great amount of detail. I found Hydrofool much harder to play than its predecessor, although the problems are fairly logically set out. The backgrounds create a good feeling of depth with the creatures adding to the strong atmosphere. If you've seen Sweevo's then don't expect much different—still a great game overall."  

PAUL

"Some game formats can stand cloning by their creators, and what made Sweevo's World was the content more than the look—which is saying a lot because it looked great. So Hydrofool survives less for its originality than because it's still a highly enjoyable romp, packed with loads of puzzles, a need for dexterity and plenty of atmospherics—the first time you see a sea serpent pop up from the floor ranks as quite a shock. The feel of the game relies heavily on the high quality graphics—Sweevo reality does seem to be swimming under water. With the large number of screens, and the intricately woven Greg Follis puzzles, Hydrofool should hold its appeal for quite some time."  

RICKY

CRITICISM

"Not very original, this—there's a host of games following the same sort of gameplay, and none of them are very appealing. The only real difference between Parabola and the many other Qbert games around a few years ago is that here you only have to bounce on some, not all, of the squares—which makes it very easy to play, and pretty tedious too. For the price this is fairly well-presented both graphically and sonically, but it lacks playability and addictiveness."

BEN

"Some grid squares contain draining away energy discs; when he lands on one Bruce collects the disc and scores points. And when he's picked up all the discs in each sector, bouncing boy can move on to the next. But Bruce is hindered by danger blocks—squares with circular ejection devices force him upward so he crashes, moving guards can shatter his delicate frame, and direction blocks propel him in the wrong direction. To avoid these threats—and save his eight lives—Bruce must bounce up and over them."

PAUL

"The presentation of Parabola is superb, breaking a few Spectrum bounds—six different colours in one character square!! But it's a pity there's nothing new within the game; it's all boring old mono-chromatic play areas. Though the control method seems strange at first, persistence brings high rewards. The graphics are very detailed and the perspective is believable. And though the basic idea of Parabola is old, it's most enjoyable product, certainly worth two pounds."

COMMENTS

"I'm impressed, Parabola, though simple, is an addictive little game; my only moan is that the screens soon start repeating themselves. Quite a change from the normal run of isometric games, Parabola is presented attractively, with some good graphics; unfortunately, Firebird's instructions are typically overconcise. Once understood, though, Parabola is well worth getting stuck into, especially at this price."

Mike

"I'm impressed, Parabola, though simple, is an addictive little game; my only moan is that the screens soon start repeating themselves. Quite a change from the normal run of isometric games, Parabola is presented attractively, with some good graphics; unfortunately, Firebird's instructions are typically overconcise. Once understood, though, Parabola is well worth getting stuck into, especially at this price."

Mike

"The presentation of Parabola is superb, breaking a few Spectrum bounds—six different colours in one character square!! But it's a pity there's nothing new within the game; it's all boring old mono-chromatic play areas. Though the control method seems strange at first, persistence brings high rewards. The graphics are very detailed and the perspective is believable. And though the basic idea of Parabola is old, it's most enjoyable product, certainly worth two pounds."

PAUL

"The presentation of Parabola is superb, breaking a few Spectrum bounds—six different colours in one character square!! But it's a pity there's nothing new within the game; it's all boring old mono-chromatic play areas. Though the control method seems strange at first, persistence brings high rewards. The graphics are very detailed and the perspective is believable. And though the basic idea of Parabola is old, it's most enjoyable product, certainly worth two pounds."

PAUL

"Not very original, this—there's a host of games following the same sort of gameplay, and none of them are very appealing. The only real difference between Parabola and the many other Qbert games around a few years ago is that here you only have to bounce on some, not all, of the squares—which makes it very easy to play, and pretty tedious too. For the price this is fairly well-presented both graphically and sonically, but it lacks playability and addictiveness."

BEN

COMMENTS

"I'm impressed, Parabola, though simple, is an addictive little game; my only moan is that the screens soon start repeating themselves. Quite a change from the normal run of isometric games, Parabola is presented attractively, with some good graphics; unfortunately, Firebird's instructions are typically overconcise. Once understood, though, Parabola is well worth getting stuck into, especially at this price."

Mike

"I'm impressed, Parabola, though simple, is an addictive little game; my only moan is that the screens soon start repeating themselves. Quite a change from the normal run of isometric games, Parabola is presented attractively, with some good graphics; unfortunately, Firebird's instructions are typically overconcise. Once understood, though, Parabola is well worth getting stuck into, especially at this price."

Mike
**ARMY MOVES**

Producer: Ocean  
Retail Price: £7.95  
Author: Dynamic Software

Derdhal is a member of the Special Operations Corps. His mission is to infiltrate a heavily guarded enemy base and steal information held in a safe. To achieve this aim he must cross the seven screens of this horizontally scrolling arcade game, passing through swamp, jungle, desert and sea. Each screen must be completed before progress can be made to the next.

When opposing forces are attacking, contact with either causes a life. They may be destroyed with ground to ground, or ground to air missiles fired from the jeep. At the end of the bridge an enemy base is reached, from there a helicopter is stolen and used to reach the jungle. An extra nine lives are now credited to our commando.

Now Derdhal flies over desert (rich in missile silos and attacking jets), a sea full of submarines, and a jungle (complete with look-out posts). Low flying earns him credits, but is more dangerous. A jeep travelling across a partially destroyed bridge, gaps in which are leaped by using the jeep's turbo boost. Helicopters and trucks attack, and contact with either causes a life. They may be destroyed with ground to ground, or ground to air missiles fired from the jeep. Derdhal himself moves left and jumps.

Energy and fuel supplies are limited, with the level remaining shown at the bottom right. Derdhal is armed with weapon systems ranging from missiles to grenades. When opposing forces are destroyed points are awarded, and the total displayed at the bottom of the screen. A bonus life is acquired after 25,000 points.

The first stage sees Derdhal's jeep travelling across a partially destroyed bridge, gaps in which are leaped by using the jeep's good landing earns additional points at the jungle heliport. Derdhal moves on foot towards the jungle headquarters, crossing swamps by leaping from island to island, missing quicksands, avoiding the explosions of enemy grenades (at night their position is shown by lighted eyes) and scaring away or ducking beneath the deadly beaks of Giant Toucans. From now on soldier-boy is equipped only with a machine gun and grenades.

Having survived the jungle ordeal, the next stage involves attacking the enemy's barracks. There the main building is scanned from watch towers, but these can be knocked out using grenades. Shots can be fired from a crouched position and windows crawled beneath in an effort to improve your chances.

Once inside the main building the central bunker is entered and the search for the safe begins. Derdhal hides behind doors and prevents them from being opened, and when on the stairs he cannot be seen by the enemy. Should he throw grenades whilst in the bunker he must take care as they can bounce off walls at dangerous angles. Finding the safe completes Derdhal's mission.

At his disposal Derdhal has a jeep, a helicopter and his marching boots. The jeep and helicopter can be accelerated, slowed and made to jump (take off and land) whilst Derdhal himself moves left and right and jumps.

Energy and fuel supplies are limited, with the level remaining shown at the bottom right. Derdhal is armed with weapon systems ranging from missiles to grenades. When opposing forces are destroyed points are awarded, and the total displayed at the bottom of the screen. A bonus life is acquired after 25,000 points.

The first stage sees Derdhal's jeep travelling across a partially destroyed bridge, gaps in which are leaped by using the jeep's good landing earns additional points at the jungle heliport. Derdhal moves on foot towards the jungle headquarters, crossing swamps by leaping from island to island, missing quicksands, avoiding the explosions of enemy grenades (at night their position is shown by lighted eyes) and scaring away or ducking beneath the deadly beaks of Giant Toucans. From now on soldier-boy is equipped only with a machine gun and grenades.

Having survived the jungle ordeal, the next stage involves attacking the enemy's barracks. There the main building is scanned from watch towers, but these can be knocked out using grenades. Shots can be fired from a crouched position and windows crawled beneath in an effort to improve your chances.

Once inside the main building the central bunker is entered and the search for the safe begins. Derdhal hides behind doors and prevents them from being opened, and when on the stairs he cannot be seen by the enemy. Should he throw grenades whilst in the bunker he must take care as they can bounce off walls at dangerous angles. Finding the safe completes Derdhal's mission.

At his disposal Derdhal has a jeep, a helicopter and his marching boots. The jeep and helicopter can be accelerated, slowed and made to jump (take off and land) whilst Derdhal himself moves left and right and jumps.

Energy and fuel supplies are limited, with the level remaining shown at the bottom right. Derdhal is armed with weapon systems ranging from missiles to grenades. When opposing forces are destroyed points are awarded, and the total displayed at the bottom of the screen. A bonus life is acquired after 25,000 points.

The first stage sees Derdhal's jeep travelling across a partially destroyed bridge, gaps in which are leaped by using the jeep's good landing earns additional points at the jungle heliport. Derdhal moves on foot towards the jungle headquarters, crossing swamps by leaping from island to island, missing quicksands, avoiding the explosions of enemy grenades (at night their position is shown by lighted eyes) and scaring away or ducking beneath the deadly beaks of Giant Toucans. From now on soldier-boy is equipped only with a machine gun and grenades.

Having survived the jungle ordeal, the next stage involves attacking the enemy's barracks. There the main building is scanned from watch towers, but these can be knocked out using grenades. Shots can be fired from a crouched position and windows crawled beneath in an effort to improve your chances.

Once inside the main building the central bunker is entered and the search for the safe begins. Derdhal hides behind doors and prevents them from being opened, and when on the stairs he cannot be seen by the enemy. Should he throw grenades whilst in the bunker he must take care as they can bounce off walls at dangerous angles. Finding the safe completes Derdhal's mission.
THE AWARD-WINNING COMBAT FIGHTER SIMULATION

F-15 STRIKE EAGLE

- Endless hours of constructive entertainment
- Highly accurate combat flight simulation
- Exceptional 3D graphics
- Multiple combat missions
- Various levels of difficulty
- Hundreds of existing scenarios
- Realistic cockpit instrumentation

The Combat Fighter Simulation

Fly in MicroProse's higher successful, award-winning combat simulation - if you dare.

F-15 Strike Eagle puts you in control of one of the most deadly and advanced fighter planes and challenges you with many of the most demanding and dangerous missions over Southeast Asia and the Middle East.

Make a plan to be taken out. The planes are fully equipped with radar and other advanced systems to help you identify and destroy the enemy.

For the Spectrum and Amstrad CPC, MicroProse Software Limited, 2 Market Place, Tetbury, Gloucestershire GL8 8PS. Prices from £9.95 for cassettes, £14.95 for disc.

NOW AVAILABLE SPECTRUM AND AMSTRAD CPC
HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT
WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT

SPECIAL OFFER!
WHY NOT UPGRADE YOUR ORIGINALLY SPECTRUM INTO
THE MINT LOOKING TONY'S 35000 KEYBOARD
FOR ONLY £8.00 including VAT post and packing

10% OFF SPECIAL PRICE
£8.95 including VAT and post and packing

THE NOT SO REPAIR SERVICE
THE TALENTED LOCALS
Follow THE NOT SO REPAIR SERVICE

TEN REPAIR SERVICE

- While you wait service including computer spare parts over the counter
- All computers fully overhauled and fully tested before return
- Fully insured for the return journey
- Fault free price of £19.95 including post packing and VAT. Not a between price like some other Repairs Centres offer
- Discounts for schools and colleges
- The most up to date test equipment developed by us to fully test and find all faults within your computer
- Keyboard repairs, Spectrum rubber keyboards only £8.95
- 3 month written guarantee on repairs

SPECIAL OFFER!
WHY NOT UPGRADE YOUR 16K SPECTRUM INTO
A HIGH END 64K SPECTRUM FOR £50.00
LIMITED OFFER

NEW

SPECIAL OFFER!
WHY NOT UPGRADE YOUR 16K SPECTRUM INTO
A HIGH END 64K SPECTRUM FOR £50.00
LIMITED OFFER

FIXED LOW PRICE OF £19.95 INCLUDING POST AND PACKING

WE NOW HAVE FAX: (01 4574 68946
HEAD OFFICE & ACCESS ORDERS, QUERIES,
MANCHESTER 061-236-0376

TRADE ORDERS WELCOME

THE VIDEO VAULT COMPUTER COMPANION
The Videovault has just released the most up to date and exciting catalogue ever produced, our team of experts have scoured the globe to find you all the latest software and add ons for your computer all the latest in joystick technology, all the top and tested software titles all at great discounts to you. Anyone can apply now. Just send 2 x £10 stamps to the Catalogue Dept, at the address below, for your free copy. We have all the top branded items available, delivery by return post (our usual standard). All goods carry our guarantee of satisfaction. Never has such a catalogue ever been produced before including spare parts, ULAs, keyboards, power supplies – all at discount prices.

SPECIAL OFFER!
FOR THE SPECTRUM
£9.90
OPEN 7 DAYS A WEEK
MANCHESTER MON-SAT ONLY

WE NOW HAVE FAX: (0) 4574-68946

C Copyright Videovault Ltd No 783042
**BUBBLER**

Producer: Ultimate  
Retail Price: £9.95  
Author: Ashley Computer Graphics

The inhabitants of the ancient city of Irkon have long been enslaved by the wizard tyrant, Vadra. To further fasten his grip about them he has created magical bottles—bubblers—which blow mutant-releasing bubbles.

Long ago you spoke out against Vadra, and as a result were imprisoned and converted into an imitable blob. Kintor, one time assistant to Vadra, eventually joins you. Using magical powers, Kintor is able to move along and through the prison’s 3D system of platforms, towers and slopes. You can move forward in a direction defined by rotation to the right or left, and can move up slopes, roll down them.

Bubblers are plugged by use of magic corks, automatically locking the prison’s trapdoors. However, some trapdoors are corkless, and entering them leads only to death. With each bottle corked Vadra’s power diminishes, and consequently Kintor’s increases.

Trapdoors and bottles are found by moving along and through the prison’s 3D system of platforms, towers and slopes. You can move forward in a direction defined by rotation to the right or left, and can move up slopes, roll down them under the pull of gravity, jump and catch hoists to higher structures. All manoeuvres must be precise in order to remain on the platforms and pathways, and thus avoid plunging to your death.

As you progress, prison denizens are released from flashing clocks. The score, compass, time, extra lives, or bombs. Sharp objects pierce your delicate skin and burst you, if any of your five lives are remaining reincarnation occurs near the killing point.

A time limit is set for the task and should it run out a life is lost. However, time is restored with every new life or corking of a bottle, and increased by collecting alarm clocks. The score, compass, time and lives remaining are displayed at the top and bottom of the screen.

**COMMENTS**

**Graphics**
- The superbly animated characters and pretty landscapes which scroll excellently—the title screen is impressive too. The control method is a horrible rotate left or right job, and because of this it takes a while to get used to the game’s workings—however, I’d recommend this as it’s a slick piece of playable programming.

**Value for money**
- 88%

**Addictive qualities**
- 74%

**Playability**
- 71%

**Presentation**
- 87%

**Overall**
- 78%

**Author**
- PAUL

> Once Ultimate was on a pedestal above all other software companies. Each release saw their cult following fill computer shops all over the country—everybody wanting to see just how far the ACG team had pushed the Spectrum this time. Sadly those glorious times are long since gone, and the company now blends in unremarkably with the rest of the market. Bubbler breaks no new ground. The superbly animated graphics are very appealing, but the 3D perspective isn’t as convincing as that used in previous Ultimate products and the scenery appears disjointed. Those that can master the awkward control method may find a rewarding game, but I’m left with a slight feeling of disappointment.

> What’s a nice blob like you doing in a place like this?

**Author**
- BEN

> After a fair amount of practice, Bubbler has turned out to be one of the most playable Marble Madness type games we’ve seen. The graphics are superb, with well animated characters and pretty landscapes which scroll excellently—the title screen is impressive too. The control method is a horrible rotate left or right job, and because of this it takes a while to get used to the game’s workings—however, I’d recommend this as it’s a slick piece of playable programming.

**Value for money**
- 82%

**Addictive qualities**
- 74%

**Playability**
- 82%

**Presentation**
- 87%

**Overall**
- 74%

**Author**
- RICKY

> I’ve tried really hard to like this, but the lack of playability destroys the effect created by the more enjoyable elements. Like previous Ultimate offerings, Bubbler uses the “turn and walk” directional control which may have been fine before but with the addition of inertia and leaping it becomes very imprecise. The compass at the bottom of the screen also confuses matters.

**Value for money**
- 71%

**Addictive qualities**
- 82%

**Playability**
- 74%

**Overall**
- 82%

---

**Author**
- CRASH June 1987
Now this is interesting – all the fun of a platform/exploration game combined with the joy of killing for a second player. Played alone, Ghost Hunters can get rather monotonous, especially as there isn't that much to look at. However, if you tackle the game with two players it can really be most enjoyable. Solving the tasks isn't too difficult, but it should keep you playing for long enough to get your money's worth.

The loading screen and title music set the scene perfectly for what is a very atmospheric game. The graphics are superb, with the screen containing a lot of characters and furniture — all of them detailed and recognisable. Ghost Hunters is fiendishly addictive, so make sure you have a good few hours to spare before loading it up. The Terrometer and Macho meter work well together and are very useful. I loved every minute of this; it's a giveaway at £1.99.

Your only weapon is a sub-compact anti-matter Phantom splatterer, one shot from which temporarily returns demons to their astral plane. Some creatures are indestructible, but those which are destroyed earn more valuable points.

RICKY

"Now this is interesting – all the fun of a platform/exploration game combined with the joy of killing for a second player. Played alone, Ghost Hunters can get rather monotonous, especially as there isn't that much to look at. However, if you tackle the game with two players it can really be most enjoyable. Solving the tasks isn't too difficult, but it should keep you playing for long enough to get your money's worth."

The loading screen and title music set the scene perfectly for what is a very atmospheric game. The graphics are superb, with the screen containing a lot of characters and furniture — all of them detailed and recognisable. Ghost Hunters is fiendishly addictive, so make sure you have a good few hours to spare before loading it up. The Terrometer and Macho meter work well together and are very useful. I loved every minute of this; it's a giveaway at £1.99.

PAUL

"The loading screen and title music set the scene perfectly for what is a very atmospheric game. The graphics are superb, with the screen containing a lot of characters and furniture — all of them detailed and recognisable. Ghost Hunters is fiendishly addictive, so make sure you have a good few hours to spare before loading it up. The Terrometer and Macho meter work well together and are very useful. I loved every minute of this; it's a giveaway at £1.99."
**CHRONOS**

**Producer:** Mastertronic  
**Retail Price:** £1.99  
**Author:** The Radical Tubes

**Chronos** is imprisoned in another time dimension by the Mystical Dimension Weavers, beings he himself created. Six levels need to be completed before Chronos can be freed from his plight.

You pilot a laser-carrying space craft capable of moving up and down, and to the left and right, through a maze of constructed space corridors. Many of these are blocked by laser barriers or other obstructions that must be cleared by blasting. As you progress alien craft, lethal orbs and rotating 'yin-yangs', fly through your space with increasing frequency. Contact with these, or any part of the space landscape, loses you one of three lives. For each obstruction or attacker laser-smeared, points are awarded, with an extra life acquired at 10,000 points. Occasionally, the letters B, O, N. U, S appear, which, surprisingly enough, give bonus points should they be collected in correct spelling order.

The program features an unusual two player mode. Unlike other two player games, Ghost Hunters does not place the participants in competition or allow them to control two separate characters. Instead, one player controls the character's movement, while the other operates the weapon.

**COMMENTS**

**Control keys:** Definable; Up, Down, Left, Right, Fire  
**Joystick:** Kempston, Cursor, Interface 2  
**Use of colour:** you can choose one of two colours and black  
**Graphics:** atmospheric, well detailed and realistically animated  
**Sound:** excellent title music and reasonable FX  
**Skill levels:** one  
**General rating:** An entertaining game with the added bonus of two-player mode, playable but might shade off in long-term appeal.

Presentation 74%  
Graphics 70%  
Playability 76%  
Addictive qualities 78%  
Value for money 82%  
Overall 77%

---

**PAUL**

"Let's not beat around the bush, what we have here is simply a budget shoot 'em up. No frills, no adventure, just blasting away to your heart's content. There's little imagination graphically, but the shading makes a brave attempt to bring life. Although aliens suffer badly from the shakes, and the scrolling isn't super smooth either, presentation is well up to scratch, with a good Design Design type front end and score table, and a strange bit of title sound rather than music. If you're not tired of shoot 'em ups then this could be a game for you. The aliens never run out, but neither does your fire power."

- **LIVES 2**  
- **SCORE**  

**COMMENTS**

**Control keys:** O/A up/down, O/P left/right, M to fire  
**Joysticks:** Kempston, Interface 2, Cursor  
**Use of colour:** Monochromatic playing area, using shading  
**Graphics:** varied cityscape graphics, neatly defined, but juddery sprites  
**Sound:** average 'effects' music  
**Skill levels:** one  
**General rating:** A just above average shoot 'em up, mildly addictive, but with nothing really new or invigorating.

Presentation 78%  
Graphics 67%  
Playability 56%  
Addictive qualities 54%  
Value for money 62%  
Overall 55%
**SPY VS SPY**

**THE ISLAND CAPER**

Producer: Databyte
Retail Price: £8.95
Author: Mike Reidel/
First Star

Three missing parts of a secret missile are hidden on the tropical Spy Island—and you control an agent sent to recover them, in this sequel to Spy Vs Spy, a CRASH Smash in August 1985. There are seven game levels, in which you struggle with an enemy spy to complete your mission: collecting the missile parts and wading out to a waiting submarine with them. The two spies, Black and White, are shown on stacked, horizontally-scrolling screens.

As in the original Spy Vs Spy, you can foil the enemy with the equipment in your Trapulator. Rope snares can be set in foreground trees with their nooses positioned invisibly below; sprints can be dug using a shovel, with stakes positioned at their centres and the holes covered with dirt; you can make bombs from coconuts and gasoline, drawing fuel from the crashed plane on the island. But always remember that your opponent has similar equipment...

Traps can be set anywhere on the island—they're sometimes beneath the mounds of sand where you look for the missile sections. And once a trap is activated either spy can trigger it, losing all the missile sections he's collected as well as strength. When a spy's strength fails to zero, he dies and the game is over; but it can be replenished by avoiding traps and by combat with the other agent.

If you find a gun, you can use it on your opponent to weaken him and spin him temporarily out of control. But the gun's magazine isn't always full, and some bullets are duds.

When the two agents are within range, they can fight hand-to-hand, swinging and jabbing swords—some 33 blows kill a fully fit opponent. Combat ends when one spy dies, runs away, or falls victim to a trap.

And you'll also want to brave the natural hazards of Spy Island: strength-sapping quicksands, shark-infested seas and a volcano about to erupt.

To help him complete his mission, your spy can call up a map from the Trapulator (unless he's in the same screen as his opponent). A flashing quadrant indicates your spy's present position, a dotted line shows the last few quadrants walked, and a solid line shows where the missile sections are.

Black and White trap-setting fun returns to the Spectrum, but poor old Black, who's carrying a missile, he's stuck in quicksand in the lower screen.

---

**COMMENTS**

Control keys: Q or P/A or L/R/ down, Z or N/X or M left/right, C or B to fire
Joystick: Kempston, Interface

Use of colour: too much causes bad clashes
Graphics: large and nicely defined, but poor scrolling
Sound: what there is is dull
Skill levels: computer's IQ goes from 1-7, and 7 player levels
Screens: twin-stacked scrolling island

General rating: Spoiled by too many elements, the otherwise entertaining game only manages to be average, and a disappointing sequel.

---

**MARCH**

"Nearly everyone liked the first Spy Vs Spy, but I think this follow-up will be a disappointment to the faithful. The graphics are poor: colour is overused, the scrolling is bad, and while the black spy is appealing his counterpart is very poorly defined. And setting traps is only fun for a while—though fans of the original, who've waited long enough for this, might find it worth a go."

**PAUL**

"The first Spy Vs Spy game didn't have enough colour, and new Spy Vs Spy, The Island Caper suffers from too much of the darned stuff! The screen layout seems to have shrunk a bit since the first game, but the traps have got more devious and much more harmful—and easier to set, thank goodness. (Even so, the Trapulator can get a bit uncontrollable in the heat of the moment.)

The scrolling screens slow the game down tremendously; the flick-screen technique would have removed the need for charmer-boo! scrolling to avoid messy colour. The game suffers from a few bugs, like mounds of sand not disappearing when you look for the missile sections. And once a trap is activated either spy can trigger it, losing all the missile sections he's collected as well as strength. When a spy's strength fails to zero, he dies and the game is over; but it can be replenished by avoiding traps and by combat with the other agent.

If you find a gun, you can use it on your opponent to weaken him and spin him temporarily out of control. But the gun's magazine isn't always full, and some bullets are duds."

**BEN**

"The original Spy Vs Spy was one of the best games ever to appear on the Spectrum, and this could have been as good—but the implementation of the idea leaves a lot to be desired. It runs too slowly, and it's too messy to be addictive or fun. The graphics are marred by badly-defined characters and scenery—this and the two-character-scrolling combined with the use of colour produces a playing area that's really hard on the eyes. I'd stay away from this; it's substandard."

**Value for money 49%**

**Addictive qualities 56%**

**Overall 53%**

**Presentations 71%**

**Graphics 51%**

**Playability 58%**

---

**VITAL STATISTICS**

**Players**

**04:51**

**Players 1 & 2**

**1 & 2**

**1 & 2**

**1 & 2**

**1 & 2**

**1 & 2**

**1 & 2**

---

**First Star**

**PAUL**

**L**

**L**

**L**

**L**

---

**First Star**

**Mike Reidel**

---

**First Star**

**L**

---
Music Machine transforms the Spectrum into a powerful music computer. It brings together all the features you’d normally buy separately. Sampling, editing, step sequencing, composition, MIDI, digital echo effect and much more.

Sound sampling, the latest buzzword, lets you record natural sounds with the microphone supplied, then edit them and play them back at different pitches.

Or you can choose from eight internal ‘voices’ including drums and synthesiser, edit them, create new ones and play them from the Spectrum or a MIDI keyboard.

The amazingly realistic drum sounds literally have to be heard to be believed, and come with a Rhythm Editor.

For budding composers there’s note, bar and tune editing. And for enthusiasts, a full MIDI specification that includes In/Out/Thru ports to connect with MIDI instruments.

Yet despite its power, the menu driven graphics and excellent manual allow sounds to be created and songs composed in minutes.

Sinclair User awarded it “the highest fun-per-pfennig rating of any Spectrum peripheral!”

The price of all this magic? Just £49.95 complete with manual, microphone and demonstration recording.

ZX Computing Monthly’s reviewer concluded: “I have no hesitation in giving it the highest accolade possible from a hard bitten, cynical reviewer. I will buy one.”

To which we can only add, clip the coupon or pop into your nearest store and see it for yourself!

Ram Electronics (Fleet) Ltd, Unit 16, Redfields Industrial Park, Redfield Lane, Church Crooked, Aldershot, Hants GU11 0RE. Telephone: (0252) 850085.

Music Machine is a trademark of Ram Electronics (Fleet) Ltd.

Available at WHSmith, Virgin, John Menzies and all good computer stores.
COSMIC SHOCK ABSORBER

Producer: Martech
Retail Price: £7.95

The Universe is nearing destruction - a minor calamity you may avert by reaching the Interstellar Lake of Protozoic Slime at its centre. But your CZ Neutrozapper has just failed its MOT!

En route screensful of creatures are out for your blood, and the number you must destroy on each to progress is shown screen left. The Neutrozapper has a defensive shield, and a photon canon with limited reserves (and unreliability after prolonged use), energy reserves for both, and weapon systems are likely to go kaput, malfunctioning. Initially you may avert by reaching the nearest window. The uninhabited planet is called Terra Absorber's Jive.

To progress, you must be punched up and repairs continue, the craft's circuit board functions are indicated in a panel which can be chosen from the on-screen display and placed in position in the circuit. A countdown indicates how much time there is to make repairs. If it runs out you and your craft explode and the hopes of the Universe die with you.

CRITICISM

- "You won't have seen the film... There is no book... Now find out why! It's 3D blasting fun!!!" announces the inlay, I'm sure any publisher or film producer worth their salt would instantly recognise this for the piece of unpolished trite that it is, and promptly sling it through the nearest window. The uninteresting gameplay is further marred by slow, messy vector graphics, and on the later levels attribute problems make an appearance. The sub-game has the feel of an O level teaching aid - again colour is poor and UDG characters are used to represent the components. Definitely not a Cosmic release from Martech."

BEN

- " Battle Of The Planets all over again. Except this time it's much, much worse. Cosmic Shock Absorber's controls are very unresponsive, and I had great problems with the cursors - they just didn't seem to do anything. The graphics are tolerable if you don't want to see what's happening - the circuit mending is about as addictive as party game basics."

PAUL

- " Here we have yet another platform game which falls into the deepening void of trashable Spectrum games. I can't honestly see anyone having fun with this for more than a couple of days as the gameplay is so boring. There's a nice tune on the title screen, but other than this the presentation leaves a lot to be desired - as does the graphical content. There are plenty of better games around for the same price - choose one of them and you'll probably have more fun."

BEN

- " Yet another superbly presented Code Master game. The title tune is a great David Whittaker piece, and the options are many and varied. The graphics contain a good range of colour - although to prevent colour clashes the collision detection seems to be of character size - and the screens are smartly attired with some large objects. Super Robin Hood is basically another arcade/adventure budget game with some good features."

PAUL

- " It's a sad but regular occurrence that a game arrives with excellent presentation and pretty graphics... but a rather tired game idea - Super Robin Hood is one such. However, at the regular Code Masters price this combination shouldn't disappoint many people. Learning to complete the screens successfully adds to the lasting interest, as does the variety of graphics and music. Quite enjoyable, if you're not too demanding and don't expect too much."

RICKY

- " Robin enters the castle and finds himself running left, running right, leaping, climbing up and down, ducking to avoid spiders, monstrous devices and the guards' crossbow bolts, through a series of rooms and halls connected by ladders and extending platforms. Pant, pant! Bumping into nasties, or falling from ladders, loses our woodland hero valuable health points, and if health is gone Robin fires an arrow Heavenward and dies. But picking up the Sheriff's multivitamin tablets, strew about the castle, revives him, as well as adding to his score. More points are to be had for each guard eliminated with his bow and arrow."

- " In search of true love, Robin Hood deals death to baddies on the uninspiring ladders and platforms."

SUPER ROBIN HOOD

Producer: Code Masters
Retail Price: £1.99
Author: Mark Baldock

Robin has been kidnapped by the Sheriff of Nottingham and imprisoned in the East Tower of his castle. If Robin Hood is ever to canoodle with his true love again, he must survive the many dangers that her rescue entails.
The keyboard over the shock of 'Cosmic. It's a pitifully basic shoot 'em up with a few add-ons. The keyboard response is appalling, making play near impossible. GARETH

**COMMENTS**

Control keys: O-T/A-G up/down, Y-P right, H-Enter left, bottom ro to fire
Joystick: Kempston, Interface 2, Cursor
Use of colour: lots of colour clashes
Graphics: generally small and unimaginative with UDGs
Sound: simple 'blip' FX
Skill levels: one
Screens: repair screen and vector graphics
General rating: Outdated shoot'em up spoiled by poor graphics

**Presentation** 58%
**Graphics** 43%
**Playability** 32%
**Addictive qualities** 39%
**Value for money** 37%
**Overall** 36%

Points are scored by landing punches and kicks and lobbing hand grenades, and also by shooting ducks, hidden targets and the lady in red (hit her more than once and you're dead buster).

Your enemies do fight back. Take one of their punches and kicks, miss a leap over a coyote, or get hit by a flying object and your strength is diminished (energy levels are shown at the top of the screen). If your five lives is lost if your strength falls to zero, if you run out of time (a countdown is displayed) or if you sustain a gunshot wound.

**CRITICISM**

- "Initially Express Raider reminded me of the wonderful Stop the Express, but it soon became quite boring. The gameplay has no real lastability, making fighting too much of a chore to be any fun. The sound is more basic than the arcade version, with no tune and horrible little spot effects. Express Raider does not deserve to be released as a full-priced game." GARETH
- "I've never been so bored, Express Raider just goes on and on and... The gameplay is repetitive and the 'feel' is very inaccurate. The idea of choosing your control type before you load the main game is years old and quite unnecessary, as you have to choose them again when it loads anyway! It looks tacky, and is much too expensive." PAUL
- "I was I expecting a lot. but I didn't enjoy playing it at all after those or four goes. The graphics are colourful and look quite pretty - until you get up close. Unless you really are a coin-op machine, £7.95 seems far too much to pay, and I should stay well clear of it." MIKE

**COMMENTS**

Control keys: definable
Joystick: Kempston, Interface 2, Cursor
Use of colour: reasonably varied, avoids serious clashes
Graphics: screens not over-busy, large characters and simple animation
Sound: good tune
Skill levels: one
General rating: 'Some mixed feelings, but reasonably entertaining for a short while, no long lasting appeal and certainly nothing new.

**Presentation** 65%
**Graphics** 86%
**Playability** 53%
**Addictive qualities** 45%
**Value for money** 63%
**Overall** 52%

**CRASH June 1987**
**STRIKE**

Producer: M.A.D.
Retail Price: £2.99

We're back to the Ten-Pin bowling lanes again, and, similar to the 'real thing', the key to success in this simulation is correctly timing the ball's release. If this is done too soon the ball's dropped, too late and your foot's flattened!

The bowler moves left and right along the top of the alley (screen left actually), and pressing fire releases the ball. The alley threshold must not be crossed, doing so constitutes a foot fault and no points are scored.

You have two balls with which to knock down the ten pins in a 'frame', with a point scored per toppled pin. Pins still standing after a delivery are displayed on an inset top left of the screen. A 'strike' is scored when all ten are felled with the first ball of a frame. This earns ten points, plus a bonus of the score from your next two balls. Demolishing all ten pins with both balls is a 'spare', earning a bonus of the score from your next ball.

The score per frame and a running total over all frames is displayed at the bottom of the screen, the winner being the bowler who accumulates the most points at the end of ten frames.

**CRITICISM**

- "Strike can hardly be described as a masterpiece, the gameplay is simple to the point of being tedious and high scores are achieved much too easily. Your character shuffles around fairly well and the view of the pins is a nice touch, but the graphics are fairly bland. The major problem is that the simulation is unrealistic - the pins don't fall logically and more often than not they fall in the same pattern no matter where your ball strikes. This would be a nice addition to a compilation package, but I wouldn't recommend it as a game in its own right."  — BEN

- "To say that I disliked Strike is an understatement. The whole impression of the game is very bare - the graphics show poor perspective and little imagination. Using the one-screen format is a bad choice - it removes the worry of whether you've put on enough spin or not - but there isn't any spin option so that detracts even more. The computer's a strange opponent too, varying from four or five strikes in a row and then missing the pins completely for the rest of the frames."  — PAUL

- "This is the third Ten-Pin bowling simulation to appear on the Spectrum. I don't particularly like the way in which the action is viewed - everything happens on one screen which means the pins are displayed in a scrunched up box at the top. Controlling the player proves awkward, however positions are soon learned and some degree of control can then be accomplished. A program dedicated Ten-Pin fans only."  — RICKY

**COMMENTS**

Control keys: definable
Joystick: Kempston, Interface 2, Cursor
Use of colour: restricted; brown, black and white
Graphics: good bowler sprite, otherwise uniformly simple
Sound: nothing inspiring
Skill levels: one
Screens: one (plus inset)
General rating: A disappointing simulation which has opted for the obvious, to its own cost.

Presentation: 53%
Graphics: 52%
Playability: 37%
Atmospheric qualities: 37%
Value for money: 45%
Overall: 40%

And aiming at the pins, it's ace ten-pin bowler Cameron. Note that smooth flick - wrist style.

---

**MARIO BROS**

Producer: Ocean
Retail Price: £7.95
Author: Choice Software

Winning freedom from a nearby game park, creatures enter the factory where Mario is visiting his brother Luigi. Both set about removing the invading animals from their platform game world.

The brothers move left and right along the multi-level floors trying to dislodge the turtles, crabs and flies whilst not losing their own footing on the floors, as their side-ways momentum can carry them over an edge, onto a lower level and into the path of an oncoming beast. But Mario and Luigi can move to higher levels or drop down to lower ones as they choose.

The creatures, their numbers increasing with time, appear from pipes on the top floor, and touching one, or one of the large rotating discs, causes a brother to lose one of his three lives.

Creatures are disabled by jumping up and head-buttting the underside of floors which bulge upwards. This knocks the pests onto their backs when they can then be kicked to the ground below, otherwise they recover and can knock the brothers off. Be careful however, a second thump can right them and once more they set off. The POW marker on the first floor can be used to stun all creatures on screen, so they can be kicked off cleanly. With all of the creatures removed, the next screen is reached. There's an extra life earned for reaching 30,000 points.

**COMMENTS**

Control keys: A/S left/right, Space to jump
Joystick: Kempston, Interface 2, Cursor
Use of colour: limited, generally simple
Graphics: porky sprites
Sound: thin on FX
Skill levels: one; one or two players may take part
Screens: one layout, different nasties
General rating: Lifeless conversion of a simple coin-op, the appeal of which lay in its cute characters.

Presentation: 68%
Graphics: 58%
Playability: 43%
Atmospheric qualities: 47%
Value for money: 41%
Overall: 45%

A few more sound effects during the game wouldn't go amiss as they'd add a lot of much needed atmosphere.

- "I had no fun playing Mario Bros whatsoever. The game is just so terribly boring. All the screens are of the same basic layout, and once you've found the 'safe' place it holds no more challenge. The graphics are badly and unimaginative drawn, the game's poor, and further limited by terrible collision detection. This isn't a patch on the arcade version. Your hard earned pennies would be better spent elsewhere."  — PAUL

- "I couldn't believe how simple this game was; I couldn't find any plot, and I've yet to see more convincing instructions. I was expecting, consequently, one of those games whose attraction lies in its simplicity. I suppose that applies to Mario Bros to an extent, but there isn't all that much attraction anyway! The graphics aren't very bad, but the characters look squashed, and the turtles are a bit chunky; colour isn't used that well, either. Overall, not bad, but for eight quid, I expect a good deal more than a simple platform game. "  — MIKE
THE ULTIMATE WARRIOR  THE ULTIMATE GAME

AVAILABLE FOR:
COMMODORE 64
48K SPECTRUM
AMSTRAD CPC

Send cheque or postal order for £9.99 (Cassette), or £12.99 (Commodore or Amstrad Disk) plus 80p P&P. Access and Barclaycard holders telephone 01-278 0751.

SPECTRUM VERSION
Available from all good computer game stockists, or by mail order from: Palace Software, 275 Pentonville Road, London N1 9NL.

AMSTRAD VERSION
Send cheque or postal order for £9.99 (Cassette), or £12.99 (Commodore or Amstrad Disk) plus 80p P&P. Access and Barclaycard holders telephone 01-278 0751.

PALACE SOFTWARE
The Atari 520 ST gives you the power to defeat deadly enemies, slaughter monsters and outwit cruel captors.

**Gauntlet - U.S. Gold.** Enter a world of monsters, mazes, mystery and combat in the ultimate role-playing fantasy game.

**Tai Pan - Ocean.** Voyage to 19th Century Hong Kong for action and excitement with pirates, smuggling and mutiny.

**Metrocross - U.S. Gold.** It takes lightning reflexes to get past the potholes, obstacles and forbidden zones to reach the other side. And that's just the beginning!

**Arkanoïd - Imagine.** The latest smash-hit coin-op game! Are your reactions quick enough to handle 33 different play screens?

**Star Raiders - Atari.** Star Raiders are the only force strong enough to hold off the Zycroids. Your task is to command the Starcruiser – are you up to it?

**Flight Simulator II - Sublogic.** Take the controls of a Cessna 182 or Learjet 25G. With high speed 3D graphics for take-offs, landings and acrobatics, it's just like the real thing!
But it’s not all fun and games.

1st Word Plus – G.S.T. Professional word processor featuring UK spellings and integration of graphics including 1st Mail for full control of form letters etc.

Superbase Personal – Precision Software. All the features of GEM combined with full relational database power. Easy to set up, flexible, plus unique picture index facility.

Fleet Street Publisher – Mirrorsoft. The complete desk-top publishing package. Gives you page make-up combining text and graphics for sophisticated, professional looking documents.

VIP GEM – Silica Distribution. VIP Professional is an integrated spreadsheet, database, and graphics package. GEM environment plus Lotus 1-2-3 compatibility.

Mixing business with pleasure is no problem with an Atari 520 ST. Not when you’ve got over 1,000 software titles to choose from. You’ll find all the latest games and a huge range of business titles from the top business software houses. And the range is growing all the time.

You won’t be short of power, either. The Atari 520 ST is twice as powerful as most business micros. So you’ll be able to create spectacular colour graphics. Even animate them to make your own films. If you’re musically minded, you can compose and play a full symphony.

Or, for those who’d rather write programs than music, the 520 ST supports over thirty programming languages.

In fact, whatever you’re looking for in a computer, you’ll find it in the Atari 520 ST.
MOTION – THE ONLY ABSOLUTE
Finding the Kinemator will test every
law, every skill and every ounce of
your resolve.
Kinetik’s mind bending action will
be available at all good computer
stockists soon.

Available for Spectrum, Amstrad
and Commodore –
cassette £7.95 disc £12.95
**STAR RUNNER**

Producer: Code Masters  
Retail Price: £1.99  
Author: Christian Urquhart

It's a long trudge for an erstwhile Star Runner.

Star Running, a distance event set on a floating space platform. You are Earth's champion, and represent the planet against the cream of alien athletes.

The Star Run is a race of no fixed distance — the runner who travels furthest accumulates most points, and thus wins. The score is shown at the bottom right of the screen.

Your character moves automatically, with your task being to guide him left and right, and make him stop and jump as necessary. Jumping allows time wasting obstacles to be avoided — open pits, some surfaces cause slow running, fire pits return you down the course and teleport pads take you even further. A continual update of your course position is displayed at the top of the screen, with a flashing message displayed on reaching the half-way point.

There is a specified time limit for each of the six infinitely repeating levels, with the time remaining shown at the bottom left. Crossing the finishing line allows the next stage to be reached, and extra time is gained by picking up the clocks which are found en route.

**CRITICISM**

- "What a totally useless concept. Let's face it, running around and jumping over hazards isn't exactly an exciting gameplan to begin with, so the action could hardly be very compelling. The thing is that Star Runner has been very well implemented, it looks slick and is adequately presented, giving the overall impression of being a neat little game — and if there was more content it would be. Sadly, in its present form it's about as compelling as watching paint dry... stay well clear."

- "As with all Code Masters games, Star Runner contains some very slick presentation — but the content is very thin. What kind of an Olympic event are you competing in? One without opponents, but with fries to jump over, and holes to fall in! Not really in the Olympic spirit, is it? The perspective is very misleading, and the childish comments at the end of the screeners ("Would a pair of crates help?" for instance) are boring. A totally unaddictive game, for which even two pounds is too much."

— PAUL

**TUBARUBA**

Producer: Firebird  
Retail Price: £1.99  
Author: Tooba Zaidi

Naughty Tubaruba's always in trouble at school, but this time it looks really serious. He's broken a window, been caught by the headmaster and thus wins £50 damages bill. However, if the trainee delinquent collects this amount by the end of term he'll be wind up owning the headmaster's Ferrari!

In his financial search, Tubaruba passes through a series of rooms on different floors collecting money as he goes. He can move left and right, jump up or leap down in the school buildings he hates so much. To make his task that much harder, bomb-dropping angels, egg-laying ducks, deadly ball-spitting heads, octopuses, and musical instruments fly about. Contact with any of these saps energy, which is replaced by collecting the red discs lying about the school. Should his energy level fall to zero, Tubaruba is permanently wiped off the school register.

Overactivity also depletes Tubaruba's energy, so rest his legs he drives about in one of the Sinclair OS's which are conveniently distributed around the school.

Tubaruba protects himself by firing on his attackers with a concealed gun. Each kill earns a penny, but his piggy bank fills up much faster if he picks up the coins and notes which are also to be found about the premises.

Leaping up to and touching windows transports the scheming schoolkid to another part of the building where he can continue his money hunt.

**CRITICISM**

- "At last! Spectrum lovers can now have a loading system just like (dare I say it) ... the good old BBC. I'm not sure I like this, but it does solve a lot of problems — and once you've finally got Tubaruba to load it isn't at all bad. The graphics are a bit basic, but they're well constructed and use lots of colour."

— GARETH

**COMMENTS**

Control keys: S left, X right, H stop, SPACE jump  
Joystick: Kempston, Cursor, Interface 2

Use of colour: mainly monochromatic playing area with colourful front end  
Graphics: basic, but strangely pretty  
Sound: uninspired spot effects  
Skill levels: one  
Screens: six  
General rating: A race against time that goes nowhere in particular

Presentation 69%  
Graphics 57%  
Playability 44%  
Addictive qualities 42%  
Value for money 55%  
Overall 50%

If Firebird think that this is the sort of game that Spectrum owners want then they're still living in 1984 ... it's absolutely appalling. The tune that plays during and after the game is atrocious — the graphics consist of some badly drawn furniture and backgrounds, and contain masses of colour, none of which is aesthetically pleasing. A complete waste of money.

— PAUL

**COMMENTS**

Control keys: C up, A down, O left, P right, Z/M fire  
Joystick: Kempston, Interface 2

Use of colour: very bright  
Graphics: primitive and generally small  
Sound: poor  
Skill levels: one  
General rating: This leap, kill and collect Jet Set Willy type game, hails from the past, but at its price it could have appeal for some.

Presentation 58%  
Graphics 45%  
Playability 43%  
Addictive qualities 41%  
Value for money 44%  
Overall 42%

CRASH June 1987 31
INDOOR SPORTS

Producer: Advance
Retail Price: £7.95

This sports simulation licensed from the American Design Star Inc allows up to four people to participate in a series of four indoor games. The events are two player only, with a second round being played if three or more competitors take part. If an odd amount of players are competing, the computer takes the place of the missing opponent.

GARETH

"This conversion is very disappointing because each game is so easy to beat - it's possible to defeat the computer on every level after only playing for a short time. The graphics are the best feature (not surprising really, as there's no sound), incorporating smooth animation of sprites and neat scrolling action. This is not the best sport simulation I've seen but it could have a few hours of enjoyment in it."

PAUL

"None of Indoor Sport's four sub-games holds any lasting appeal, and all of them are very easy to master. The perspective of the air hockey is superb, and the action is smooth and lightning fast. The darts is the easiest game to suss - maximums being no trouble to get. Superstar ping pong is again very easy to master, mainly due to the dense opponent. Ten-pin bowling, being the best of a bad bunch, takes quite a time to get into - but again good scores are easily repeated. You may find one or two games that you like, but it's asking a bit much at £7.95."

Air Hockey is played on a table with walled edges and a goal at either end. Both players are equipped with a 'hitter', which moves with the confines of its own half, to bounce the puck into the opposite goal or to defend their own. Three playing speeds are available, with a score and time countdown given. Winner is the first player to score 12 goals within the specified time limit.

The next event is Darts. An arrow is aimed by sliding it along the bottom of the screen, the arc of the throw set by use of an angle meter and strength regulated on the power meter. A thrown dart's position is shown on the board with a message section above it indicating trebles, doubles and misses. Scores are 'chalked' on either side of the board, with a running total given after every three darts. The game is lost if available time (shown by a countdown) falls to zero.

In Superstar Ping Pong the bat is moved either manually or by the computer. If the auto-move option is chosen, the fire button is used to serve and the joystick, or appropriate keys, to determine the choice of return - this can be using backspin, an attacking smash or at var-
You are an Octon, a creature given power by the symbol of the octagon. Trapped in the confines of a four level complex of 60 cell worlds, your only chance of escape lies in the successful building of this octagon from pieces held at the complex's core.

Octons move left, right, and upwards, or fall under the pull of gravity. Each cell is populated by creatures such as snakes, spiders and fish, which move across the screen and increase in number with each successive level. Contact with these saps your psychic power, but for protection you carry a stun gun which temporarily vamps your opponents.

To transfer from one cell to another, at least four tokens (T) must be gathered and taken to your 'standon' (home platform). Collected tokens are displayed at the bottom right of the screen, along with any relevant messages. You may choose the standon from which you exit the cell, as long as it is a neutral white or corresponds to your designated colour. The count at the top of the screen is reduced by one unit when a new cell is reached.

A teleport is used to transport between levels, but this can only be done when they are the correct colour, and when a key is in your possession. The position of this key is displayed on a scanner at the bottom left, with its number showing which level you presently occupy.

No more than one octagon section can be picked up and carrying one at any one time, and access is gained to the outside world when all of the pieces have been fitted into their appropriate positions at the starting point on level one.

read of the inlay uncovered a little more, but it didn't really disclose how to get deeper into play. The sound is poor; there's no tune, and very few spot effects whilst playing. Although I can appreciate some of the nicer points, it isn't really that good."

GARETH

• "I don't really know what to make of Octagon. At first sight it seems to be very good, but after a few goes it becomes obvious that you should be able to do more than just fly around a stack of similar screens. A quick read at all. The graphics are colourful (almost too colourful in fact), but they look quite poor. The scenario didn't quite sink in for a while, and the gameplay didn't appeal to me at all. I didn't like the technique of pressing the initial letter of the action required. Finally, the 'arcade' sequences are pretty appealing.

MIKE

• "I'm afraid I don't like Octagon at all. The graphics are colourful (almost too colourful in fact), but they look quite poor. The scenario didn't quite sink in for a while, and the gameplay didn't appeal to me at all. I didn't like the technique of pressing the initial letter of the action required. Finally, the 'arcade' sequences are pretty appealing."

PAUL

• "Things looked quite promising at first - the neat inlay, interesting scenario, abundance of useful options, a short but sweet tune on loading, some average but colourful graphics and the option which allows up to four people to play - but unfortunately the game is a great disappointment. Your character moves in a very jerky fashion and the interim screen that flashes when you move from cell to cell is unnecessary and frustrating - this destroys the flow and makes the proceedings very disjointed. The above average presentation increases the value, but unaddictive gameplay is a major let-down."

CRASH June 1987
GUNRUNNER

Producer: Hewson
Retail Price: £7.95
Authors: Christian Urquhart and Mike Smith

A distant ice-clad planet is under attack from the dreaded Destrovians, with its complex plutonium pipework being the saboteurs' prime target. Others have tried and failed to eradicate these attackers - now Gunrunner remains the only hope for this beleaguered world.

Each of the game's ten levels consists of a pipework landscape on a horizontally-scrolling screen. Gunrunner moves left and right through this, jumping and kneeling where necessary - collecting a jet-pack allows him to fly up and down to greater heights and depths. As he moves forward, groups of Destrovians attack from both left and right, moving in at varying speeds and heights. Contact removes one of 'Runner's three lives, with those remaining shown at the top right. On losing a life, our hero restarts from the beginning of the present level.

Gunrunner must also beware of dangerous gaps in the pipework; booby-trapped Destrovian supply domes; perilous, opening bomb doors; mines (against which there is no protection); and pedestal-mounted scanning orbs (unarmed, but worth valuable points).

A blaster constitutes our hero's only protection at the beginning of each level. This destroys aliens and scanning orbs, with points awarded for each and a total shown at the top left. A bonus is added when 15,000 points have been earned.

To upgrade his weaponry, Gunrunner picks up equipment discarded by previous resistance fighters. This includes; a Multi-fire Unit which converts his blaster into a rapid-fire tridirectional weapon; a shield with finite energy reserves giving protection against contact with Destrovians (a status indicator shows remaining energy levels); a short duration jet-pack; and a poison device which eliminates all aliens in the immediate area - but only on limited occasions. This extra equipment is acquired by touch, and more than one piece can be carried simultaneously. An onscreen message indicates if a jet-pack, shield or poison is currently in our hero's possession. In the absence of a shield, contact with a Destrovian removes all of Gunrunner's collected equipment.

A level is completed upon reaching the striped emergency defence computer. Gunrunner then automatically receives a jet-pack to help him fight his way to the next level within the specified time limit.

Life's a mite easier with a jetpack strapped on, and Gunrunner can get above the torturous pipes for a better shot.

Hewson's considerable reputation led me to expect a great deal from Gunrunner. However, I was disappointed. While the packaging and general presentation are all that I expected, the game itself is not; although I'm sure that many companies would be proud of a shoot 'em up of this calibre. The graphics are reasonable despite the scrolling jerkiness occasionally, but I found it lacking in gameplay, and consequently unaddictive. The format is becoming dated, and it's a bit much to ask £7.95 for an ordinary shoot 'em up.

Hewson's considerable reputation led me to expect a great deal from Gunrunner. However, I was disappointed. While the packaging and general presentation are all that I expected, the game itself is not; although I'm sure that many companies would be proud of a shoot 'em up of this calibre. The graphics are reasonable despite the scrolling jerkiness occasionally, but I found it lacking in gameplay, and consequently unaddictive. The format is becoming dated, and it's a bit much to ask £7.95 for an ordinary shoot 'em up.

I'm disappointed, because this is the first unfortunate game Hewson has produced. The presentation is good, especially the loading screen with its scrolling message and excellent tune. However, the package is a little too similar to Uridium for my liking - the monochromatic playing area, the alien attack patterns and the aliens themselves all bear an uncanny resemblance to the aforementioned masterpiece. Gunrunner isn't compelling or playable enough to earn my recommendation.

Shoot 'em ups can be good if they're playable - but Gunrunner lacks any positive aspects, are too squarely drawn to be inspiring. Sound is also limited, being confined to a few neat in-game effects and an average title tune. Gunrunner is off-putting from the start, and once I had mastered it I couldn't find anything to make me have another go.

The graphics, which are the game's most attractive aspect, are too squarely drawn to be inspiring. Sound is also limited, being confined to a few neat in-game effects and an average title tune. Gunrunner is off-putting from the start, and once I had mastered it I couldn't find anything to make me have another go.

Control keys: definable Joystick: Kempston, Cursor Interface 2 Use of colour: background colours vary on generally monochrome playing area Graphics: good definition, large, but lacking in variety Sound: a bit thin on FX Skill levels: one Screens: ten scrolling landscapes of increasing difficulty General rating: Something of a surprise from Hewson, normally associated with high-content games - a rather ordinary and not very addictive shoot 'em up.

Overall 55%

Graphic 61%

Micro 59%

Presentation 86%

Value for money 52%
To help you destroy the aliens

and defeat the taxman,

we've massacred the price.

For a limited period, the Atari 520 STM is even more of a knockout than usual. We're offering it for just £449.95 (inc. VAT) complete with SF354 disk drive, SM125 mono monitor, a mouse worth £24.95 and 1st Word, worth £49.95.

So as well as saving you from the enemy, the 520 STM will also save you £184. You'd better hurry though, because it won't be long before our stocks are wiped out.

*Offer includes mono monitor. The 520STM plugs into a standard colour TV.
Great excitement ensues. The Towers are to be invaded by one of the first ever Nintendo games consoles from Mattel. Could this be the end of home computers as we know them? There's a counter-opinion to last month's anti-Sega letter, and now we await to see whether the Nintendo is better than the Sega. Certainly, within a few days the offices will be ringing with Super Mario Brothers as everyone fights for a chance to put the machine through its paces, and no doubt you'll all be hearing more in future issues. Meantime, back to Spectrum gaming, and this month's Forum.

SOME SOFT POINTS

Dear Lloyd,

First, a large amount of letters published in your section have been saying that the vital component in a good game is originality. I think otherwise. I agree that it is important (it keeps the software industry going; without it the same games would just get churned out all over again) but it is not vital. No, to discover what really makes a game great we must delve further into it, past all outward appearances and basic ideas. I believe that it is the game itself, meaning what actually happens, that is the idea programmed and implemented.

For example, when my brother Richard (of Frank the Flea fame) first saw me playing Lightforce, he said, 'Hey wow, somebody's re-released Space Invaders. I realised that he was right. Now you can hardly call an invaders clone original, but that didn't detract from the enjoyment I got from the game at all. I kept on playing it simply (no, not because it had trendy graphics) because I enjoyed the game. I thought it was fun to play.

I'll quote some more examples if you wish. How about Head over Heels? I think I could take examples from the stream of Gauntlet clones, many of which have been good. Even the Monty Mole games can hardly be called original, yet they're successful and fun to play. See what I mean? Equally well, original games don't have to be good. Look at Psi 5 Trading Company, Doc the Destroyer and Terror of the Deep. You know what? Even from the enjoyment I got from the original, but that didn't detract from the enjoyment I got from the game at all. I kept on playing it simply (no, not because it had trendy graphics) because I enjoyed the game. I thought it was fun to play.

To successfully make a profit, a company must produce good games, otherwise the punters fall by the wayside, and down go the profits. To that end, I doubt whether software companies do only care about their bank balance, they don't (and Richard will confirm this) know the real pleasure of producing software. This is the pleasure derived from the knowledge that there are people out there who are playing your games, enjoying them and thanking you for producing them. After all, they all deserve to get something for their money.

Oliver Welsh, Northampton

Getting Better

Dear Lloyd,

I'm writing to you about a few things. Firstly the Hall of Slime. Scrap it all. People on the list have completed games that have been on the market for more than a fortnight so poke and hints have been printed. What you should do instead is, as Steve said half way down page 43 of your May issue, print only photos of people who have completed new games such as Nemesis. I completed this on Sunday 29 March at 12.25am. You get the message. 'Well done, you have saved the planet Nemesis'. Moving on now to Academy, I would like to know when Russel Malcolm and/or Camilo Mesias completed it, if they have. I am also in the midst of 'Playing with Richard Bailey about Adventure Previews, let's see some.

There's also a complaint, yes it's hard to believe but it's about previews - they're too late! Take for example Nemesis - the preview came in the May issue. I had already bought, played and completed the game before the end of March, so could you explain why they're so late?

And finally, thanks all round to people at CRASH Towers for an excellent mag that is slowly improving each month, hard to believe, but it is, fact by my reckoning anyway.

Neville Chesworth Junior, Cornwall

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still waiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still waiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.

I'm still awaiting the last questionnaire results to see what answer has been received regarding the Hall of Slime. I'm a little concerned with Richard Bailey about Adventure Previews, let's see some.
Dear Lloyd,

For a few months now my son has been without his Spectrum, the waiting time painful to see. Especially, when new games arrive and he can't even try them. What frustration! If only we had looked through the back issues of CRASH before we acted, and so begins the long sad tale.

One evening in February, I arrived home to be told the computer wasn't working. My son had pulled the interface from the computer with the power still on! Something, we later discovered, which was quite a common occurrence.

So, I set to Video Vault," said my son. But I didn't like the idea of sending something like that through the post, so I found a local repair firm who advertise in all our local papers.

My son's birthday was coming up, so his grandmother said she would take it and pay for the repair as a present.

On receiving the computer, the man put it on some testing machine, and said it didn't seem too bad, it would cost about £25 and would take six to seven days. Seven days later we hadn't heard anything so grandmother decided to ring them. A voice said that it hadn't come back yet and they would phone us when it was ready. Two weeks later the phone rang and we were told the computer was 'Beyond economical repair'. The next day, after my son had said he would like it back to send to Video Vault, Grandma went to collect it. She was told it would cost £10 for the labour. This she wasn't expecting and was really shocked, and said so. She didn't want to pay out for something that was useless so she left it there.

She went back again the next day with a friend, who ended up having quite a heated argument after which they were asked to leave, this showed the boss, but after he had paid the £10 and took the computer. The next day she brought it to my son. It was still wrapped up, she had no invoice paper. When my son removed it, he soon realised this was not his computer. That afternoon he and his uncle went back with it and tried to explain what had happened and all they said was, they had left the day before with it so there was nothing they could about it.

I rang to 'CRASH!'s Advice who seemed helpful. They sent us to the Office of Fair Trading where the man gave us no hope at all by saying that the item needed repair, so they would really charge a value on it. It seems incredible that someone can get away with something like this. This is the first time I had sent it to 'Video Vault' first!

L. Kirkaldy, Southampton.

I've kept on file the address of the computer repairers you sent your son's computer to. Unfortunately I can't print it at the moment as we would have to investigate further. It does sound as though you have been very unfair, if not improper. Full Regressions had been clearly told that there would be a fee for examining the machine, the fact that it was not repaired (whatever it really was) means that the company did not fulfil their contract with you. Perhaps a matter for your solicitor?

LM

IRISH USER GROUP

Dear Sir,

I wish to inform you of a new user group which I am setting up. It is not based on a certain machine and has a monthly free news sheet. Members are welcome from all over the Republic and the North. If you're just Dublin, I would be grateful if you would mention the group in your magazine as I am struggling to find troublemakers.

Ben Walsh, 20 Palmerston Gardens, Dublin 6, Ireland

There you go, Ben — a mention. Hope it does some good!

LM

RE LOGO

Dear Mr Mangram,

In the May issue I read a great little CRASH logo by Don Elliott somewhere in Devon. He explained that the brain and fantastic logo was crunchy, with the two different tints of purple. But, I think it was a really good idea, and I think that anyone would want to alter it.

James Simpson, Shropshire

And so do I, James. The Union Jack isn't the world's prettiest flag either, but for all anyone, it's ours!

LM

FINGS AIN'T WOT THEY USED TO BE

Dear me Lloyd.

After reading the 'Points of View' style article about Arkano in your May Forum, it suddenly dawned on me that things just aren't what they used to be.

The last game I bought was The Boggit, and three months ago I received the CRASH Smashes compilation tape with my subscription. Long gone are the days when I would rush into town every weekend for legends such as Space Invaders, Lunar Jetman, Pole Position, Racer and... that's it! Grafitti - Wow! It was just like a dream.

Those were the days!

And thence the software is like a nightmare. No one is ever satisfied with the underlying game. I mean, think about it. We have never had a really good, polished game so simple as to make it fun and interesting, exciting and ADDICTIVE!

I think that the software companies today are just trying too hard to come up with new ideas, and after they've given up, they concentrate on the graphics, and forget about the underlying game. I mean, think about it. We have never had a really good, polished version of Space Invaders, or even Paco Posison (excluding Enduro, Enduro Racer and... that's it! Grafitti - Wow!).

Still, perhaps there's hope yet — and I think the answer lies in the last game I bought. It wasn't Arkano, but a simple game, yet it's intriguing, exciting, and ADDICTIVE!

I think that the software companies today are just trying too hard to come up with new ideas, and after they've given up, they concentrate on the graphics, and forget about the underlying game. I mean, think about it. We have never had a really good, polished version of Space Invaders, or even Paco Posision (excluding Enduro, Enduro Racer and... that's it! Grafitti - Wow!).

And they only print it at least once!

LM

FOOTBALL MANAGEMENT

E & J Software offer a CLASSIC FOOTBALL MANAGEMENT Strategy Games for all sports. Each of these QUALITY GAMES uses the full available memory of your computer and is each game the most REALISTIC and CHALLENGING game.

REAFFERER: A COMPREHENSIVE EUROPEAN STYLE COMPETITION — Enjoy the atmosphere of European Cup Tests! — Home & Away Fixtures, Full Squad Details, Full Team and Substitute Selection, Away Goals Count Double, Extra Time, Full Match Score Draw — All Rounds, Printer Option


Both these GREAT games can be played separately or as part of a series.

WORLD CHAMPIONS: A COMPLETE AND EXCITING WORLD CUP SIMULATION

Games supplied on tape with full instructions & BONUS SOFTWARE. All games available for ANY SPECTRUM

Latest results from the first warm up friendlies through the qualifying stages and on to the Away Fixtures in Qualifying Round. Full Home & Away Fixtures, Full Squad Details, Full Team Details, Full Match Score

Liron Ery, Enfield, Middlesbrough

All games available for ARKANO SPECTRUM

Games supplied on tape with full instructions at £6.5 each Inc. P&P (add £1.00 outside BR.) FANTASTIC VALUE — All games supplied £2.00

FANTASTIC VALUE — All Games supplied £3.00

These games are available by MAIL ORDER ONLY.

E & J SOFTWARE

Room 3, 37 Westmoreland Road, Enfield, Middelsex EN3 7LE

From: E & J SOFTWARE

CRASH June 1987 37
INFANTILITY CREEPS UP

Dear Lloyd,
I think I have just started my second childhood, yes. I've been finally hooked at the tender age of twice key of the door plus two years. No it's not drugs or anything nasty like that, but playing my son's computer.

What great game finally accomplished the impossible? Dynamite Dan II. This was the first game that I took any notice of. I found it quite reasonable to get about by using the joystick (I'm terrible on the keys I find my fingers don't co-ordinate as well as they used to). It had terrific graphics as far as I'm concerned but I give it 100 percent for addictiveness. Any time I could find I spent on the computer... 

...that was besotted it was all hours of the morning before I got to bed. The only other game to give me sleepless nights was Starquake, I found this very playable. The colour and graphics were very good with not too many nasties to avoid. Having finished these two, I am looking around for something along similar lines, so far I haven't found it. I'm persevering just now with an oldie, Ath Acad, but keep getting killed, but never say die...

Mrs Iris Learmouth, Inverurie

I don't think your problem is as serious as you may think. Mrs Learmouth, and certainly a couple of Aspirin after dinner may cure you completely. On the other hand, perhaps taking the computer and monitor to bed might be more relaxing and less deleterious on the high scores...

LM

Dear Lloyd (alias Ivan Snotsky),

I feel it's my duty to inform you that a certain high security organisation must apprehend your humble self and deprive you of that loyal paper bag which has screened your face from society for so long. The reason behind our activities is this: We feel your behaviour of hiding your face is extremely agitating and causes a small percentage of CRASH readers to begin a spell of psychiatric treatment.

Underneath the bag, according to reliable sources (NOT Hunter S. Mishon - no death threats please!), and many nights spent leafing through highly classified documents, we should find a very bald, lonely Soviet spy. SO THERE!

Alan Mitchell, Edinburgh

Rubbish! I'm neither bald nor lonely, nor do I work for the Russians (although I'm told they pay well, and I could do with a salary rise - hint, hint). Still, can't stay here chatting to you all day. I've just got to nip out and get a new supermarket carrier bag.

LM

NEW FANZINE

Dear Lloyd,

I am in the process of producing a magazine called Spectrum Games. I type it on my Dad's Amstrad PCW8512 and then it's photocopied and sent through the post. I work alone, but soon one of my friends (and maybe two) will join me. If any CRASH readers are interested in reading SG, then please write to me at Spectrum Games, 1 Maurice Road, Steyford, East Sussex, BN25 1BQ. As I have a small workforce I can only cover 4K Spectrum games but when my friends join me I will try to cover other 128K games and perhaps toolkit software.

Malcolm Young, East Sussex

Don't forget to send CRASH a copy for the Fanzine. There's bound to be another update in no time much longer.

LM
In the 22nd Century, Mankind's greatest threat will come from another dimension. A breach in the Space/Time continuum has allowed invading forces entry into our Universe. Only the Chevron Spatial Generator can seal the breach.

The Ultimate in fast-moving 3-D Vector Graphics Combat

STARLIGHT SOFTWARE

Music by W.E. Music
Sound FX by Tony Crowther

Watch out for two great new releases from STARLIGHT, Greyfell and Deathscape COMING TO YOUR LOCAL RETAILER on Spectrum, CBM and Amstrad.


MAIL ORDER: If your dealer is miles away you can order from us—send your crossed cheque P.O. made out to Analasoft U.K. Ltd., including your own name and address, to Analasoft P.O. Box 461, London NW1 2ND.
CARTOON'S MOST ELUSIVE CHARACTER HAS FINALLY BEEN TRAPPED.....
THE ARCADE SMASH HIT THAT RECREATES THE SPEED AND EXCITEMENT OF THESE CLASSIC ENCOUNTERS

Young or old, whatever your age, everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E. Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, all action extravaganza that recreates these nail biting chases and the fast moving excitement to perfection.

Speed through canyons and along the highways following the trail of birdseed left for you to feed on (is this the first trick???) Dodge your way round the onrushing trucks keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sleazy Wile E. Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries".

We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise it's sorry goodnight and "Burp Burp"!!

<table>
<thead>
<tr>
<th>System</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>CBM64/128</td>
<td>£9.99 Tape £14.99 Disk</td>
</tr>
<tr>
<td>Spectrum 48K</td>
<td>£8.99 Tape £14.99 Disk</td>
</tr>
<tr>
<td>Amstrad</td>
<td>£9.99 Tape £14.99 Disk</td>
</tr>
<tr>
<td>Atari ST</td>
<td>£24.99 Disk</td>
</tr>
</tbody>
</table>

U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford, Birmingham B67 7AX.
Tel: 021 356 3358.
HOW LONG IS A PIECE OF STRING?

Dear Lloyd,

How long do you feel the Spectrum will last as a games machine? Another one or two years? When will it be superseded as the micro of the masses? The answers are that it is anyone's guess. But let's face it, the Spectrum is an antiquated machine; it's been around with us for four and a half years! The graphics and capabilities looked great when compared with that great dinosaur, the ZX81, but they now look dated against arcade machines and many newer computers today.

Time has taken its toll on our dear friend, and I for one feel that it's time to move on to better things. I've heard that the Spectrum +3 with bolted on disk-drive is soon to be launched. But why? Instead of producing better and more advanced machines, computer manufacturers are producing revamped and up-graded versions of competitors' machines; the Spectrum is undergoing its fourth transformation! Adding a disk drive to the Spectrum will enable you to access games faster, and to break-up games BBC Elite style - but who needs to do this when the 128K of memory is rarely used to any great extent, let alone its full potential?

This brings me on to my next point which is innovation (or rather the lack of it) in games today. People blame it on the film tie-in and accountants running many of the larger software houses, and I feel that this is true to a certain extent. But I believe that innovation also stems, or is inspired by the hardware. For instance many great innovations were made in the early life of the Spectrum - Fililation, platform games, Landscaping, beat'em ups and so on. But the amount of innovation has fallen off in the last couple of years. I feel that the main reason for this is because the Spectrum has outlived its days. The whole microcomputer industry has stagnated because one is bold enough to introduce new and better computers. How many new micro-computers, which you or I have heard about, were brought onto the market last year? The answer: nil.

Just imagine playing games on a computer with arcade quality graphics and sound, a large amount of memory and a modern which would open up the relatively unexplored area of 'multi-user games'. It could include such features as masking, attribute-free graphics and collision detection - heaven on earth for programmers! But it's not because such technology is not available that we are not playing on such machines - it's the ancient problem of the price. Such machines are usually found in the personal computer price-bracket (about £1,000), not the sort of thing many people can afford for Christmas!

But wasn't it Sir Clive himself that brought micro-technology in the form of the ZX81 into a price range affordable by the masses? So, why can't it be done again? Perhaps it's because the microcomputer industry has become so stagnated that any computer launched would find itself in the vicious circle of people refusing to buy it because of a lack of compatible software, and companies refusing to produce software because of the lack of hardware sales.

But there are two ways of combating such an occurrence: One is to make the computer compatible with other machines (Amstrad and Commodore are in a perfect position to do this) while still ensuring that the machine is substantially different to warrant calling it a different machine. The other way is for the manufacturer to support the machine by creating one or two successful software house (Sinclair did it). Amstrad and Commodore are again in a good position to do this.

So CRASH and Commodore are in a good position to do this. So CRASH and Amstrad, all you budding programmers out there (and you accountants too), let's push the adventure back into the computer industry before it's too late.

M Partordo, London

I'm not so sure that Commodore are in much of a position at the moment to create a software label to support any new venture. After all, they haven't exactly done much to promote their own Amiga in this manner. Amstrad's method, creating a label and buying in (largely Spectrum conversions at first) from a position of strength, was very successful. Yet in Britain today, the support for Amstrad each month, I think that this should improve the variety.

D Charles, Leicester

There's not a lot to do now, but wait and see what happens. My bet is still on the ZX88 computer, even as a games machine because of its versatility.

LM

FOR THE SEGA

Dear CRASH,

I'm writing to reply to A Bailey's letter in your April edition. He put forward his points against the Sega Console and I would like to put mine for it.

As he rightly said the Sega will have much better sound and graphics. The Sega has 32 colours, whereas the Commodore 64 only instance only has eight. The Sega has a white noise generator which makes the most amazing explosions. Also, the Sega comes with two joystick and a freegame Trabant!

His biggest point was the lack of originality in its first releases. These are the first games to appear on the machine, they're not likely to be too daring. Anyway, can he remember the first releases for the Spectrum and Commodore - nearly all Pac Man clones and racing games?

I think that the Sega will take off in a couple of months - especially because of the use of the memory card (converted load cartridges and the Sega cards - the Sega-card contains a huge 2MB).

By the way, Anolasoft state that they hope to bring our games three months, I think that this should improve the variety.

D Charles, Leicester

There's not a lot to do now, but wait and see what happens. My bet is still on the ZX88 computer, even as a games machine because of its versatility.

LM

IT'S TERMINAL

Dear Lloyd,

It had to happen - you brought back The Terminal Man. Why? The Terminal Man is boring with a capital 'B'. CRASH is about an桌上 computer gaming - it is not a computer gaming. Now, don't come out with the usual rubbish, 'CRASH as only a computer game would get boring.' CRASH wasn't boring before Terminal Man or Tammers Knight (which is worse). If I wanted a storybook I'd buy one. I don't expect it from CRASH. So keep CRASH as a computer mag, okay? Oh, by the way, I think your covers are fantastic. William White, Hants.

When we ran the first series of Terminal Man 50 reader questionnaires in the time indicated readers were approximately a fifty-fifty split between indecisive and you - who take the lead. But it means something like 60 to 70,000 readers really want to see all the Terminal Man every month. We must listen to our readers - at least until the next most recent questionnaire results arrive (soon).

LM
MODEST PRAISE FOR LLOYD

Dear Lloyd,

I felt it was time to write again. First thanks for Starglider as my prize for letter of the month in November was a copy of it. I shared it with my two boys for Christmas so we got the full effects of Starglider, and what superb effects they are! I'm 16 now and I've kept the help of my Spectrum to read CRASH, but I still read it every month. It's even got to the stage now where I read it in the car, so I can enjoy it first without having it ripped from my feeble grasp. I got a new walking frame and batteries for my hearing aid for Christmas so we got the prize for letter of the month in November as well. I'm a little old for CRASH, but I still read it and can't help feeling I'm a little old for my hearing aid for Christmas. I bought the March 87 issue of CRASH, and I bought it in the right track in deciding which games to buy. I went out to a computer games shop in my area and bought a few of the games that were CRASH Smash. It went well.

Paul Tyler, Surrey

I talk to my Hermes typewriter as I have not read the keyboard, as I have not read the POKEs to learn more about the Spectrum. As a beginner, my thanks goes to the people who give me pleasure and not so reliable adverts. This is one of the best games I've ever played. As for CRASH's solution to it, I've got a much easier one: Get fireballs, Get Leanoric!

LM

HOOKED AT 16

Dear Lloyd,

I'm a girl of 16 who is really hooked on computers especially the Sinclair Spectrum. Your CRASH magazine had been recommended to me about six months ago, so I went out and bought it and - "golly gosh"! This is great, what colourful reviews! Much better than the other Sinclair mags.

So I decided to save my monthly pounds for this wonderful mag. It also helped to guide me in the right track in deciding which games to buy to keep writing in.

LM

And another one bites the dust. And talking of dust, summer's here with a vengeance in sleepy Ludlow. The muddy, rutted track between the idyllic hedgerows, have turned into rock-hard, dustbowls. As I cycle back home up the hill, away from the cool, breeze filled rooms of CRASH Towers, I choke on the rising clouds of dust from my bicycle wheels. Anyway, enough of this Laurie Lee style prose. If you've anything to say about Spectrums, their games, the people who play the games or the people who supply to me: LLOYD MANGRAM, CRASH FORUM, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. I'll be here.

NEW TRANSFER PACK 3 — for spectrum tape to drive

A software system to convert many TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL utilities. Most Jerry programs are EASILY converted to drive. Pack has at least 7 programs! INCLUDES MANY UTILITIES (e.g "val" creator, byte chopper/splitter, TAPE UTILITY — needs to convert baud rates.) Opus/Beta owners add £1 for optional extra program.

State Type of Spectrum & name of drive when ordering (e.g 128k Spectrum and Microdrive) £11.99 on TAPE (£12.99 on Cartridge — 43k Spectrum only)

INFORMATION SHEETS — approx 8 transfers of popular programs, per sheet — needs TPS. Special offer<*, m SAE > — No's 1 to 20 only £4.60! Nos 21 -30 only £3.50

MICROTRANS 2b — for m/drive to m/drive back-up + easy ERASE, tape to drive (incl headerless) — does NOT convert programs. Includes a MICROTAPE and RUN programs. Only £3 on TAPE. £4.50 on Cart. For any Spectrum, CODE COMPRESSOR — £3.50

Overseas: add £1 2 Europe, £2 others each product. SAE for details.

NOS 1-20 only £4.60 !

AT LAST!

SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/pack, handling and VAT

ULAC3001 £14.99
ULAC3002 £12.99
SPECTRUM K/BOARD MEMBRANE £4.99
128ROM £11.99
SPECTRUM K/BOARD MAT £5.49
280A £9.99
SPECTRUM K/BOARD TEMPLATE £4.99
7802 CH £1.49
SPECTRUM K/BOARD REPAIRS £1.49
4116 RAM £1.49
SPECPSU £10.49
S/P MANUAL £22.99

Full spares list available / Trade enquiries welcome

Access/Visa. 24-hour T.A. service

SPECTRUM REPAIRS £14.99 + PARTS

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY3 3NE
Tel. (0253) 822708
MIKE SINGLETON, Lords Of Midnight creator, the man behind Doomdark's Revenge and the notorious Games Pack One, decided it was about time he spilled the beans.

During a visit to Ludlow with fellow-members of the CONSULT programming team, he was pressed hard by RICHARD EDDY and BEN STONE, and answered irrepressible questions such as 'What's really happened to Dark Sceptre'?

'I got into computers through a business venture that went badly wrong. I took the computer and ran...' When you think of a computer games programmer, you probably imagine a fanatical whizz-kid, Coke-swigging into the late hours as he develops highly innovative and exciting games. Such frenzied activities aren't usually associated with retired school teachers - and yet that's exactly what Mike Singleton is.

He stopped teaching in 1980 to enter into a business which happened to involve a computer. But as he says, 'The venture went badly wrong, so I took the computer and ran...

The machine in question was a Commodore PET (there's one on display in the Science Museum), and with it he hoped to produce a few programs to re-establish his diminishing bank balance. The first game was called Space Ace, and it occupied a staggering 12K of memory. Written entirely in machine code, it had to be hand-assembled, a memory that still causes Mike to shudder. 'By the end of that I must have known every Op code off by heart', he says bemusedly.
and notched up the kind of sale that today would be the envy of any programmer or software house – some 90,000 copies. Gratifying for Mike’s ego, the success was even more welcomed by his bank manager when a cheque for six grand finally arrived.

Mike’s next project was Computer Race, a horse racing game, designed to be used in betting shops when the racing was off – a little gallop which was soon stopped by an obscure law. However, the Singleton career continued with a few games on various machines for Postern, a now-defunct Cheltenham-based software house, the most notable probably being Snake Pit.

And then came the big time...

‘I wanted to create an adventure with the same degree of atmosphere as others, but with graphics which really meant something.’

Lords Of Midnight, Mike’s epic adventure quest for EMAP’s newly launched venture into games software, Beyond, became his next game. He is still very coy when it comes to explaining how he designs a game, and especially those areas where imagination is foremost, preferring to deal in technical topics. When you ask him how he leapt from the arcade simplicities of Snake Pit to the atmospheric sophistication found in Lords Of Midnight, all you get is – ‘Ah, that would be telling! Seriously though, I very rarely start with a concept or theme with an intention of working around that. Instead I usually begin with a technique and build a game around it – doing it that way you’re sure of getting the guts of a program together first.’

Mike thinks that’s where a lot of today’s licensing deals go wrong: ‘The programmers have the problem of working a game around a theme and then fitting the technique round it, and, as you well know, that can end in a real mess.’

‘Landscaping’ is Mike’s own technique, and is the one on which his Midnight Trilogy is based. ‘When I was considering the game I felt the graphics had to be more relevant to the action. So often the graphics in other adventures appeared purely decorative.’

Using Landscaping, a player can actually see his journey in real time, with, in the case of Lords Of Midnight, 32,000 views. From the technique, perhaps, came the theme. Mike wanted to create a massive playing world, so objects like spy satellites were out, because so many view points would be taken away from the landscape below. And so the murky Middle Ages were chosen as the setting, with all the scenes set firmly at eye-level and the landscape features seen from the player’s viewpoint.

‘The Land of Icemark’, explains Mike, ‘simply came about from the graphic capabilities of the Spectrum. I happened to like the combination of white on blue and so it fitted in rather well.’

Having developed his Landscaping technique, the Lords Of Midnight game was planned. ‘I plan the game in advance, but should I have a sudden flash of inspiration for an idea then I can usually find room to slot it in.’ However, having completed it, Mike saw many ways to further compress his technique and improve the program, improvements which found their way into the next game. Work on Doomdark’s Revenge started immediately afterwards, and although much of it was already planned, Mike re-wrote many of the battle routines in the light of his new thinking.

So much for history. Talking about the Midnight Trilogy made us wonder whatever had happened to the third part, Eye Of The Moon? ‘Oh I’m still working on it’, Mike exclaims, ‘not so much as a project, it’s more of a hobby, I’ve been constructing some new graphic routines so that the Landscaping should be in full colour. Oh, and the map should be about four times the size of Doomdark’s.’

But Doomdark’s was already pretty vast, isn’t he creating a world that’s just a bit too big?
for one quest? 'There isn't just one quest. The map is divided into 12 realms, and within each realm is a mini-game. This means that Eye can be played quickly, because you can just solve one or two problems, or tackle the whole game. I think that was one of the faults of Doomdark's - it took too long to get into. Hopefully with the 12 mini-games it should appeal to a much wider audience.'

With regard to characters, Mike's intending to have even more in the game than before, but this time a player can select a commander and then make up teams of characters which are controlled as a whole rather than individually.

There's no date for completion for Eye Of The Moon, 'It'll be finished when it's good and ready - and it won't be published by Beyond, or Melbourne House for that matter.' So, that leaves one alternative - his own software label, Maelstrom Games.

'Dark Sceptre - oh that, it's nearly finished...

Maelstrom was set up to deal with the Play By Mail (PBM) version of Dark Sceptre. Are we ever going to see the computer version? Mike says it's nearly finished, which prompts screams of merriment from the assembled members of Consult! 'He's been saying that for years - well, it seems like it,' says one.

'It is nearly finished,' Mike pleads, 'After all, I've got you lot working on it.'

It becomes apparent that Consult (Dave Kelly, Glenn Benson and Dave Sharp) are having some problems because they want to keep all the original ideas from the PBM version in the game, and it's proving difficult with only 48K to play with. The PBM Dark Sceptre is still going ahead - but only on Microdrive. Which brings up the question of how many Microdrives are around these days. Offered figures indicate as many as 100,000 units have been sold, but as Mike gets through one Microdrive every year it's dubious that so many are still in use. However, the Spectrum Plus Three with its built-in disk drive may come in useful. Mike sees it as a possible re-birth for the Spectrum, and looks wistful as he says, 'There's all sorts of things that I could do with it - if I could get my hands on one!'

'Can you imagine a game with 16,000 characters, and you've got complete control over every one of them?'

For Melbourne House, Mike Singleton and Consult are working on Lord Of The Rings - The Arcade Game which, unlike the adventures, concentrates on the battle scenes. The player should be able to hold sway over the entire map of Middle Earth, and control all the armies to which they belong. Fights take place in real-time but, of course, you won't have a constant view of all of the action.

The 3D battles will be displayed in isometric perspective, having characters standing an average 70 pixels high - so there should be about 20 to 30 figures on screen at any one time. 'The control system is a very interesting one,' enthuses Mike. 'It's possible to give orders by selecting a character to attack, move, or help another character. And don't worry, a player won't miss out on any of the action as characters are controlled directly - all ready to hack the opposition to pieces. There'll be a total of 128 armies, each with a legion of up to 128 men.

As far as the graphics go, there's quite a bit of freedom. Some may be taken from the film, others from RPG miniatures, but we do have to work within the Spectrum's limitations.'

For the future Melbourne House have signed him up to do a few more titles - 'One of which,' he says proudly, 'is totally new. Nothing has been done like it before.'

Yes Mike, but how long will we have to wait this time?
Great Thrones Of Fire!

Win a day out at the LONDON DUNGEON
Copies of Melbourne House's THRONES OF FIRE to be won!

Deep down in the murky depths of CRASH Towers, there are some places you don't go alone. Old forgotten relics are left down there; Graeme Kidd's Doc Martens (he wears trendy shoes now), Angus Ryall's loo building contract, and other objects of evil countenance that us humble comps minions simply dare not cast our eyes upon.

But there's one place that makes even a brave comp minion quail at the mention of its name, The London Dungeon. A place of torture, horrific creatures and dark narrow alleyways—a place that you lot would probably love.

That's why Melbourne House are offering an all-expenses-paid trip to The London Dungeon for the winner (and their friend) of this comp. And should you get too scared you can always hold hands with the gorgeous Jo Meads from Melbourne House, or swap scary stories with our very own Richard Eddy.

If you're not lucky enough to win the day out, there's 25 copies of the great new Melbourne House game, designed by Mike Singleton, Throne Of Fire (which received 75 percent overall last month), all ready to wing their various ways to the runners up.

Can your nerves stand the London Dungeon (or more to the point, can they stand a day with Jo and Ricky)? They can? Well answer the following questions and scribble them onto a postcard or the back of a sealed envelope and post them off to DRAG ME TO THE DUNGEONS, CRASH TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB to arrive no later than June 25th.

1. Was Mike Singleton's first game called...
   a) Space Race
   b) Space Ace
   c) Horace Goes Water Melon Hunting

2. What is the name of the programming team behind Throne Of Fire?
   a) Consulate
   b) Creative Reality
   c) Consult

3. How many views are there in Lords Of Midnight?
   a) 32,000
   b) 35,000
   c) 23,000

4. What was the name of Mike Singleton's illegal horse racing game?
   a) Computer Race
   b) My Little Pony's Slaughter House
   c) ZX Horses

5. What is the name of the King in Throne Of Fire?
   a) King Atherik
   b) King Etthlered
   c) King Grub
SHAO LIN'S ROAD

Here's another, and slightly easier, way of getting on any screen you want from Steven Michael in Eastbourne. Hold down Symbol Shift, m, n, f, t, and 6. Release your fingers from the keys on the desired screen.

ARMY MOVES

Well lookee here, our resident man at the keyboards, Paul Sumner, has just found the code to the second part of Army Moves and it is...

27351

Hey you! Don't read that, read this: This is the heavy hacking read! One POKE beyond!

Playing Tips are here again, and I think I've just about recovered from last month's massive Special Supplement, but they don't stop coming! However, please do make sure the POKE routines you send are correct because, try as I might, I don't always have the time to check through all of them thoroughly. As it is I have to type them in three times — once from your letters, secondly when I write it up on ol' Hermes and thirdly when it's typeset. So, spare a thought for my sleepless nights.

AUF WIEDERSEHEN MONTY

Infinite lives here from the wonderfully weird Mongee Boswell, a good friend of Dave Thompson I'm told, to help you all say 'Good Riddance Monty' without any nasty sprite collision! Danke schon. The Codebusters from Sheffield also discovered this. Instead of typing LOAD "" at the start type CLEAR 32767: LOAD "" CODE: RANDOMIZE USR 32799

When the game has loaded pick up the first object to the left and wunderbar!

SOUL OF A ROBOT

I don't know whether robots have souls, or whether androids dream of electric sheep, but a man's soul is better for infinite lives and infinite psyche, all of which is down to the talents of Glenn Hagon from Reepham, Norwich. MERGE "" in the basic loader

and enter POKE 23788,201.

Type RUN and start the tape. The remainder of the game should load in. When loaded, type and enter this line:


you need to shake — and also thanks to Robert Strachan who also came up with a similar routine.

MERGE in the loader and enter

POKE 46926,127
POKE 42812,0
POKE 42815,0

... before the RANDOMIZE USR statement then load the rest of the game.

MARTIANOIDs

This is what you might call a small addition to the smashing Ultimate Collection from last month's Supplement — only Martianoids wasn't a Smash. So, here's your cut-out and glue-on unsmashing Ultimate POKE that sends all the aliens packing, as well as providing the droid with 127 glorious lives. From Kilmarock, it's Steve Smith's hand

you need to shake — and also

Thanks to Robert Strachan who also came up with a similar routine.

MERGE in the loader and enter

POKE 46926,127
POKE 42812,0
POKE 42815,0

... before the RANDOMIZE USR statement then load the rest of the game.

FUTURE KNIGHT EDITOR

Now, here's something I bet you didn't know! Gremlin Graphic's Future Knight has a built-in editing facility allowing you to construct your own screens. Ivan Bristow from Brinkwood discovered this little marvel of technology. The editing keys are:

Q,W,P,L - Cursor directional keys
U - Selects the building block
F - Shifts forward to the next screen
B - Shifts back to the previous screen
S - Places a block at the cursor's position
BREAK - Returns you to the Future Knight game menu.
KRAKOUT

Paul Wells is after my job, ha! No chance. But he was kind enough to supply this nifty routine for Gremlin's Krakout.

Load the BASIC loader (the screen should turn black). Reset the Spectrum, type and run the listing and start the tape up again—if it works.

```
10 REM KRAKOUT
11 REM BY PAUL WELLS
12 CRASH JUNE 1987
20 CLEAR 65270
30 LET SUM=0: REM CHANGE TO 0 FOR INFINITE LIVES
40 LET INF=61: REM CHANGE TO DESIRED LEVEL -1
50 LET LEVEL=0: REM CHANGE TO DESIRED NUMBER -1
60 LET LIVES=2: REM CHANGE TO DESIRED NUMBER -1
70 FOR N=65280 TO 65323
80 READ A
90 POKE N,A
100 LET SUM=SUM+A
110 NEXT N
120 LET SUM=SUM-LEVEL-LIVES-INF
130 IF SUM <>360 THEN PRINT "ERROR IN DATA":STOP
140 PRINT "DATA OKAY, START TAPE"
150 RANDOMIZE USR 65280
200 DATA 221, 33, 0,64,17,156,190,62
210 DATA 60, 55. 205, 86, 5, 33, 229,181
220 DATA 54, 33,242,142,54, 62,35
230 DATA 54, LEVEL, 35, 54, 62,35, 54
240 DATA 35, 54,142, 35, 54, 62,35, 54
250 DATA LIVES, 195,168,139
```

FEUD

Hummmm. Odd. The Feud POKEs printed in issue 39 are a mystery to me; they worked fine on my Spectrum and on quite a few other people's, but not on Mark Duffey's Spectrum. He supplied this alternative listing just in case anyone else was having problems.

```
1 REM FEUD
2 REM BY MARK DUFFEY
3 REM CRASH JUNE 1987
10 CLEAR 24716
20 REM CODE 42717, 40818
30 REM CODE 42717, 40818
40 REM CODE 42717, 40818
50 REM CODE 42717, 40818
60 REM CODE 42717, 40818
70 REM CODE 42717, 40818
80 REM CODE 42717, 40818
90 REM CODE 42717, 40818
```

MULTIFACE ONE SPECIAL!

With the growing ranks of Multiface One owners around, I thought it about time I gave you a chance to use the device for entering some very simple POKEs. For information on how to insert them consult the manual, but you shouldn't find it at all difficult!

ACADEMY

From Peter Murray and Steven Atkinson of Hartlepool come these few POKEs which allow you to alter the variables within the game.

```
POKE 26497 - cost (100 or less)
POKE 24496 - weight
POKE 26458 - progress report one
POKE 26459 - progress report two
POKE 26460 - progress report three
POKE 26441 - progress report four
POKE 47754 - missiles (max 255)
POKE 47755 - ammo (max 255)
POKE 47756 - flares (max 255)
POKE 47757 - bombs (max 255)
```

And all the rest are from Andre Brus, all the way from Holland, and should be entered on title screens rather than when the game is in play.

COBRA

Infinite lives:
POKE 36512,62
POKE 36513,5
POKE 36514,0

XEVIOUS

POKE 53592, n (where n is the number of lives desired)

FIRELORD

Infinite lives:
POKE 53592, n (where n is the number of lives desired)

FIREDHAND

Infinite lives:
POKE 36512,62
POKE 36513,5
POKE 36514,0

LEGEND OF KAGE

POKE 30609, n (where n is the number of lives desired)

TOP GUN

Infinite lives, one player game only:
POKE 26460,0
Chosen number of lives: two player game, where n is the number desired:
POKE 27727,n
POKE 27728,n

WEST BANK

POKE 51210, n

FANTASTIC VOYAGE

Infinite lives:
POKE 54492,0

IMPOSSABALL

Infinite lives:
POKE 41185,0
Yes, I know it is reviewed in this issue (something wrong with the postal service perhaps?) but as the game's been available for a while, here's the solution to level one from Jonathon "Ninja" Hodgson from Billingham. Thanks also go to Colm Campbell from Glasgow and Scott Sinclair from Winchester, who all provided tips.

Jump off the hang-glider as soon as you start and slowly walk right. Drop down onto the platform with the tight-rope and walk right to the end of it. And then...

Down, down, left, down steps, left, slowly off the edge, into room, up, right, up until the ladder is reached, up until you come to the weapons base, get punched tapes, right, right, right, down, right, use computer, left, left, left, down, left, down, right, down all the way, down steps, right, down, move lift up with terminal, left, onto lift, move lift down, right, down, down, left to ladders, all the way down, get weapons if necessary, left, left, up, up, right, move lift up with terminal, left, left onto lift, move lift down, right, down, down, get onto bike and escape!

And here's some level codes from Darren Dodds who hails from Whitburn in Sunderland.

Mission 1 press ENTER
Mission 2 type JONIN
Mission 3 type KIME
Mission 4 type KUJI KIRI
Mission 5 type SAIMENJITSU
Mission 6 type GENIN
Mission 7 type MI LU KATA
Mission 8 type DIM MAK
**NETHER EARTH**

Here's the complete solution for the Argus game which we reviewed last issue. It comes from Andrew Lewis who lives in Edinburgh. He completed the game on 6 April and claims to be the first person to do so. That is unless you know different ... (As Esther Rantzen would say)

- Make one Antigrav plus cannon, and one track plus cannon. Advance Antigrav 30 miles, and capture the phaser and the nuclear factory. Order tralled vehicle to capture neutral factories, then work the Antigrav back. You should now have one factory of every kind. Install your two machines in the front two factories, with orders to stop and defend.

- Return to your warbase and make as many tralled vehicles with missiles or phasers, and an electric module, because you can send them to the front positions and park defensively; again with orders to stop and defend.

- Make an Antigrav vehicle with phasers, missiles, cannons and an electric module. This is the strongest type of vehicle and can withstand five shots from a phaser before being destroyed. Always put an electric module on vehicles as possible, assigning them to capture enemy factories. Remember, enemies can be destroyed by using your radar - this where missiles are most handy.

- When one of your vehicles draws near to an enemy warbase, put it under combat control and capture that warbase.

- You may find that your vehicles get stuck in a small channel near the third warbase. Should this be the case, take an Antigrav unit with a nuclear device and blow the blocks out of the way — remember to pull your vehicles well out of blasting range.

- Repeat the sixth point to finish the game.

**HIGHLANDER**

"Why bother typing in the massive Highlander listing from Issue 39, when you can use my simple cheat," crowed Richard Hurst from Sale in Cheshire. So o'mon tell us what it is Rich . . .

Kneel down and keep performing a high block, so that when the opponent hits you it's his energy that decreases, not yours! Good Stuff.

**SPACE HARRIER**

Here's a wee bit o' blarney from Clive Kelly in Ireland to make all trainer Space Harriers invincible. Just select the keys as normal and when you return to the main menu type CHEAT 3F868 and, hey presto, the game starts on its own with you, like I said, invincible.

**KAT TRAP KORREKTION**

Bit of a cock up here I'm afraid. A line of the Kat Trap routine was missed from the listing in Issue 39. Anthony Beardmore pointed it out and supplied the correction. Just add the extra line . . . 90 RANDOMIZE USR 57344

**NETHER EARTH**

your phaser factory, and from this position you can destroy any enemy within range. Stay with this vehicle for about 100 days and repulse any enemy attacks. This may appear boring but it's really worth it.

- You should now have many resource points. Return to the warbase and make as many vehicles, as described above. Order them to destroy enemy robots.

- Keep the offensive up, and help vehicles to destroy troublesome enemies. Return once more to warbase and make as many track vehicles as possible, assigning them to capture enemy factories. Remember, enemies can be destroyed by using your radar — this where missiles are most handy.

- When one of your vehicles draws near to an enemy warbase, put it under combat control and capture that warbase.

- You may find that your vehicles get stuck in a small channel near the third warbase. Should this be the case, take an Antigrav unit with a nuclear device and blow the blocks out of the way — remember to pull your vehicles well out of blasting range.

- Repeat the sixth point to finish the game.

**THE GOLDEN OLDIE COLLECTION**

yet another table of classics . . .

<table>
<thead>
<tr>
<th>TITLE</th>
<th>POKE</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZAXXON</td>
<td>48825,255</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>ARCADIA</td>
<td>25776,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>MOON ALERT</td>
<td>42404,255</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>SABOTEUR</td>
<td>46998,0</td>
<td>STOP THE CLOCK</td>
</tr>
<tr>
<td>SABOTEUR</td>
<td>29894,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>FINDERS KEEPERS</td>
<td>34252,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>SAI COMBAT</td>
<td>65364,201:32421,1</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>SWEVEO'S WORLD</td>
<td>3219,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>FRANK N STEIN</td>
<td>34124,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>HUNCH BACK</td>
<td>26888,0</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>PI-BALLED</td>
<td>44416,5</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>BIRDS AND THE BEES</td>
<td>37832,255</td>
<td>INFINITE LIVES</td>
</tr>
<tr>
<td>JACK AND THE BEANSTALK</td>
<td>58110,0</td>
<td>INFINITE LIVES</td>
</tr>
</tbody>
</table>

Compilled by Tim Bratton, Stepanying, and Michael Smith, Morley.

**ENDURO RACER**

Following the Smashing review of Enduro Racer loads of people wrote in with the same tip. So, take a deep breath as I thank the following:

Richard, Jenkins, Featherstone; The Sheff Hackers, Sheffield; Gary Dark, Gosport, Jeff Talbot, Weybridge; Mark Freeman and Lewis Peacock, Twyford; Garnet Wragg, Huddersfield; David Offer, Staines; Nigel Jones, Kidderminster; Gary Henderson, Whitfield; Stefan Langford-Rose, Dalston; Paul Robertson, Gardenhall; David Johnson, Scunthorpe; Steven Wood, Filey; Paul Murray, Hartlepool; John Chan, Swindon; Stuart and Paul Backhouse, Steephill Cove; Paul Bryson, Glasgow; James Oglesby, Cottingham; John Cripps, Chorleywood; Justin Runkett; Andrew Woods, Thornhill; Olve and Martin Stonebridge; Dave Clements and Michael Brown, Bristol.

Anyway, this is what they discovered - once the game's started press forwards, Caps Shift and A at the same time and you're whisked through the first three levels. You're on your own through level four, but the tip to complete level five is to go behind the palm trees and keep the throttle full on and the game should be completed. Now why didn't I think of that?

**CURSE OF SHERWOOD**

Al and Rick from Pirton in Hertfordshire would have been popular with the Midlands Saxons of old. They've come up with a hacking method for ridding Sherwood Forest of the opposition, and one which also makes you immune to their Norman weapons.

Firstly, MERGE "" in the loader and delete line 10. Type CLEAR 23999 and load in the rest of the code with LOAD ""CODE. Then, type these POKEs in directly:

POKE 58370,0
POKE 58385,0
POKE 58704,0

followed by:

Firstly, MERGE"" in the loader and delete line 10. Type CLEAR 23999 and load in the rest of the code with LOAD ""CODE. Then, type these POKEs in directly:

POKE 58370,0
POKE 58385,0
POKE 58704,0

And some clues . . .

- The shield is not needed.
- The club smashes down the door through the teleport.
- The ice wand freezes the river making it possible to walk across.

**FREE WOODS INSTEAD**

The second in a series . . .

CRASH June 1987 51
HEAD OVER HEELS

When I came in this morning, my fingers were pretty sore from pruning the roses, but by the time I'd finished typing in this next solution, they were pouring blood.

Anyway, Wayne Pester from Newport Pagnell was the first one to come up with the solution, although many set in tips. Wayne, your £20 software voucher for top-tipster of the month is winging its way to you now.

The directions indicate the route around the locations and not how to solve each particular puzzle, and make more sense when used in conjunction with programmer Jon Ritman's map.

Use teleport, left, down through floor, left, top exit, doughnuts, bottom exit, left, left, bottom exit, hookeright, top exit, right, top exit, top exit, top exit, doughnuts, bottom exit, right, right, top exit, right, top exit, bottom exit, bottom exit, go through ceiling, right, right, right, go through ceiling, go through ceiling, go through ceiling, right, top exit, bottom exit, top exit, control Heels, bottom exit, bottom exit, go through ceiling, go through ceiling, go through ceiling, right, right, right, get to other end of room and control only Head, bottom exit, bottom exit, down through floor, down through floor, left, left, control Heels, bottom exit, left, use teleport, jump along platform, top exit, use teleport, crown.

Join up, right, use teleport, left, use teleport, right, right, use teleport, right, right, right, split up, control Heels, top exit, top exit, top exit, top exit, right, top exit, top exit, top exit, top exit, use teleport, split up, control Heels, right, right, go through ceiling, go through ceiling, go through ceiling, right, top exit, top exit, top exit, top exit, use teleport, control Heels, bottom exit, top exit, top exit, top exit, right, right, right, right, right, right, right, right, right, split up, control Heels, down through floor, left, left, use teleport, jump along platform, top exit, use teleport, crown.
teleport, split up, control Heels, top exit, top control Head, top exit, join up, top exit, top exit, right, top exit, right, right, split up, control Heels, right, right, go through ceiling, right, get to the other side, top exit, top exit, left, go through ceiling, go through ceiling, go through ceiling, control Head, right, top exit, top exit, right, top exit, right, go through ceiling, go through ceiling, go through ceiling, top exit, join up, top exit, right, right, bottom exit, bottom exit, right, bottom exit, down through floor, down through floor, right, right, bottom exit, bottom exit, down through floor, right, right, go through ceiling, go through ceiling, top exit, top exit, crown.

Bottom exit, use teleport, bottom exit, bottom exit, use teleport, left, left, use teleport, split up, control Heels, left, left, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, right, right, control Head, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, join up, right, bottom exit, left, left, left, top exit, doughnuts, split up, control Heels, bottom exit, left, left, left, control Head, top exit, top exit, top exit, top exit, left, left, left, go through ceiling, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, bottom exit, right, right, down through floor, join up, bottom exit, bottom exit, right, right, down through floor, down through floor, right, right, crown.

Left, go through ceiling, use teleport, use teleport, right, top exit, top exit, split up, control Heels, right, top exit, use teleport, right, right, bottom exit, right, right, bottom exit, control Head, bottom exit, control Head, left, top exit, use teleport, right, right, bottom exit, join up, right, right, bottom exit, bottom exit, left, left, crown.

Right, right, top exit, right, top exit, right, right, bottom exit, right, top exit, right, bottom exit, right, right, right, bottom exit, get to other end of room, split up, control Heels, top exit, do not use teleport yet, control Head, control Head, top exit, join up, teleport to complete the game.

### STARGLIDER MISSIONS

When you wish upon a star, doesn’t matter who you are, when you wish upon a star the missions come from afar. Eat your heart out Walt Disney. Following the epic quest for StarGlider tips, here comes some help for missions two, three and four from Mick (Professor Dude) Garlick from Lowestoft in Suffolk.

**LEVEL TWO MISSIONS:**
Pick up Super Missile – This is an enhanced weapon with a much longer range than normal missiles. One can be carried in addition to the other two missiles. It doesn’t appear to be any more powerful than the others.

Destroy Ergon Battle Crawler – This is a particularly nasty piece of machinery, which resembles a mobile green-launched with a flapping lid. Once you set off on the mission there’s a time limit within which you are to destroy the ECB before it destroys one of your bases. The easiest way to destroy one is by circling round behind and flying up to it at ground level, before hitting it with a missile.

You’re not guaranteed to get a missile when you dock for this mission, and there isn’t time to fly to another base for one, so from level two onwards it’s worth keeping a missile handy just in case.

**LEVEL THREE MISSION:**
Destroy Ergon Command Centre – The Ergons now start building bases of their own in the shape of a cube surrounded by four towers. These pump out homing missiles as you approach. Best method for their destruction is to fly out at a fair speed and at ground level with the lasers constantly firing. Release the missile just as you are about to hit the base – any sooner and it may be destroyed by one of the homing missiles.

**LEVEL FOUR MISSION:**
Destroy Ergon Ammunition Dump – This looks like a large 3D star set into the ground. It behaves in roughly the same way as the command centres and fires homing missiles as you come in. The procedure for destroying this is the same as that for the Ergon command centres.

And now the revenge of...

### THE HAXBY HACKERS

You just can’t keep those boys down, and who would want to? I love them (to a point...). The El Supremeos of POKEing have come up with two amazing routines this month. There’s little to add except sit back, type them in and enjoy infinite entertainment from the top tipsters.

Oh, and Derrick, Richard says that a bit of bombardment never hurt anyone!

#### AMAUROTE

**Infinite lives**

- 10 REM AMAUROTE
- 20 REM BY THE HAXBY HACKERS
- 30 CRASH JUNE 1987
- 40 CLEAR 26590
- 50 POKE 23739,82
- 60 POKE 23740,0
- 70 LOAD"CODE 16384"
- 80 LOAD"CODE"
- 90 POKE 46248,201
- 100 RANDOMIZE USR 26600

#### STAR RUNNER

**Infinite time**

- 10 REM STAR RUNNER
- 20 REM HAXBY HACKERS
- 30 REM CRASH JUNE 1987
- 40 LOAD"CODE 16384"
- 50 LET HAXPOC=2\LET TOT=0
- 60 POKE 0: INK 0: BORD 0: CLS
- 70 FOR F=23310 TO 23321
- 80 READ A: POKE F,A
- 90 LET TOT=TOT+HAXPOC* A
- 100 LET HAXPOC=HAXPOC+1
- 110 NEXT F
- 120 IF TOT<=11306 THEN PRINT "ERROR"
- 130 IN DATA"
- 140 RANDOMIZE USR 23296
- 150 DATA 205,86,5,62
- 160 DATA 0,50,140,193
- 170 DATA 50,152,193,193,201

And that’s it for another month. Thank you for all your help, and sorry for the many tipsters who didn’t see their names in print. I was surprised by the amount of entries to our mapping competition in Issue 39. The winner is picked (he’s an adventure cartographer), but many of the runners up look likely candidates for my further requests, so keep those tidy pens at work. The address for playing tips, POKEs, maps and cheats various is, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. I’ll be back next month with more and more of the same.
An Epic Arcade Adventure that takes you into the realms of Fantasy. Guide Norman through untold perils in the land of GREYFELL on his Quest for the Orb of Life.

"Greyfell is quite simply the cat’s whiskers!"

"The screens are superbly drawn, pleasing to the eye and offer one of the best views of 3D I’ve seen."

Watch out for two great new releases from STARLIGHT, DEATHSCAPE and DOGFIGHT 2187 COMING TO YOUR LOCAL RETAILER on Spectrum, CBM & Amstrad.

SHADOWS OF MORDOR

GAME TWO OF LORD OF THE RINGS

MELBOURNE HOUSE

AVAILABLE FOR: AMSTRAD CPC, CBM CASSETTE £8.95 - SPECTRUM £7.95 - CBM DISK £14.95
GREAT ADVENTURING MOMENTS - 1984

Back in 1984 CRASH took its first faltering steps along the start of The Adventure Trail. That year saw the release of many adventures whose lastability might surprise those who think all old games are long dead and gone (especially arcade players used to short shelf life games). Here I point the connoisseur of old (but good) games back to the Summer of '84 where we begin our look at the Famous Five.

FANTASIA DIAMOND

Hewson Consultants

Reviewed way back in June of '84, this illustrated adventure had a tremendous amount going for it. Independent characters, real time, cursor key option on movement, weakness as an added characteristic to bring realism to the concept of fatigue, user-friendly vocabulary going beyond verb/mood with LOOK AT distinguishable from LOOK INTO, and even LOOK ACROSS into adjacent locations to see signs of impending danger. All of these served to make this an adventure with a difference.

SNOWBALL

Level 9

A classic Level 9 text-only game with the long, carefully-crafted atmospheric location descriptions and detailed, informative examine reports which have since become their hallmark. The storyline still looks interesting, and the Snowball spacecraft is still a wonder to explore.

THE KET TRILOGY

Incentive

The Mountains of Ket started it all, followed by Temples of Vran with atmospheric location passages, a combat routine, along with well-rounded, interesting problems. The Final Mission, reviewed in November, added neatly boxed-in location description, screen score, a tune on entering locations for the first time, and a strong examine command. Incidental text-only threesome still looks good.

THE HOBBIT

Melbourne House

This is a most timely recommendation as The Hobbit book celebrates its fiftieth birthday this year, having been published way back in 1937. The eponymous computer game joined the super league the moment it was released due to its independent characters, and coherent text and pictures. Its problems are fascinating, which may go some way to explaining the fact that it does not seem to have aged here in 1987.

LORDS OF MIDNIGHT

Beyond

You're definitely missing out if you haven't seen this one. Adventure Trail was one of the first to publish a review, but the success it went on to achieve was all its own. To continue along the path to show what the humble Spectrum could really do given an original idea. Many considered Mike Singleton, the game's author, a genius.

THE PAWN

Producer: Rainbird
Price: £14.95
Authors: Magnetic Scrolls

The Pawn will already be a hit for you if you've been doing well on the larger computers (including the QL and the Atari ST). However, it looked like there was little chance of it filtering its way down to the smaller home micros. Well, before we've even had time to think about The Pawn and anticipate it, here it is on the 128K Spectrum, albeit without the graphics which have so pretty decorated its reviews for other computers. Text-only on the 128, The Pawn still provides all the entertainment of its sister versions.

THE SCHOOL BAG EXCEPT THE VIOLIN CASE BUT NOT THE VIOLIN

You haven't seen this one. Adventure Trail was the first to publish a review, but the success it went on to achieve was all its own. To continue along the path to show what the humble Spectrum could really do given an original idea. Many considered Mike Singleton, the game's author, a genius.

The storyline still looks interesting, and the Snowball spacecraft is still a wonder to explore.

THE PAWN

Producer: Rainbird
Price: £14.95
Authors: Magnetic Scrolls

The Pawn will already be a hit for you if you've been doing well on the larger computers (including the QL and the Atari ST). However, it looked like there was little chance of it filtering its way down to the smaller home micros. Well, before we've even had time to think about The Pawn and anticipate it, here it is on the 128K Spectrum, albeit without the graphics which have so pretty decorated its reviews for other computers. Text-only on the 128, The Pawn still provides all the entertainment of its sister versions.

THE SCHOOL BAG EXCEPT THE VIOLIN CASE BUT NOT THE VIOLIN

You haven't seen this one. Adventure Trail was the first to publish a review, but the success it went on to achieve was all its own. To continue along the path to show what the humble Spectrum could really do given an original idea. Many considered Mike Singleton, the game's author, a genius.

The storyline still looks interesting, and the Snowball spacecraft is still a wonder to explore.
Getting quite a way into the adventure there are some areas which suggest some largeness on the part of the instructions. I have already mentioned the occasional relapse by the program when it chooses to ignore the second part of a complex sentence. The examine command (where, like most words, EXAMINE must be spelled out fully, along with long words such as floorboards) can be helpful, as in EXAMINE GRAVEL. 'The gravel is small pieces of black stone', can miss entirely as with 'What black stones?' or give a reply which may or may not be comical, 'The arms are quite long for the time of year.' It's worth noting here that EXAMINE and LOOK IN are subtly different commands, bringing about fundamental changes in your fortunes should you learn how to use them properly. On another occasion you are told how you cannot see a tree when you are in a forest while, despite the instructions boasting many weird and wonderful adjective recognitions, the program does not comprehend LOOSE in the command EXAMINE LOOSE FLOORBOARD. Let's stay with this one to lead me into one or two misgivings I have with the plot. EXAMINE FLOORBOARD replies 'large and very solid' yet leveraging the board with the hoe achieves nothing but doing something a lot simpler gets the result. However, more worrying in terms of a credible plot is the pouch which doesn't seem to exist until you have fetched the guru his water, an act totally unconcerned with the appearance of the pouch. Such inconsistencies pull the plot into an ever tightening feel of linearity.

The Pawn is a major addition to the Spectrum game player's library of fine games. As an adventure it is as traditional fantasy affair with fewer unusual additions than you might expect, making little effort to probe new problems or find original solutions. No-one could be blamed for looking enviously at the super-lative pictures seen on the Atari ST version (as on the box) but this text-only Spectrum game is still a fascinating trip into the imaginations where all avid adventurers, fresh-faced or wizened, long to dwell.

**Difficulty:** not difficult  
**Graphics:** none  
**Presentation:** neat character set, adjustable text intensity  
**Input facility:** complex sentences  
**Response:** fast  
**General rating:** really engaging, complex adventuring

| Atmosphere | 95% |
| Vocabulary | 90% |
| Logic      | 87% |
| Addictive quality | 92% |
| Overall    | 90% |

**SHADOWS OF MORDOR**

Producer: Melbourne House  
Price: £7.95  
Author: Beam Software

The biggest software releases in adventure gaming are those based on the works of JRR Tolkien, for their source material is derived from the greatest of fantasy books ever written.

The Hobbit told the story of Bilbo Baggins and how he was unwittingly thrown into the world of darkness and danger far from the cozy tunnel he had known in Hobbiton. Bilbo eventually began to enjoy his exotic sojourns, along with the treasures and skills he had amassed, and this enthusiasm for adventure, peculiar among home-loving Hobbits, transferred itself to his young and impressionable cousin, Frodo. The Lord of the Rings trilogy of books tells Frodo's story, and this game being the second computer instalment, it follows the theme of the second book, The Two Towers.

The computer game is titled Shadows of Mordor which probably reflects the adventure's desire not to be thought a retin a of the book, but a game more loosely based on that work and only keeping to the essential atmosphere of Middle Earth. They take another chance to distance themselves from the awe-inspiring and critical task of transposing Tolkien's masterpiece to the microcomputer in the style of the instructions, which have taken on a whimsical and self-deprecatory air. Have a look at this line from the introduction: 'The Shadows of Mordor is a brilliant piece of fantasy software thanks to the reworking of many of the game's systems by a highly trained team ofidiots'. If the intention is to show the reader that this adventure is, after all, only a game, they can rest assured this style certainly lowers expectations.

Although there are instances of idiocy to be found, let's not dwell here and instead consider the many fine aspects to this great game.

Gameplay is similar to Lord of the Rings Part One, perhaps too similar for those who weren't altogether struck by that program's performance. The programming team saw in that first game advantages in offering complex character interaction and vocabulary handling. Here the characters again are marvellously independent with their own personalities, strengths and allegiances. These characteristics may well influence the kind of response you achieve when conversing with your colleagues and acquaintances using some important SAY TO (GANDALF) construction. The two examples given go some way to indicating the possibilities of interacting with the chief players in the plot: SAY TO SAM 'KILL THE ORC WITH THE SWORD' and SAY TO SMEAGOL 'TAKE THE GOLD FROM THE ORC'. Smeagol is a...
creature, who like Thorin in The Hobbit, seems to be the total imbecile, forever sneaking off and returning from the bushes). With Sam, you can choose to have him controlled automatically by the computer, in which case he can be asked to perform specific actions by way of the SAY TO SAM construction. Alternatively, you can take a more active role by BECOMING SAM, (note the full stop), which may be of more use when the Hobbits go their separate ways. As with LOR Part One, you must take up this option at the very start of the game, but unlike that first adventure, there appears to be only the two Hobbits available for this scheme, as opposed to the four (Merry and Pippin were the others) in the first game. This necessarily changes the look of the adventure with the layers of pages effect gone, leaving just a band across the top bearing either the name of Sam or Frodo (the default character).

Vocabulary handling has always been a strong point to the big Melbourne House games. Here there's an 800-word vocabulary of Inglish, the English subset first seen in The Hobbit. Adjectives and prepositions are dealt with as efficiently as the verbs and nouns which form the basis of all mainstream adventure communication. Punctuation and the word AND can allow many instructions to be strung together, and this game boasts the opportunity for the player to give a character a string of commands to act upon immediately. ALL allows an action to affect everyone, including your own character, so KILL ALL should be tempered with BUT FRODO unless things are going particularly badly!

Due to the complexity of the vocabulary your input may have to become quite specific in order to achieve the desired result. In a game which seems to have something for rolling stones you must specify which direction you wish to roll it, otherwise the program assumes north. In another case the program selects a small sword for a task for which it is most unsuited given no alternative specific instructions by the player on which item to employ.

Beam Software have again penned this game, and it has got to be said that the face this adventure presents to the player isn't that tidy. When you consider the lengths even small software concerns are going to in order to improve colouring and readability of the screen, Beam might be said to be a little Luddite in their attitudes. Thankfully, the classic rounded, compact print famous from The Hobbit is retained (probably the prettiest character set ever to grace the Spectrum screen) and your input is tidily tucked away at the bottom in distinctive capitals, but above is a stark whiteness punctuated by an untidyly-scrolling list of happenings. Technically, the game is very slow, with pregnant pauses imposed after just about every decision. And on the bug front, the extremely colourful graphics on the 128K (at least on the copy I was sent) are too fast even to form subliminal images. They're on and off in a literal flash.

The two major concerns (or shocks) from Part One are still here. The strange non-loading appearance to the loading sequence is retained, as is the need to repeatedly save, because a QUIT or a death requires the whole program to be loaded in again, not something one relishes with a 128K program. It might be worth mentioning here that the 48K version does not have sufficient memory to support graphics.

Shadows of Mordor looks a very interesting game. The test of any game is how easily it entertains and I've got to say I really enjoyed reviewing this Melbourne House classic.

Difficulty: no pushover
Graphics: attractive
Presentation: average
Input facility: complex sentences
Response: slow
General rating: a big game

Atmosphere 94%
Vocabulary 90%
Logic 91%
Addictive quality 95%
Overall 93%
**SHIPWRECK/Castle Eerie**

Producer: Tartan
Price: £2.95
Author: Tartan

Here's something about the names of these two programs, sold by mail order on one cassette, which suggests a certain familiarity even before you load up. To borrow a Monty Pythonism, they're good 'woody' words in the sphere of adventure game names. As it turns out, it isn't just the names that have a familiar ring to them - the programs have a look similar to Subwrek, or Seabase Delta, or both!

Given the success of those programs, and the ever-popularity of the themes of shipwreck and eerie castles, I could quite go along with those who think these programs are rather good. The graphics, as ever, are simple, but with those who think these programs have a look similar to Subwrek, or Seabase Delta, or both!

The story sets you up on the island (there is a fire down below in fact they are very similar in style to Seabase Delta). The character set is distinctive and chunky and rates very highly on the readability scale. The beep which accompanies ENTER is also particularly reminiscent of Seabase Delta.

The story sets you up on the ship (you're taking a well-earned holiday) and dumps you off on an island (there is a fire down below and you are forced to abandon ship). Wandering around the ship is much as you'd expect, with the port on your left and the sherry on your right, and all things shipshape and nautical. There's a certain symmetry to this shipshapedness, which parallels the vessel's length of the vessel separated by distractions such as a shop, writing room, cardroom, bar and bathing pool. A lifeboat and a dripping tap are rather good. The software's charm lies in its simply clean cut look and the fact that they still inhabit a blue-green planet whose water's of space lies a primitive that they still can't seem to have any spending money.

One aspect of this game which worries me a little is its insistence on rather specific solutions to certain problems. Most especially in the tight spots, I think the program could have allowed a greater number of word options without which many of the problems are going to have people really stumped. Anyway, on to the flip side to see if it is as much fun.

As with Shipwreck, Castle Eerie puts up the instructions on screen first. Here is a timely tine to warn you to stop the tape. In this game you play Charlie Jones, an extra-special agent working for a secret government department dealing with unsolved mysteries. You are certified, to carry a gun that is, and your assignment is to investigate a mysterious castle on the north Atlantic coast. The castle should have been empty ever since the owner died in an odd manner some years ago, but dimly-lit figures have been seen at the windows at night, and strange sounds have been heard coming from the castle. Any who have been foolish enough to investigate in the past have never returned, so it is with some trepidation that you try to round up those responsible for this mystery.

Following a rather good loading-screen, you begin with a torch, a gun, but only one bullet as you have absent-mindedly left your ammunition behind. The opening picture has some atmosphere about it, showing the gate-way to the castle with the shading used to enforce the image of light thrown from one side. Trying to enter the castle reveals the obvious ('The door's closed!'), so the only direction left open to you is west to a rather broken-down hut.

This then leads onto quite a number of locations which have one or two items apiece. Once again very similar to Shipwreck, some items are immediately accessible, while others can't even be examined.

Once settled into the run of things you discover some nice touches. Picking up the ladder, you quite rightly find out you can't just climb it everywhere. On a more frivolous theme, flashing lights and creaking door sounds keep the senses amused. As with Shipwreck, there are times when the vocabulary needs to be very specific, but given that the solutions, once found, are logical, this isn't such a damning criticism. Shipwreck and Castle Eerie are rather entertaining adventures. They look smart and have engaging themes. I particularly liked Castle Eerie, whose problems are especially fun to solve. Programs for both amateur and wizened adventurers alike. Tartan Software can be contacted at 61 Balliol Ness Crescent, Montrose, Angus DD10 9DT.

**DON'T PANIC PANIC NOW**

Producer: Dented Designs
Price: £3.99
Authors: A Sanders, H Church, M Eacrett

Somewhere in the backwaters of space lies a blue-green planet whose inhabitants are so utterly primitive that they still think the C5 is a pretty neat idea... So starts a game whose humorous inspiration becomes quite clear when names such as Arfur Bent and Ford Escort roam around a Vulgar belching star cruiser with the aid of a Burble fish hearing device. Consider further the programming teams' name, a reworking of Denten Designs, and you have what looks like, and indeed is, a satire in the mould of Fergus McNeil (cited here as one Fungus McNaill). The point is that Fergus McNeil's satire with Tolkien and his 'straight' fantasy works, whereas Dented attempt to satirise an already deeply whimsical set of books (Douglas Adams' Hitchiker's Guides). You can't help wondering how much of this software's charm lies in its purely purloining the best parts of the Hitchiker's Series, and how much on the new extra dash of humour spread on top.

Arfur Bent's day starts much as you'd expect - nursing a hangover in bed, surrounded by countless empty bottles. The picture showing him snoozing in his bedroom is slowly drawn, but as with many in the three parts which make up this adventure, there is a certain cartoon-like charm which in some way matches its overriding simplicity. You can collect up all the bottles and examine them (the bottles had previously held double-strength Scotch Whiskey), this ability to examine things being rather rare in the adventure as a whole. The bathroom is found to be in a bit of a mess, but the ever-useful toilet roll is here. A randomly-inspired message pops up now and again which states, 'Contrary to popular belief, the Truck Driver's Guide to the Universe says that the toilet roll is the most precious and important item anyone or being could possibly possess' and so it seems the right thing to pick the roll up forthwith. Other humorous asides refer to a certain Millian fan (yes, that Fungus again), the planet with 'Nice Big Macs' (The

---

**Response:** Quill (very fast), Tennis (less so)

**Logic:** 96%

**Atmosphere:** 97%

**Vocabulary:** 91%

**Difficulty:** no brick walls, but the picture showing him snoozing in his bedroom is slowly drawn, but as with many in the three parts which make up this adventure, there is a certain cartoon-like charm which in some way matches its overriding simplicity. You can collect up all the bottles and examine them (the bottles had previously held double-strength Scotch Whiskey), this ability to examine things being rather rare in the adventure as a whole. The bathroom is found to be in a bit of a mess, but the ever-useful toilet roll is here. A randomly-inspired message pops up now and again which states, 'Contrary to popular belief, the Truck Driver's Guide to the Universe says that the toilet roll is the most precious and important item anyone or being could possibly possess' and so it seems the right thing to pick the roll up forthwith. Other humorous asides refer to a certain Millian fan (yes, that Fungus again), the planet with 'Nice Big Macs' (The

---

**Price:** £3.99

**Features:**
- Atmosphere: 97%
- Vocabulary: 91%
- Logic: 88%
- Addictive quality: 87%
- Overall: 82%

---

**Overall rating:**

**Atmosphere:** 97%

**Vocabulary:** 91%

**Logic:** 88%

**Addictive quality:** 87%

**Overall:** 82%

---

**Content:**

**Atmosphere:**

**Vocabulary:**

**Logic:**

**Addictive quality:**

**Overall:**

---

**Price:** £3.99

**Features:**

**Atmosphere:** 97%

**Vocabulary:** 91%

**Logic:** 88%

**Addictive quality:** 87%

**Overall:** 82%

---

**Price:** £3.99

**Features:**

**Atmosphere:** 97%

**Vocabulary:** 91%

**Logic:** 88%

**Addictive quality:** 87%

**Overall:** 82%
Truck Driver's Guide makes no mention of the VIC 20 whatever. Don't Panic is no mean attempt at bringing the travails of Ford Pre- 

The GOLDEN MASK

Producer: Compass
Price: £2.50
Author: Jon Lennon

This Quilled, Patched and Illustrated program was sent to me some time ago. It's the first part of a trilogy of adventures which give the successful adventurer a chance to collect £500 from the software house should he or she complete all three releases. The game consists of two quite distinct parts (and is so old that parts three and four should be ready about now). Part

THE GOLDEN MASK

Producer: Compass
Price: £2.50
Author: Jon Lennon

The brave chap who banished Drakon to the cave of Ilinindle whilst at the same time relieving him of the Golden Mask. It was your task to add insult to injury and lighten the bad guy's load even further by snatching the Falcon Staff from him. Well, did you do it? If so, this is how the story now stands. . . .

Having defeated Drakon and travelled back up the secret path of hell, Morrack once more stood in the lands of Dral. As he looked up at the bright sky, Wise the owl flew down to him. They talked for hours and it soon became apparent that Drakon had not died—nor for that matter had Stodge the dwarf. Now there was a new danger. Ashmead the wizard was dead and with him died the knowledge of where the Golden Mask had been hidden. If Drakon found the mask before Morrack, he could once again summon great armies of demons and with Ashmead dead, no-one could stop the evil which would devour Dral and all of its inhabitants. Your quest this time is to find the Golden Mask while avoiding Drakon's demon forces.

Visually, this game is good-looking with a demon's mask prettying the text border (it should that be uglifying?), detailed pictures—even if they do display a somewhat eccentric choice of colours and styles—and a console set which is 'olde worldie' yet still attractive and clearly readable. A good choice of colours keeps things bright, and more decoration accompanies the items in the inventory list, this time small token graphics.

Getting involved in the game reveals a very playable adventure where your character gets carried along in the smoothly flowing action. You might say the game is not too difficult in the sense that everything meshes together easily in a shallow space and therefore further into the plot you might find the limiting nature of the vocabulary slowing you up as the computer. The vocabulary on the whole isn't bad though, with both L and R bringing about a Redescribe. Examining things is best done once you've picked the object up, otherwise you meet an unprepossessing reply. Exceptions are large objects like the boat which can be examined when first met. Apart from the crucifix (where EXAM CROSS delivers the goods with no allowance for EXAM CRUCIFIX) examining always seems to get a response, even if it's just the 'who are you looking at?' from Wise the owl in the owl's first few frames. He also says 'Morrack, time is short. Stodge told me to meet you here and to tell you that Drakon has sent five demons to seal off the mountains of the moon. Travel east and you may be able to cut them off. Not everything is completely clear in all of this, but at least the owl tells you which way to go. Golden Mask is a very competent game, with 85 locations, 25 of which display pictures, and has over 160 messages. It makes good use of spot effects, with lights and noise when moving certain items and falling unprepossessing reply. Exceptions are large objects like the boat which can be examined when first met. Apart from the crucifix (where EXAM CROSS delivers the goods with no allowance for EXAM CRUCIFIX) examining always seems to get a response, even if it's just the 'who are you looking at?' from Wise the owl in the owl's first few frames. He also says 'Morrack, time is short. Stodge told me to meet you here and to tell you that Drakon has sent five demons to seal off the mountains of the moon. Travel east and you may be able to cut them off. Not everything is completely clear in all of this, but at least the owl tells you which way to go. Golden Mask is a very competent game, with 85 locations, 25 of which display pictures, and has over 160 messages. It makes good use of spot effects, with lights and noise when moving certain items and falling
perform is too important to be left to human foibles and for this reason a small explosive device has been implanted in your brain to ensure your continued loyalty.

The adventure begins with a view of your office. The picture here isn't too bad but it is slowly drawn and even more slowly shaded, and it's rather untidily drawn and even more slowly to work just fine.

The graphical quality is a bit of a wait; I can tell you. The view for your input and R for Redescribe are long; they tend to scroll off with good reason: as the descriptions become rather academic under these conditions. I make some effort over the slow drawing for good reason: as the descriptions are long they tend to scroll off with your input and R for Redescribe goes via the picture again - quite a wait I can tell you. The view for the office picture, like some of the other room representations, is from the top side of one of the walls, a perspective which seems to human foibles and for this reason a small explosive device has been implanted in your brain to ensure your continued loyalty.

The location descriptions do manage to create some atmosphere in their length. Just cop your eyes on this one, 'You're standing in your office. It is rather an untidy affair. You can see a sturdy desk with two drawers, one of which is slightly open, a telephone sits on top of the desk amidst a sea of papers and manilla files. A filing cabinet stands in one corner. There are also two uncomfortable-looking chairs, and a laden bookshelf. A picture and several charts hang on the walls. On your right is a window whilst the door is south. You are also aware of - a book.' Up until the phone rings (it rings six times!) summoning you to the briefing room to meet CJ, things are quite straightforward, with the GET ALL command, unusual in this type of adventure, proving most valuable.

Examining the bookshelf gives the same report as examining the book, a remark which seems odd unless a red herring is a tropical fish ('It's a book on tropical fish, a whole chapter is devoted to red herrings'). Once the boss has summoned you the program seems to clam up, not allowing you to do anything, although you are now allowed to leave your office, something denied you previously on the pretext that it was not your tea break. Exiting south to your secretary's office and west through an oak door brings you to corridors of typing pools.

Part Two is begun by saving the objects CJ has offered you at the end of Part One. The numbers of the equipment on offer are found by consulting the catalogue and I think you'll find six objects are your limit. In Part Two you have traced Kwok to his new operational base at his brother's mansion in Scotland. A further complication is now brought in as this brother is a member of the Chinese Consulate and as such enjoys the privilege of diplomatic immunity. A raid by the police is therefore out of the question. This is clearly your job, and the PM's instructions are to obtain the evidence to implicate Kwok, get him to divulge the name of the double agent who has infiltrated your ranks, and finally, terminate Stallion. By the time you reach Scotland only 17 of your 24 hours remain, and each move (including Redescribe) costs you six minutes. If the bull should kill you early on, the saved game from Part One must be loaded again, so take care.

Operation Stallion is a very worthy attempt to bring the excitement of a thriller to the adventure scene. I particularly liked the long and fascinating storyline to draw the player into the plot. There are one or two spelling mistakes (many centred around 'ie' order in words) but overall, a fine game.

**Difficulty:** first part seems simple enough

**Graphics:** some are quite detailed though all are based on square shapes, eg doors, corridors and stairs

**Presentation:** average, to say the least

**Input facility:** verb/noun

**Response:** fast but very slow

**General rating:** interesting

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Atmosphere</strong></td>
<td>77%</td>
</tr>
<tr>
<td><strong>Vocabulary</strong></td>
<td>78%</td>
</tr>
<tr>
<td><strong>Logic</strong></td>
<td>75%</td>
</tr>
<tr>
<td><strong>Addictive quality</strong></td>
<td>72%</td>
</tr>
<tr>
<td><strong>Overall</strong></td>
<td>73%</td>
</tr>
</tbody>
</table>
DEREK BREWSTER'S
Adventure Trail
EXTRA

BOOK OF THE DEAD

Producer: The Essential Myth
Price: £3.95
Authors: M Davies, A Dean, L Hodgson

With a name as good as The Essential Myth, this software house can't be bad. Although they're a mail-order only outfit, I was impressed by the way in which the game was submitted with all the details a reviewer might need.

This game's theme has real topical appeal for me, as I've just returned from a trip to the British Museum, where I wandered about for some lime wondering where Tutenkhamen had got to (but too afraid to ask lest they think me just a top twenty man). Based upon the mythology of ancient Egypt, it makes several references to characters which actually exist in the tome of eternal knowledge, better known as the Collins English Dictionary (a cross between a dictionary and an encyclopedia).

It is here we find terse descriptions of the strange names that inhabit the Book of the Dead. Take Osiris, who was the ruler of the world and judge of the dead, and this Horus Chappie, who was the solar god who quite liked to be seen with his ornate falcon's head. Throw in an Ibis, which is a wading bird found in warm regions, a Mangonel, which is a rock-throwing catapult contraption (although the picture does give a good clue here), and you should be armed with most of the terminology to see you well into the plot.

Your character is Ktesib, a falcon-headed Egyptian godlet (albeit a rather minor one). Life among the gods has been blissful, but after aeons of peace disaster strikes. Your divine father, the great god Set, foully murders the Chief of All Gods, Osiris, in the hope of usurping his coveted position. His ambition is not to be realised though, as the whole pantheon of deities led by Osiris' rage-maddened son, Horus, rises against Set and throws him from the Other World to the World of Men.

It looks as though you'll be born banished from Paradise, but there is hope - some gods see no reason why you should be held accountable for the acts of your headstrong father, and offer their help to see you to the Other World. In this way the adventure presents you with a most unusual task - to reach the gods you must die, and in a nutshell this is what you must achieve to complete the adventure.

You begin your task trapped within the gooey albumen of an egg, and it won't take long before you have a cracking idea as to how to proceed. Mapping is almost a complete waste of time, as everything seems to lead to just about everything else. The game's appearance is particularly good. A solid beep sounds as entries are typed, and both text and graphics appear promptly. The old GAC irritant whereby the last location's end tops a new description is still here, but the neat little hand pointing to the last input helps to break up the text.

Appearance is all very well, but what of the substance? Well, I found the game really entertaining. The problems are interesting and their solution a challenge - as each is solved you get that little self-satisfied glow which is the mark of a good adventure. Most of all I liked the intriguing way in which the characters are slowly introduced, keeping the player absorbed and creating a feeling that there's more good stuff round the corner.

Book of the Dead is The Essential Myth's first release. It is a two-part game, written using Incentive's Graphic Adventure Creator, the utility of the moment. The programming team learned so much during the game's formation that they plan to release GAC programming aids shortly, perhaps under the name GAC-PAC.

Book of the Dead is a fine adventure in just about every department. The theme, presentation and plot are all of a very high standard, and I thoroughly enjoyed it. The mail order address for The Essential Myth is 54 Church Street, Tewkesbury, Glos GL20 5RZ.

Difficulty: the friendly vocabulary ensures progress
Graphics: colourful
Presentation: good
Input facility: verb/noun with IT and THEM
Response: good
General rating: very good

Atmosphere 89%
Vocabulary 86%
Logic 79%
Addictive quality 89%
Overall 88%
INHERITANCE

Producer: Infogrames
Price: £9.95
Author: Gilles Blancon

This is another Infogrames product, this time composed of three parts. As with all these games, the lack of instruction is seen as an integral part of the challenge. To progress it’s best just to start pressing keys and learn from what happens.

Here’s some of the everyday story of how our chap, down on his luck, is whisked off to Las Vegas to earn bags loads of money. The buildings were mostly dilapidated, and succeeded each other with monotonous regularity. In his sordid room on the 17th floor in one such squalid building, Peter lay dejectedly on his bed. Debts were mounting up and there was not even a glimmer of hope on the horizon. He hardly dared move outside his room for fear of meeting one of his creditors. With no rent paid for several months the landlady was on the verge of throwing him out. Then a letter arrived with an airline ticket to Las Vegas, £200, and a note explaining the death of his aunt, and how he was the sole heir to her fortune. Just one problem – he has to repeat her achievement of winning a million dollars in one night in Las Vegas.

Part One has a very familiar look to it where the object is to move a cursor around a screen and find items of varying interest. In this case you must pack a bag full of goodies to distribute to the various creditors who prevent you leaving the building for the airport. Giving up to each character what you have borrowed placates them long enough to make good your escape. There are some nice touches here with one set of keys on the keyboard packing and unpacking your bag and separating and sorting the various objects you meet. Movement via doors is achieved by placing the roaming cursor onto a door handle, while placing it on the doorbell in some cases sees a chap opening his door. If this part is going well it shouldn’t be too long before you see the taxi, that is if you don’t run out of time, an occurrence of which you will be made fully aware as you will end up buried, dead and gone.

Part Two has you at the airport where you must get your passport, and sees you becoming involved with a hijacker, before leaving and looking for a bus to Vegas. Part Three is pure gambling.

Inheritance is a typically good-looking Infogrames game, consisting of three parts which are played in order, with a code transferred between each. I don’t know if I was that much impressed, and remain puzzled at the lack of lucid instructions, even for a reviewer, but no-one can doubt the superb graphics and the clever ideas which have become an Infogrames hallmark.

Difficulty: lack of instruction causes some difficulty
Graphics: very good
Presentation: neat
Input facility: keywords and sentences
Response: okay
General rating: another popular Infograme game

Atmosphere 82%
Vocabulary 86%
Logic 86%
Addictive quality 88%
Overall 86%

PAW
Professional Adventure Writer

Professional Adventure Writer is a state-of-the-art graphic adventure writing system which allows you to design, write and illustrate, fast machine code adventures with ease.

It provides a powerful sentence parser which allows complex chained commands to be decoded automatically.

Simple to use multiple process tables allow characters and problems to be created for your adventures.

Versatile graphics editor provides ‘rubber banding’, high speed shading, scaled subroutine’s etc etc.

Allows impressive illustrations to be created quickly and easily.

Has many other outstanding features making it probably the most advanced authoring system available yet.

Makes full use of all the memory on the 128K machine £22.95

GILSOFT INTERNATIONAL LTD
2 Park Crescent, Barry, South Glam.Tel: 0446 732765
FIVE STEPS TO HEAVEN

WRITING A GOOD ADVENTURE

For over four years DEREK BREWSTER has been writing adventure games, and for the past three he’s been reviewing them as well. With all this accumulated experience, he now lays out some golden dos and don’ts to constructing your own adventures.

STEP ONE
Does the world need your adventure?
The first thing to ask yourself is just what your adventure might have to offer an unsuspecting public. Will it surprise in any way or be innovative in theme, plot or screen presentation?

Technical innovation in adventuring is important precisely because it is so rare. After all there’s a vast wealth of old adventures and you must give the player some reason for choosing your game over those already in existence. Therefore it wouldn’t be such a bad idea for the programmer to take a good look at adventures old and new to see the kind of areas in which the budding writer might excel.

STEP TWO
Choose your medium
Some of the earliest adventures were written in BASIC. Beginners All-purpose Symbolic Instruction Code is very well-disposed towards humans, but microcomputers take a long time to translate the language and hence programs are slow, too slow for today’s commercial games.

Machine code, a language much more easily understood and worked by the computer, is super fast, but it isn’t a language designed for humans, and many struggle with a tongue that assumes a great intimacy between programmer and machine. Utilities provide a relatively easy way to sample the speeds of machine code programming without the need to climb the strenuous learning curve of the machine’s language. For a modest loss of room for innovative manoeuvrings, these routines provide adventures which are consistently better than most, for they are at the very least competently programmed.

The most famous utility was the Quill, updated with the Illustrator and Patch and Press, but this has now been overhauled, revamped and put out as the most impressive utility to date, The Professional Adventure Writer (PAW), a utility which is probably good enough for just about all mainstream adventures as it does just about everything you need.

In between, Incentive released a very useful aid named the Graphic Adventure Creator, whilst many smaller concerns released utilities for those on the lookout for the exotic, or perhaps a different look. This last is an important point as adventure cloning can bore players, hence the importance attached to PAW offering several ways of displaying the adventure written with it. In general, an adventure written using a utility must be innovative wherever it can, as people expect more from a game they believe they themselves might have written – if only they had the time.

STEP THREE
Begin creating your world
Here’s your chance to say something intelligently and coherently to a captive audience. All should be in context and keep concisely to the theme. You can take a leaf out of the notes of novelists here and try a little research into your chosen theme. For example, a game chronicling the travels of Ulysses should be just that, with the finished article being, in my mind, no way compromised because it might be considered educational. If I learn something new by watching a TV program, or playing an adventure, then the source of that new information goes up in my esteem.

The geography and bearings of your world should be readily understood with deserts wide, crevasses narrow and mazes convoluted, but don’t overdo the mazes and always give them a reason for being there.

At this stage you should consider the problems that will make up your adventure – for that is what an adventure is, a set of puzzles punctuating a coherent plot. Try to formulate problems you might meet in real life and to make the problems develop realistically. Avoid too many problems which are overly artificial, as with the rubber mat which is needed to prevent the aspirin falling down a hole no matter where the player is in ‘Subsunk’. Problems have a spacing and a direction. Manipulating these two factors you can sidestep the linearities which plagues many adventures and instead fan out the problem pathways so, ideally, the player has several paths to follow at any time. Avoid the two extremes of allowing the player to wander endlessly or...
being trapped in the first location; instead aim for five or six locations leading into relatively easy problems to ease the adventurer into the game and thereby building confidence.

**STEP FOUR**

**Design**

At one time design might have been curtailed by your programming ability or the utility you employed; but what with the likes of PAW, design can once again be fruitfully employed. Involved are ponderables such as screen layout, spacing and look of the text, right through to how many pictures, and of what size, should illustrate the adventure. Personally, I prefer a few well chosen graphics of high quality as each is then a reward for progress thus far, with the player perhaps really contemplating and enjoying the artwork. This is better than pressing any key to get rid of a shoddy sketch at every other location, which is the case in poor games. Think carefully before using white as a background at all locations, and if the border colour is to vary, try and vary it subtly, as dramatic variations cause a flash.

**STEP FIVE**

**Watch your language**

More than any other area, good vocabulary is a sign of a good, well considered adventure. Be very loath to increase the difficulty of the game by choosing obscure verb/noun word couplings. Friendly games try to anticipate the attempts of the player with logical and common couplings forming the solution, and helpful messages accompanying couplings which are close but do not quite show an exact understanding of the problem. Be careful not to mix opposites, for example, DISEMBARK should reverse BOARD and LEAVE - ENTER, but not BOARD and LEAVE, with no DISEMBARK. These errors are most easily spotted and rectified if the game is shown to many who have had no part in the writing of the adventure. Play-testing is indeed an important final stage.

So there it is, a guide to writing an adventure. Clearly not all these steps are hard and fast rules, but an author would be well-advised to consider each stage of writing carefully, for it is in the department of planning that good adventures are born.

---

We're changing our format for the special this month. Instead of answering direct questions, I have supplied a few solutions to various problems in a wide selection of games. I would like to take this opportunity to thank all those people who have sent in tips, for without them this section would not be possible. When a tip has been used, I have credited the helpful reader at the end of the section.

**AFTERSHOCK**

**Trouble getting out of building?**

Take chair to lift, climb on chair, examine ceiling, remove panel and climb out of lift.

**Can't drain the flooded tunnel?**

Go to storm drain, switch torch on, go E, S, S, S, to sluicegate then S, E, E to find handle. Return to sluicegate, connect handle to shaft and lubricate mechanism. Open sluicegate.

**Can't get the oil?**

Go to park area and examine bin.

**THE BOGGIT**

**Having problems getting out of the house?**

Open chest, climb into chest, get diary and examine it, climb out of chest, examine door and type in Frodo's birthday.

**Trouble passing the spider and web?**

Pull web and go NE to meet spider. When it has had its say give it the sandwich from Beorn's house. Pull web again before moving on.

**Bored of the rings?**

**Can't get through the Morona gate?**

Go to Mt Featherwop and collect the pepper, then take it to the gate and drop it. Giblet will sneeze and blow a hole in the gate. To get a coin to buy a map, insert the battery into the vending machine.

**BUGSY**

**Having difficulty raising the money for a pistol?**

Go to Deviney's Bar and fight. When approached by two hoods, talk to Louie and after exchanging greetings buy the mask from them. Go out and find a newsboy, wear the mask and ask for protection money. Find the other boys and do the same. You should then have enough money.

**Trouble with the police?**

Bribe them!

**DRACULA**

If you are attacked/killed in the dream sequence, here are the solutions. The food you choose will determine the type of dream you have.

If you are attacked by a wild dog look around, look table, get bone, give dog bone, then return to bedroom. Choked to death - get to bed sooner.

Killed by innkeeper - never leave your bedroom without a lit lamp. Attacked by wild birds - make sure you close your window before going to sleep. Forced to jump from your own window - this is unavoidable, try a different combination of foods. To prevent cutting yourself shaving, get the tray and polish it.

**ERIC THE VIKING**

**To please the eagle, feed it with boiled mutton.**

**To get the silver amulet throw the stick.**

**To please the dragon get the feather from its nose.**

**To get the stone fruit, shake the tree and then plant it in the mountainside where you begin.**

---

DAVID EDWARDS, Bedford

M WRIGHT, King's Lynn

CRASH June 1987  67
DON'T PANIC SOLUTION

To complete part one:
1. From the bedroom go south.
2. Go out, south twice, east three times, south, east in the bank. Take the credit card.
3. Go out, west twice, in the garden centre, take the spade.
4. Go out, east, north, west, north twice, die, take the worms.
5. Go south three times, go fishing, with the rod and take the worms. Take the fish. Take the fish that must be TAKE BURNET because I took the fish that didn't work because fish was used as a command.
6. Go north, east three times, north, east, in Ford Escort is here in the pub. He will now follow you if you have the fish.
7. Take and examine Ford's bag. Take the torc. If you have to drop something, do not drop the credit card or the torc.
8. Go out, west, south, type in "LOAD" and "PRESS ENTER" according to the tape instructions. Go north, insert the tape in the deck and finish the game.

To complete part three:
1. Type in the password: WE WANT A MILLION all in capitals.
2. Take and read the brochure. Once on the second floor, go south, take and examine the wallet.
3. Take the credit card and give it to the dining suit. Go west, north, west three times. Buy the bat and recharge battery. Go east, go south, twice.
4. Go north, south, twice, west, enter the restaurant.
5. Go north, east three times. Press '1'. Get our five dollars and the bowl of soup. Go east south, then take the fence.
6. Go north, east six times. Break the glass, take the hammer, hit the central box with it. Go west, south, Ford will open the spaceship door.
7. Pull the lever, the ship takes off. Examine the console, insert the fuse. Press '3' again.
8. On the entrance: See, burn the bag. "YOU CAN'T KNOW", but BURN GOLDFISH. Go south, west twice, south, enter the restaurant.

ESPIIONAGE ISLAND

To get knife give beads to native.
To pass the tank, go to the control box and press the button. (don't pull the button and let it go away and get lost.)
To get cassettes from the chest, use paint to paint glass cover to the password: W1. The text is not clear.

EUREKA

PREHISTORIC
To kill the man in black, throw the axe made out of the flint and bone and do not move until he hits him.
ROMAN
To escape from the leper colony give the mad leper trie egg the cold stone. Go north, east.
WARTIME GERMANY
Once you end up outside the doorknob. Go out, west, south, and into the lorry.

KAYLETH
To get the cassettes from the canister you need to give the gloves. Wear the gloves, get canister, open tape, stick tape to canister and then get all.

To have your burning out, you need the lens from the Pyxis.
**BOOK OF THE DEAD**

The complete solution for the Book of the Dead follows, with explanation for the moves, and alternative vocabulary which can be used. Note that no attempt is made to score maximum points, or to explore various interesting off-the-route parts of the adventure.

Part One. BREAK EGGS: or SMASH CRACK SHELL. You are born into the same immediate egg - a reminder you are (or were) a falcon-headed god; GET KNIFE; SOUTH; STEALTH. To the sheep: An EXAMINE SHEEP message here gives a clue. You are now the proud owner of the sheep. DROP KNIFE: no longer needed; SOUTH; SOUTH; to the lake; WASH FLEECE; or CLEAN. It’s dirty when first sheared; EAST; NORTH; to the weights location; LIFT WEIGHTS: or USE. This builds your muscles. EXAMINE WEIGHTS gives a clue; SOUTH; to the better location. GET BOULDER: it’s heavy and collects bodybuilding has been done. Getting the boulder unblocks the channel - water rushes from the lake (emptying it) over the cliff, soaking a hermit underneath. HELP works here. SOUTH; TRIP to the mangonel; LOAD MANGONEL with BOULDER or PUT BOULDER in MANGONEL; FIRE MANGONEL; or SHOOT. The fired boulder hits the bird which flies over the lake. NORTH; to the lake; GET IBIS; the bird can now be picked up from the (empty) lake where it falls. You also pick up an ankh, which it was carrying in its beak. NORTH; WEST; to the temple. PRAY TO AMON-RA or WORSHIP. Amon-Ra is a god, he causes the sun to shine brighter, drying the washed fleece. Amon-Ra demands you carry the sacred ankh when worshiping him though. SOUTH; NORTH; to lake again; GET FLEECE; now dry; SOUTH; to the southern cliff; PLUCK IBIS; getting a quick snack. GET HOOK: no longer needed; THROW FLEECE OVER CLIFF; THROTTLE QUILL TOO; these drop to the bottom of the cliff. You are now carry-

---

**TOWER OF DESPAIR**

To dispose of Death, type in STEALTH to enter stealth mode and then USE DAGGER.

To survive in Despair, cover your eyes.

To take the globe in Hope, wear the gauntlet.

Dispel the force field by dropping the jade.

**JERRY VAUGHAN, Caerphilly**

**TWIN KINGDOM VALLEY**

To kill the dragon you need the wooden staff from one of the towers, then you must hit the dragon with it.

To kill the witch with the gold staff you must give her the silver dagger that attacks its wielder. No other attacks will work as she has a staff that turns all your attacks.

**BILLY DINGELL, Edinburgh**

**VERY BIG CAVE ADVENTURE**

To kill the python just open the can and the bird will do the rest.

Drop the log to cross the chasm. In two-pit room, water plant twice; then get a stick and make a match out of the utility belt to kill the triffid.

To pass the wombat, drop the pirate's chest and open it to release the ferret.

**D SIMMONS, Doncaster**

**IMAGINATION**

To move between the different parts, pinch arm.
**DEREK BREWSTER'S ADVENTURE TRAIL EXTRA**

**REBEL PLANET**
If you have trouble at the customs, give card and then go complex. To get the laser sword past the customs carry it in the lite Kube.
To escape from the jail, bend bars with wrench and then activate laser before climbing through hole. Attack the police as soon as you meet it.
-John Wilson, Rochdale

**PRICE OF MAGICK**
Get wolfsbane to stop werewolf from attacking.
Smash the mirror to find the prism.
Throw salt at the slug.
Cast FIX to kill Wight.
The red moon makes you young, only twice.
Cast MAD on yourself and give ashes to pass through the glowing gate.
-Adam Ellis, Oxford

**NEVER ENDING STORY**
Make sure you have the glowglobe before you go east from the church.
To enter the tower you must unlock the door when you have the golden key, then go east.
To enter the Empress' quarters just say please.
-John Wilson, Rochdale

**MORDON'S QUEST**
To cross the quicksand - drop the blanket over it.
To kill the pygmy - get the berries, thorns and bamboo and make blowpipe.
To pass the plant - feed it with the pygmy.
To escape from the arena - smoke the cigar in front of Caesar.
-Emma Heggie, Salisbury
MINDSTONE
Buy the object off the pixie and trade it with the wood elf for the tiger amulet.
Swap the tiger amulet for the kranos sorcerer's talisman.
The talisman can be used to open the doomgate.
The backdoor pass to Nemesar's palace can be bought at the bar in carokot.

ROBERT C BEEVER, Penlstone

JAH BUG BRENDAN?
Dear Derek,
I have discovered a bug on GAC that not only wastes memory, but is a nuisance as well. I don't know if I'm the only GAC user to encounter this joke, but I'm glad just to complete an adventure despite this.

What I am bickering on about are the words 'Jah Brendan!' which occasionally appear in the top left corner of the screen while I am programming. When these words appear I can't get back to the main menu, but when I'm lucky the words disappear and everything returns to normal.

The utility itself works fine but I'm sick of this message flashing on the screen! It has even happened while working on the graphics. This time I thought the game had crashed, but upon trying to BREAK, it worked. This is no ordinary bug, it wastes memory and often destroys my data after hours of hard work. So, who's been mucking about with my GAC which I paid handsomely for. I can't be the only one to have fallen victim to this nuisance.

Stephen Teasdale, Cumbria

CRACKING THAT KRAKOD
Dear Derek,
I have just finished Kobyashi Nam, a budget adventure from Mastertronic, and thought that you might like the solution for future reference.

The game, in which you endeavour to join the immortals, is split into three parts, each completely independent of each other.

TASK ONE: KNOWLEDGE
1. You start on a plain. Pick up the scimitax - a huge sword which returns like a boomerang. Ignore the animal.
mals.
2. Go South:
   a) analyse the Niecor plant to
   get leaf.
   b) analyse the tree. This will
   inform you that the tree has
   pods. Throw the scimitax at
   the stems. The scimitax will
   return, and you can pick up
   the pods.
   c) throw the pod into the maw.
   b) however, you are now being
   caught by a giant Krakod;
   a) cut the tentacles.
   b) activate the pod (you will find
   it will excrete a liquid if
   examined) which leaks a
   black liquid.
   c) throw the pod into the maw.
   The Krakod will throw you
   back over a thorn wall.
3. Go North again, and then
   East. You will be caught by a
   Giant Krakod;
   a) cut the tentacles.
   b) activate the pod (you will find
   that it will excrete a liquid if
   examined) which leaks a
   black liquid.
   c) throw the pod into the maw.
   The Krakod will throw you
   back over a thorn wall.
4. There is a fungo here, but it is
   useless. Go South.
5. It is impossible to penetrate
   the wall which is about three spaces
   away just like that, would you?
6. Go back North. Ascend the
   wall which is about three spaces
   away just like that, would you?
   a) pick up the blue flower. This
   is what you had to get to finish
   the task.
   b) however, you are now being
   poisoned so use the leaf to
cure yourself.
7. Make your way West to the
   start location and go North.
   This marks the end of knowl-
dge when all of your possessions
will be taken — not very friendly.

Ewan McEachran, Staffs

Ewan goes on to give the solu-
tions to Wisdom and Under-
standing, but you wouldn't
want me to give the whole game
away just like that, would you?

**TELL SIDNEY**

**THE AFFAIR'S OVER**

Dear Sirs,

Here is the solution to the game
Sidney Affair by Infogrames. It
took me about two and a half
hours to complete.

First, load in Part One. Here
you are shown the scene of the
crime where Mr Sidney was shot.
You must position the magnifying
glass over the body's right trouser
pocket to find the briefcase key.
You will also find a wallet in the
left hand jacket pocket. In the
briefcase you find a diary and a
black and white photograph. If
you search the rest of the scene
you will find a bullet hole in the
wall which is about three spaces
to the left of the door. This com-
pletes the first scene. You will
then be shown a room where the
bullet was fired. On the window,
just below the latch, there is a
fingerprint. On the top of the
plant-pot you will find the cigare-
ette butt and on the floor
behind the curtain, the spent car-
tridge. This completes the first
part of the game. Now load in
Part Two.

This section is where you
gather information and state-
ments from other characters in
the game. The input is nearly
the same as Infogame's first game,
Vera Cruz, where you only input
certain names or words to get
the answers. There are seven main
characters in this section. Here
are their names and addresses:
1. Mrs Marianne Sidney (Wife),
   Sylvie Sidney (Daughter),
   Ludovic Sidney (Son) — St
   James Square, Clermont.
2. Peggy Gachet (Servant of
   House Keeper), Henri Lajoie
   (Caretaker) — St James Square,
   Clermont.
3. Robert Nallos (Tino di Nallo) —
   336 Blatin Street, Clermont
   Dorem Square, Cournon.
4. Hubert Decol (Patrick Languille)
   — Jade Place, Clermont
   Hotel Gevaudan St Chey.
   There are four options you can
   choose to gather information.
   They are:
   a) Gather Information
   b) Next Case
   c) Next Case
   d) Next Case
   e) Next Case
   f) Next Case
   g) Next Case

There now follows the com-
pelte solution to the second part.
Type in the option then press
return, then type the second part
and press return and then the
third part and return. Do not type
the words in brackets.
E: AUTOPSY SIDNEY
S: WITNESS (JEANNOT)
S: MRS SIDNEY: (MARIANNE)
S: DECOL: JADE
S: MARIANNE: JAMES
S: DECOL: JADE
S: SIDNEYS CARETAKER: JAMES (LAJOIE)
S: SIDNEYS SERVANT: JAMES (PEGGY)
S: SIDNEYS SON: JAMES (LUDOVIC)
S: SIDNEYS DAUGHTER: JAMES (SYLVIE)
S: Lajoie: James
S: Renard: Blatin
S: MARIANNE: JAMES
S: SYLVIE: JAMES
S: MARIANNE: JAMES
S: NALLO: DORES
S: LUDOVIC: JAMES
S: NALLO: DORES
S: LUDOVIC: JAMES
S: NALLO: DORES
S: LUDOVIC: JAMES
M: GIE LYON: SERGEANT
M: CIAT CLERMONT: LANGUille
M: BDRJ: CLERMONT: LANGUille
M: DG: PATRICK LANGUille
S: LANGUILLE: CHELY
S: LANGUILLE: CHELY
S: JEANNOT: REPUBLIC
S: LANGUILLE: CHELY
S: NALLO: DORES
S: LANGUILLE: CHELY
S: NALLO: DORES
S: LANGUILLE: CHELY
S: NALLO: DORES
S: LANGUILLE: CHELY
A: guess who?

You will then receive the fol-
wowing message: 'The author
congratulates you on solving this
mystery. You showed persever-
ance, intelligence, and an ability
for police work in clearing up
The Sidney Affair'. You will now
be promoted — ready for your
next case.

And that is that. Altogether a
game I very much enjoyed. I can't
wait for the next one, Murder On
the Atlantic.

A Archer, Middlesex

You do indeed show some
aptitude for police work with this
solution, a job which earns you
this month's £20 worth of
software.

**CRASH June 1987**
Dear Derek,

I am writing to give you some help on the Price of Magick. I have gone quite a way into this game and have found a good few spells, 16 in all, and the objects to go with them, these are:

I. MAD-grimoire
   FLY - broom
   FIN - silver mail
   SAN - claw
   DOW - pendulum
   BOM - trumpet
   IBM - blue Box
   FIX - valerian Plant
   SEE - feldspar lens

II. HYP - Staff

To get the silver mail for the Fin spell give the robes to the Golem. To get the claw for the San spell cast Bom at the dark spawn picture. The pendulum for the Dow spell is found in the clock. To get the trumpet for the Bom spell cast Bom at cherub. The blue box for the IBM spell can be found in stonehenge, to get there cast the Bom spell at the stonehenge picture. To get the feldspar lens for the See spell pull or cut curtain. To get the staff for the Hyp spell cut vine. To get the little mirror

CRASH June 1987 73
for the Zen spell, cut the mirror with diamond, the diamond being in the ring which is on the knucklebone. To get the prism for the Yam spell go into the room that was made from cutting the mirror. To get the axe for the Kil spell its quite simple as it lands on your head in one of the rooms taking 50 strength points. To get the ashes for the Zap spell, burn the woodpile.

That's how to get the stuff for the spells, now here's some help on the other aspects of the game.

To get the armour from the ghost, bury the skull bones and knucklebone (remove ring first) with the spade. To safely get the mirror, cast Fly at yourself. To be able to stay down on the river bed, cast Fin at yourself but remember to take all your stuff with the mummy?

That's how to get the stuff for the spells, now here's some help on the other aspects of the game.

To get the armour from the ghost, bury the skull bones and knucklebone (remove ring first) with the spade. To safely get the mirror, cast Fly at yourself. To be able to stay down on the river bed, cast Fin at yourself but remember to take all your stuff with the mummy?

Can I claim to be a SUPERHERO? I finished Matt Lucas Private Investigator at 6.10pm on April 2nd. The final screen describes John Harpinger thanking Matt for finding him, and Matt saying 'It's okay, I needed someone to fix my car.'

The following is a complete solution, but there are a few things which need to be done as my score was only 120 out of 160. Anyway, here goes.

From your starting point on the jetty go North to the car. I used this location to bring my spare object to, because it's 15' away from the boat (which you will need later). Go North, North and you see Harpinger's house to the West. Go North, North, North and West into the precinct where, on entering, you receive a phone call. Go West to your office and OPEN DRAWER, TAKE HAIRPIN, and go East, North, to Phil's office. Hit... or, right, I think that's quite enough for now.

Well done R S Cole of Nottingham who is June's Superhero, and many thanks for the full solution which will be of help to all TRAIL readers.

The results of these orders are carried out by the GM what he wants to do that turn. The player interprets this information and plots his plans (or plans his plots?) for the future, filling in an 'orders form' to tell the GM what he wants to do that turn. This orders form is returned to the GM by post; the GM then carries out the orders in the game itself, by hand or on a computer. The results of these orders are determined by the scenario within the game, including the other players' orders - and the results are then posted back to the players on their turnsheets. Thus the game continues...

THERE ARE MANY genres of PBM game: fantasy, sci-fi, strategy, role-playing (RPG), historical... and mixtures of the lot. You could be the captain of a starship, a power-crazed tyrant, a tribal leader or even a mythical character - the choice is yours.

In CRASH I try to mention as many different games as possible (though I tend to stay close to computer-moderated games rather than their human-processed counterparts - this is a computer mag, after all...), so if you flick through this or the specialist PBM mags (listed below) you'll soon see what's on offer.

The concept of PBM gaming is enthralling. Over the past year, many PBM companies have reported a great influx of new players into the hobby. This is a good thing, and as long as the new players learn and respect the established traditions (no 'I'm bored of this game, I'll take somebody out with me' tactics, please!) PBMing will have a bright future.

Many of the letters I receive are asking the same questions, so here's a selection of common queries - with a few answers, naturally.

This depends on which game you're playing in. Some games have an orders deadline: if your orders don't reach the GM by that date, then the round will be made without you. The most common turnaround time is one week, though there are quicker games for eager PBMers and slower ones for players living abroad, whose orders take longer in the post.

Eamon Scanlon, London
On the other hand, some games operate a real-time environment by having open deadlines; you can send them orders as often or as rarely as you like, and the game progresses daily.

**HOW MUCH DO GAMES COST?**

Prices vary greatly. There's usually a fee around £5 to join a game, which may include your start-up pack and a few turns. After you've used these freebies, you must pay for each turn; prices vary from below £1 to above £5 a turn. The norm is about £1.50, so a game running fortnightly deadlines could cost just 75p a week plus postage - small price for a lot of pleasure.

**WHAT DO I GET FOR MY MONEY?**

In general, you get a great deal for your money once the game begins to develop (when you start in a new game). It takes a few turns for the game to mature and become more interesting than confusing. Some companies offer reams of detail. Anyway, I doubt you'll be disappointed - if you are, write in and tell me! And when you come to make your orders, it's never just a simple case of 'GO EAST' or 'GO WEST' - I've known order forms to take the best part of an evening to complete properly!

**WHERE DO I GET A PRINTOUT?**

Good question! Again, it varies. Some games just go on and on. You simply stop playing when you tire of the game, when the GM tires of you (!), or when the GM tires of everything and decides to set up a profitable business, like recycling postage stamps. Other games operate a points system, and once a player hits a set (but secret) score, s/he-bang, the game ends. Most games work this way.

**WHAT ELSE CAN I GET?**

Just about anything you wish to comment? By all means, write to the companies to find out. And there are many ways of offering slow-turnaround games - if you are, write in and tell me! Anyway, I doubt you'll be disappointed - if you are, write in and tell me! And when you come to make your orders, it's never just a simple case of 'GO EAST' or 'GO WEST' - I've known order forms to take the best part of an evening to complete properly!

**I LIVE OUTSIDE THE UK**

... can I still play British games?

**YES!** Every PBM company I know of runs slow-turnaround games for players from the Continent, Africa, Asia, America and the other places. Write to the companies to find out, and there are many ways of sending money abroad, so just call in at a local bank and ask for details.

Incidentally, I know of some players on the Continent who play mainly to improve their English. And some British players, now I think about it...

**ARE THERE SPECIALIST PBM MAGS?**

Yes, three...

- **PBM Magazine**, Emjay, 17 Langbank Avenue, Rise Park, Nottingham NG5 5BU (£1.25)
- **Flagship**, PO Box 12, Aldridge, Walsall, West Midlands WS9 6TJ (£1.75)
- **First Post**, KG Pack, Walnut Tree Lodge, 9 Kings Meadow Lane, Highham Ferrers, Northamptonshire NN9 8UE (£1)

But don't forget to read PBM MAILBOX every month as well!

**WILL THEY EVER improve that drawing of you, Brendon?**

I don't know. I hope so; it makes me look like a cross between Spock and an old Action Man. I can hardly recognise my stunning profile in that sketch, though it isn't my good side.

---

**PBM FORUM**

This hasn't been a very good month for me: first I crash my car into a bolting cow (an interesting experience; and no - it did not sound its horns. Nor did it moo-o-oo-o-oo over. I have heard all the jokes.) Then I find I've received only half the normal amount of mail (just three sacks this time). But as I see it, we have two options. Either you ALL write letters to me, or I get no post. Sound fair? Good. Enough of this rambling, on with the letters...

**MOAN MOAN**

Dear Brendon

With regard to the PBM Awards, I believe next year's awards should include a Big Award in The Neck trophy. Conquest Games should get this award for changing the rules three times in as many months. It's so frustrating!

Roy Pollard, Stapleford, Nottingham

**SLOTH SLOTH**

Dear Brendon

Could you please tell the guy who runs Sloth Enterprises that he has paid in my cheque but hasn't yet posted me my startup pack! People have been hassling me to join the game for ages; so now I join and nothing happens! Talking of Saturnalia, it would seem that J Cottrell is right - if the game is so boring and mediocre, why does everybody seem to love it?

Char De Bell, Watford

Hertfordshire

Consider them told. As for your final comment, well, I can see 'oops' again. Matter, matter. (By the way, yes - the notelets are different. 'Cute' is not a term I like to use. Too Yank!)

**HEAVY ON THE FACTIONS**

_IN THE PAST_ couple of months, I've received several letters telling me about a new(ish) fantasy/RPG game called Faction Magician. I was somewhat sceptical of this wondrous game till there arrived in my mailbox a letter and startup package from Steve Newton (of Newy Games). I'll save you all my boring waffle - the letter read:

**DEAR BRENDON**

A long time ago in a land... Once upon a time... Quite some time ago...

Well, about ten months ago, CRASH and MICRONET organised a competition to design a multiuser game for a computer, along the lines of M.U.E. I gave it a go, and was fortunate enough to be one of the runners-up - which wasn't bad for a first attempt.

Anyway, the point of all this is that I went on to develop the idea into a PBM game, details of which I enclose. The game was launched on a national basis in January, and despite (or because of?) being offered a bit of extra money on Mike McGarry's floor, I wasn't able to attend the convention.

As you will see, the game is hand-moderated and is based in the far future, when we're recovering from having blown ourselves up. Stone Age, though the history of the time doesn't see it like that, of course.

The game is quite large in scope - over 60,000 different locations in the known world alone, 200-plus settlements, 170 towns, 30 cities, and four distinct types of monster, leading to more than 100 types of animals.

The object of the game is to rise through the ranks of the magicians' hierarchy while advancing the cause of your faction (in fact, each complements the other). However, things are not that easy.

Like all hierarchies, the higher ones mean the fewer, and players may find it necessary to "take out" a rival in the higher status groups. Added to this are the difficulties of members of the other factions trying to do this to you, poisoning (very rarely), plague and the occasional Hill Dwarf trying to rape your horse (they supply their own stepladders!). As you can understand, life is seldom dull...

And so the letter continues. The startup pack contains a very wondrous game till there arrived in my mailbag a letter and startup...

**TOO BAD**!
follower of one of the land's seven or so gods. There are all sorts of hierarchies and things to progress through — plenty for any RPG fan. If you'd like further details, send an SAE to:

Newly Games, Railway Cottage, Pencnance Road, Penzance, Cornwall TR16 5TF

Don't forget to mention CRASH! Startups for CRASH readers cost £5 (including three free turns), and turns cost £1.60 thereafter.

MAILBOXING

THE Pro-Box Club appears to have done the impossible: PBM boxing. The PBMer roleplays as a boxer over a ten/twelve-month period. The aim of the game is to be the most successful boxer in the game when the last round is called. Different!

Tournamour is fortnightly and each turn costs £1. For further details send an SAE to:

Pro-Box Club, 32 Greenford Gardens, Greenford, Middlesex

SOCOR STUNNER

KICK-ABOUT is yet another PBM soccer game. But unlike other soccer games (and I receive news of SO many), I receive进口 another Diplomatic Directory

PBMAILBOX: DIPLOMATIC DIRECTORY
June is here at last, but don't let her distract you too much . . . Just remember — be careful out there, and keep in touch through the DIPLOMATIC DIRECTORY...

#001 Adrian Neal 46 Main Rd, Eston, Birtam, Lincolnshire PE0 1SL
GAMES: Vorcon Wars 72 & 78; Capital 15; Earthwood 51; Arcadia 6; Star Empire 1; Conquest

#002 Jason French 78 Prince Road, Ellescombe, Torquay
TQP 1PA
GAMES: Vorcon Wars 75 (Commander BLITZ)

#003 Travis Smith 27 Sharmon Crescent, Bransumaston, Lincoln
LE13 6NW
GAMES: StarTrek 4 (SS Belle Fleur)

#004 Robert Darbyshire 22 Thoroton Gate, Cleveleys, Lancs, FY5 1JN
GAMES: It's a Crime! 1 (Death Waiters); It's a Crime! 4 (Magikity Blues)

#005 Stuart Millisheen 17 Grevy зенс, Arnold, Nottingham
NG5 1RF
GAMES: Vorcon Wars 75 (Commander SHUTON)

#006 Mr G G Maganoni 10 Kings Road, Farmeurch, Surrey
GU17 1E
GAMES: Saturnalia; Cruisertff; World Explorers of Orion; Worlds of Orion, Lands of the C'mrnn; Art, Mark of Chaos; Unfounded; Veersun

#007 Mr J C McCarthy 9A Seaview Road, Lindsey, Walset, Lincoln
L45 QJ
GAMES: StarTrek 1; Star Empires 1; Vorcon Wars 19; Saturnalia; Fleet Movers P107

#008 Scott MacFarlane 2 Brounstone Terrace, Coshestorne, Edin
burgh EH11 2TZ
GAMES: Vorcon Wars 60; Super Vorcon Wars 17

#009 Paul Davidson 51 Waterloo Road, Preston, Ayrshire, Scotland, KA9 2AA
GAMES: Vorcon Wars 60 (Commander PEBFRIS); Arcadia; Conquest

#010 Kevin Wasey 92 Market Street, Burton-on-Trent, Staffs
GAMES: Vorcon Wars 65 (Commander PESTIB); Super Vorcon Wars 77 (Commander FRAGAD); World of Vargna (Ian's Chronicles and Shpy St Edmonds)

#012 Gareth Evans 4 Whitelands Road, Thatcham, Newbury, Berkshire RG14 3AE
GAMES: Arcadia 6 (Eg Grnandea)

#013 Mike Adams 774 Holmefield Road, Liverpool, Mersey
L49 9SG
GAMES: Vorcon Wars; Conquest; It's a Crime! 4 (Purmer)

#014 Daniel Lane 23 Florence Road, West Bridgford, Nottingham
NG2 3SR
GAMES: Conquest 5; Player 16

#015 Martin Higgins Walkeye, Wallasey, Wirness, MP
L64 ZAG
GAMES: Vorcon Wars 72; It's a Crime! 4

#016 Cliff Frost 175 Queen Road, Leicester LE2 5FN
GAMES: Saturnalia; Arcadia; Earthwood; 'Kings of Steel'; Arcadia; It's a Crime!; Shields and Swords

#017 Robin de van Yassa Smirruffuie 17323 BX Leiden, Zuid Holland, Netherlands
GAMES: Vorcon Wars 73 (Commander TRELBB); StarTrek 3 (The Dutchman)

#018 P Brustan Ca Mari Pum House, Thomaston, Merthyr Tydfil, Mid Glamorgan, South Wales
GAMES: It's a Crime! 2 (Death)

#019 Steve Vickers 26 Swinton Court, Harrogate HG2 0BB
GAMES: Saturnalia; StarTrek; Saturnalia; It's a Crime! 4; World of Chaos

#020 Barnaby Deller 11 Priory Grove, Stockwell, London SW8 3JU
GAMES: StarTrek 4

#021 Stephen Holt 27 Rosemary Road, Sprotworth, Not-
cn, Northa. NG1 1LR
GAMES: Vorcon Wars 61 (Commander BREIDER); It's a Crime! 4 (Fighting Ursh-Hak)

#022 Kevin Pace 3 Priory Grove, Stockwell, London SW8 3JU
GAMES: StarTrek 4

#023 Matthew Hanson 10 Denby Lane Congres, Granoe Moor, Wakefield, West Yorkshire WF1 4EB
GAMES: StarTrek 4 (SS Obsidian Fox); Arcadia

#024 Gavin Marshall 36 Spar Road, Orpington, Kent BR6 0QI
GAMES: Vorcon Wars 71

#025 Owen Whitehead 213 Park Road, Barnsley, S70 1QW
GAMES: Aud ' (R'inn - B E Side), Saturnalia (Grendel of the Web), Enchanted (Brothers in Arms), It's a Crime (Brothers in Arms): From The Mouth of Hell (Elf), World of Chaos (Rikorn Koen), Soccer Star (Morning Star RS League)

#026 Damian Manning 12 Warden Road, Sutton Coldfield, West Midlands, B73 5SB
GAMES: StarGlobe (SS Atloll), It's a Crime! (Merry Mob)

#027 John Power 12 Underdale Avenue, Shrewbury, Shropshire, SY2 5DJ
GAMES: StarGlobe Four (SS Broadband of the Guild Alliance), Vorcon Wars 78 (Playmagination)

#028 John Kemp 9 Wold View, Caistor, Lincoln, LN7 6UL
GAMES: It's a Crime! 4 (New York Assassins), Arcadia 8 (Lord Cimmerus at Jodrell Bank, PZ)

#029 Milan Petronic 24 Doll Road, Kings Norton, Birmingham, B30 2HIZ
GAMES: Arcadia 13 (Drang Dav)

#030 JC Fowler 11 Beestonfield Place, St Agnes, Cornwall, TR5 0SZ
GAMES: StarGlobe Three, Arcadia 8

#031 Kevin Edwards 52 Woodlands Road, Reeķ, North-
97R
GAMES: Vorcon Wars 60, It's a Crime! 4; City of Smiles

#032 Jason Cortell 17 Back Bank, Harrington, Cambs, CR2 5RF
GAMES: Saturnalia (Asial Turamis), Tyranny (PS)

#033 Michael R Stannard 44 Harrington Street, Cleethorpes, South Humberside, DN5 1AZ
GAMES: Arcadia 10 (Lordem of the Unknown at Seven Springs City)

#034Malcolm Sums 76 Mount Road, Canterbury, Kent, CT4 5LE
GAMES: Soccer Star (Klimo Oders), Bradley's Football (Houston Oders)

#035 Paul Davidson 51 Waterloo Road, Preston, Ayrshire, Scotland, KA9 2AA
GAMES: Vorcon Wars 60 (Pepplar), Arcadia 2 (Pepplar at Marquedant City), Conquest (Anchor Norton, maps 18/19)

#036 S Davies 16 Clarke Street, Ten-Pentre, Rhondda, Mid Glam, S. Wales, CF41 7HQ
GAMES: It's a Crime! 4 (gong 315), Vorcon Wars 64 (Chubba)

#037 S Wyatt 60 St Andrews Road, Shoebuuryness, Essex, SS3 9J
GAMES: Vorcon Wars 73 (Pepplar), Vorcon Wars 78 (Satalis), It's a Crime! 4 (Marinatus), Kings of Steel (Woodland Alliance)

#038 Richard Golf 20 Inigo Road, Colchester, Essex, CO3 3HU
GAMES: Arcadia 12 (player 17)

#039 Jason Huggins 4 Clarence Lane, Barnsley, South, SM7 2ED
GAMES: Saturnalia (Vexus)

So ends another Diplomatic Directory — don't forget to send your applications to our chief Diplomat: PBM DIRECTORY, BRENDON KAVANAGH, CRASH, PO BOX 10, LUDLOW SHROPSHIRE, SY8 1DB
Sentinel Awaits Your Challenge. It's What You've Come To Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software

The Greatest Game Ever Devised, With 10,000 Separate Landscapes: The SENTINEL

"A new breed... the best game ever". AMTIX
"The ultimate in game satisfaction". C.&V.G.
"The best game ever written for a computer". ZZAP164

TAPE £9.95

BBC COMMODORE 64

FIREBIRD SOFTWARE
FIRST FLOOR, 46-78 NEW OXFORD ST, LONDON WC1A 1RS

SPECTRUM AMSTRAD CPC
OUR HERO, STRANDED ON THE MONSTERS GRAVEYARD PLANET, HAS BEEN RETURNED BY THE MONSTER POLICE, AFTER BEING IN WATER... INFESTED... AUTHORI... QUESTIONED! OUR MONSTER THINKS OUR HERO HAS KILLED OH HUH... OH, OUR MONSTERS GONE, I THINK... OUR HERO HUN HAND MINE...


HALP! HULL! HELP! HOP!

WOW! DA BOSS MONSTA PUNNY HAO! WHAT HE DON'AA?

OH, BOY! FORY!

PECK PECK

OH, OH! THE BATTERY'S PLAT, AN' I DON' EAT ANY MORE IN COKE.

LESSEN! LESSEN!

C'MON C'MON!

PECK PECK

I MUST'VE CAUGHT SOMETHING OUT THERE...

IT A MONSTA'S STAR BLIGHT. LAST FOR OH.. OH, SOME PlAYS...

WHAT A HOST!

IT'S A MONSTA'S STAR BLIGHT. LAST FOR OH... OH, SOME PLAYS...

WHAT A HOST!

BEANS... HARMLESS TO MONSTERS AN' US PLAYS.

ME GONNA LIE DOWN! ME IS HARMING A SQUIRREL.

DAEY'S BEEN, THAT'S WHERE!

WELL... WHERE'S MY AT DR. ASPRENS?
There's Us Gold in Them Thar Hills!

And you can get any of these fab games at ridiculously cheap prices!

Home, home on the range... Yes siree Bob, them there folks at the US Gold ranch are so doggone generous! Yeeehar! The team from Brum (a small township not 40 miles from the CRASH corral) are offering eight of their classic golden nuggets of games at specially reduced prices for CRASH readers. Not only that, but as an extra special treat you can grab Bounty Bob, one of the most root'n toot'n addictive platform games in the West, at a stupendously low price. If you want to get into the US Gold rush then take a look at the games on offer and take yer pick. Well, give me a home on the range where the buffalo roam and the deer and the antelope play, and the sky is not cloudy all day...

POLE POSITION
The official Atari racing game, lovingly converted onto the ZX Spectrum. Race off into the distance with other can proving lough opposition.

IMPOSSIBLE MISSION
It's an all-action adventure against the clock! Can you help save the world by collecting code words scattered throughout an underground complex?

KUNG FU MASTER
Another arcade game for your Spectrum. Kung Fu Master is a horizontally scrolling beat 'em up with many opponents taking you through five levels of Ninja action.

GOONIES
A strangely addictive series of puzzle games designed to baffle your brains as you attempt to help the intrepid explorers escape.

SPY HUNTER
Still a favourite amongst the CRASH team, Spy Hunter earned itself a Smash way back in Issue 16. It's a highly addictive road racing game, with a quick jolt on the river too.

BOUNTY BOB
Not exactly the first platform game, but certainly one of the best, and an all-time classic, Bounty Bob received a rave review in CRASH.

TAPPER
Lloyd Mangram's favourite game! Tapper puts you in charge of several bars with the task of serving hordes of thirsty customers. As you progress the action hots up, with more and more people to get to grips with.

RAID OVER MOSCOW
Another Smash which joined US Gold's growing collection in April 1985. Six sections of arcade action that take you all the way to Moscow. Raid is absorbing, addictive and fun to play!

ZORRO
The evil Colonel Garcia has captured your fair maiden and you just have to rescue her. There are screens full of platform fun, with plenty of sword fighting thrown in to match the excitement of the series.

US GOLD READERS' OFFER
Dear Aggie,
There's no doubt about it - you've done it again! Once again, I just can't believe my luck. I would LOVE to have ALL these games to add to my collection. However, being realistic, I've ticked some of the boxes, and I've filled in my name and address, AND made my cheque/postal order payable to NEWSFIELD LTD. Aren't I good?

Please tick the game boxes of your choice, and then an appropriate Option Box as well.

POLE POSITION
IMPOSSIBLE MISSION
KUNG FU MASTER
GOONIES

OPTION ONE: Any ONE for £4.95
OPTION TWO: Any TWO for £9.95
OPTION THREE: Any THREE for £12.95
BOUNTY BOB for £2.95

I enclose £
Name
Address
Postcode

Aggie will be putting your US Gold games in the post just as soon as she can, but please allow up to 28 days for delivery. Send your form and payment to:
CRASH/GREMLIN GRAPHICS OFFER, PO BOX 20, LUDLOW, SHROPSHIRE, SY8 1DB.

I wish to pay by Visa/Access (delete as applicable)
Signature
Expiry Date
Please Charge My Account No:

This special offer is subject to availability and closes on the 30th of July 1987
Here's some exciting news for Spectrum owners... the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear step-by-step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48k Spectrum to us and for £31.90 + £1.50 d + p we'll upgrade it for you.

The bigger, better Spectrum keyboard
The Spectrum + measures 12½" x 6". It has a large typewriter-style keyboard, with hand-moulded keys. You'll find the new keyboard has a smooth, positive action—ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position. There are 16 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL
1. If you require us to do the upgrade for you please send £31.90 + £1.50 d + p. Total: £33.40.
2. If you require the do-it-yourself kit please send £24.95 + £1.50 d + p. Total: £26.45.
3. If you require your Spectrum to be repaired and upgraded to a Spectrum + we have a special offer price of just £50.00 complete.

Orders can be placed by using your Access Card on the numbers below:
Upgrade Dept 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: (04574) 66555/67761 & Manchester 061-236 0376

Copyright VideoVault Ltd. No 602121

FIREBIRD SILVER

REQUIRE

FREELANCE PROGRAMMERS

If you think you could write ....... and would like the support and expertise of British Telecom's own Software label behind you, then write without delay to:-

Chris Smith,
Telecom Soft,
64-76 New Oxford Street,
London,
W1A 1PS.
Or phone: 01-379 6755

In a few months time, you could be reading the review of your very own game!
Win a Pogo Stick plus copies of *Thing Bounces Back* and help GREMLIN GRAPHICS celebrate the launch of their wacky new platform game.

Sproing mania has struck CRASH Towers! "It's most peculiar," said an official Comps Minion, "ever since the team have seen *Thing* been leaping and bouncing around like little lambs!"

"Yes folks, for once even ageing Lloyd has joined in the fun - have you ever seen a push bike with springs?"

"Wheeeeee, such fun," said Art Maestro Oli, bouncing into view, hurriedly giving chase to a bottle of nifty orange ink that had somehow got caught up in - Ed's customised swivel chair as it, with he, bounded down the stairs.

Meanwhile Ben, Mike and Paul fight over the Space Hopper found in the attic each claiming that they found it first and so they deserve the first go. That is until the El Grosso Eddy rolls in and decides he quite fancies a go. He approaches this in his usual subtle, quiet, retiring style roaring, "Mine! I want a go, and I want it NOW!" At which point the rest dive for cover as he leaps upon the poor.

Meanwhile I, your humble Comps Minion, have nothing to join in with. No-one ever spares a thought for me. (C'mon, we're talking real deep sympathy here). The only person that cares is the voluptuous Sue Quinn from Gremlin Graphics who, out of the kindness of her heart, sent me a couple of pogo sticks, and now I can be seen bouncing down Ludlow Highstreet - a regular little tourist attraction.

However, as Mummy Minion is a bit past the pogo-ing age, I've got one spare and I'm giving it away' From me to you. Because I'm so nice. And I love you. Honest.

Well, it's not going to be that easy - time to call all those dormant brain cells into action and sort out this spot the difference puzzle first.

The winner will receive a brand new Pogo stick and a copy of *Thing Bounces Back*, the amazingly crazy Gremlin Graphics game (see review on page 14). Copies of the game will also go off to 50 lucky runners up. Spot all ten differences in picture B, ring them, and post it off to:

BOUNCING BACK COMP,
CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB to arrive no later than 25 June. Okay? Boing, sproing, bong, bound...

---

CRASH BOUNCING BACK COMPETITION

<table>
<thead>
<tr>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>Postcode</td>
</tr>
</tbody>
</table>

CRASH June 1987 81
In Issue 39 we ran four competitions. Contestants in Imagine That, the design-a-game effort for DOMARK, will have to wait a bit longer. The many entries have been sent to DOMARK for their perusal, and we eagerly await the outcome. The Ferguson/CRASH Mappers' comp doesn't close for another week yet, so more news next issue.

**Winner's Prizes**

BY BUTCHER THAN BUTCH

ADVANCE were offering the winner of this competition a Ghettoblast customising kit, a Butch Sweatshirt and head band, and a copy of the game. So, the noisy and well-clothed person is Paul Kitchner from Botterfod, Notts NG13 OBA, while the second prize goes to Mark Shaw from Harwich, Essex, and third goes to David Sallis of irby in Wirral, Merseyside. 50 runners up each receive a copy of the game:

Keith Sanders, Worcestershire, DY13 9RS; Andrew Patrick, Castletown, Isle of Man; Steven Rowley, Tyne and Wear, NE28 7JQ; Peter Tidmarsh, Merseyside, L11 1BW; David Winstall, Kent, TN16 2QH; Tony Malaghan, Lanarkshire, ML1 8PS; Colin Chump, llfington, London; G Johnson, Derby, DE2 2S; D Edmondson, Lancs, BB4 8HD; Robert Crucden, Kerto, CM22 0AF; Marcello Bortoletto, London, N15 5SG; Darren Jones, Blackpool, Lancs; Stephen Murphy, Northwich, CH7 0Y; R Palmer, Shropshire, SY2 7SB; Darren Martin, Hanford, HR1 1RS; J Hollaway, Notts, PO4 9AA; Robert Lines, Herts, PO2 20H; Ian McKee, N Humberston, M12 8BD; Richard K. Chesterton, Newcastle-Upon-Tyne, NE2 2HU; Adam Lumber, Avon, BS3 1AL; J Tonkinson, Birmingham, M53 4PA; Adair Scott, Edinburgh, EH13 1DF; David Winstall, Tyne and Wear, NE2 2HU; Foresthill, London, SE23 3LF; S Gibbon, Dundee, DG4 3PL; Wayne Miller, Wallsall, WS3 3HD; Paul Bishop, W Midlands, WS10 7SF; Stuart Fow, Nottingham, NG17 9NY; Detroy McQueen, London W12; David Horton, Watford, WD1 7R; Brian Hall, Staffs, BB7 3JF; Jude Hurley, Gwent, NP4 2JD; Wayne Davenport, Ipswich, Ipswich, Camberley, Gary Phillips, Westhampnett, W11 1NJ; J R Wade, Staffs, ST7 2XH; Mark Bruce, Essex, IG10 1SF; Cafe Reader, Gloucestershire, GL3 0DY; Hugh Milligan, Llandaff North, Cardiff; Guy Higginson, London NW9; Crash Reader, Watford, Herts; Matthew Buxton, Kent, DA15 5AZ; Richard Hibbert, Chester, SK15 3HD; Simon Firth, Lincoln, LN6 5SD; Colin Price, N Ireland, BT31 9HH; R Cattan, Chester, WA4 4LH; Russell M Jones, Earlswood, Solihull, B30 2MY; Matthew Holland, Grimsby, DN14 6TQ; James Griffiths, Chester, WA1 0AY; Haroon Siddiq, Middlesex, TW2 2RU; Peter Taylor, Shropshire, SY7 8LQ.

**Bazooka Bill's Trousers**

MELBOURNE HOUSE took a leaf out of ex-Ed Graeme Kidd's shoes (forgive the mixed metaphor) and had a pair of Doc Marten boots and a pair of combat trousers to give away together with one of our CRASH T-Shirts. The winner is Garry Moralee from Holyport, Maidenhead in Berks (incidentally with the following sizes: Footsize: 9, Waist: 32, Inside leg: 29)!

Paul Widdow, Co Durham, SRB 1PB; M P Sims, Kent, CT7 1Y; Gary Baker, Bury, GU84 3LT; Jonathan Wright, Berkshire, RG11 2LH; Paul Toggi, Herts, SG4 2ED; Thomas Roach, Berkshire, SL4 5DT; Mark Fletcher, Cleveland, TS10 9ND; James Sibbons, Bedford, LU13 7TA; It's Birkir, Cheshire, S18 1JL; Billy Barrett, Kent, TN23 2XY; Marc Hannane, Isle of Wight, PO36 BD; Ian Pope, Kent, B76 7SG; F Douglas, Plymouth, PL5 4EW; Simon Croft, Staffs, DE11 9PP; Michael Armstrong, Cumbria, CA21 7UD; Jonathan Adamson, Co Durham, SR8 1NG; Nicholas Styll-Rossett, Herts, WD1 9SL; Steven Evans, Herts, SG14 3PP; Chris Beck, Rothwell, GB1 2JR; Justin Crisp, Lincolnshire, PE21 1UU; K Parsons, W Yorkshire, BD41 9QG; Robert Allan, W Sussex, RH16 3SL; Steven Irving, Cumbria, CA2 4BJ; Andrew Lewis, Worcs, DY12 1D; Neil Park, Liverpool, L11 2UC; James Godboe, Doncaster, S41 8HE; Kevin McCafferty, N Ireland, BT41 7DR; Dennis McNamara, Herts, Essex; L Marples, Chesterfield, S44 4US; Derek Cooper, Leicester, LE10 3B; Carl Paddison, Middlesex, UB4 8BD; Ian McVicar, Clydebank, G81 0RF; G Griffiths, Leicester, LE10 3BE; Brendan Fraser, Derridley, DE3 9TB; Matthew Casson, Devlin, EX4 2L2; Hamish Rust, Aberdeenshire, AB5 9PR; Timothy Stone, Winchcombe, Glos; Stephen Tomlinson, Lancs, FY7 7DY; How Bucknell, N Humberston, DN14 9HT; Mark James, Midlothian, EH14 7LX.

**Get To Seed in The Life**
Courtesy of DOMARK, two CRASH readers and a guest each will be privileged to attend a private viewing of the latest James Bond film, *The Living Daylights*—a whole week before its Royal Premiere, and days before the general public get to see it in July!

Not only will the lucky winners be among the first to enjoy the thrills of 007's latest exploits, but they will be seeing a new Bond, in the person of Timothy Dalton, who has now taken over the role from Roger Moore. Dalton's is an altogether more athletic Bond than we've seen for many a year, and *The Living Daylights* promises to be an action-packed hit.

To coincide with the forthcoming film release, DOMARK are hard at work on the computer game (more details next month) and they would like two CRASH winners to help them celebrate their efforts. The private show will be held on 22 June in the luxurious viewing theatre at Pinewood Studios, Iver, Buckinghamshire, where much of the film was shot. Arrival time at Pinewood is 6.30-7pm for the screening at 8pm.

Because of the short lead time, entries must be in by 15 June at the latest, and telephone contact numbers should be supplied. The first two correct entries pulled from Q's bag will win a pair of tickets each. Winners will be informed of final arrangements, but the winners must be prepared to get to Central London at their own cost.

**HOW TO SEE THE LIVING DAYLIGHTS**

Just answer the following simple questions on a postcard, or the back of a sealed envelope. Don't forget your name, address and telephone number! Send your answers to:

1. What was the very first James Bond film called?
2. Bond has driven many cars—what was the famous gunmetal-grey one he used in *Goldfinger*?
3. Which earlier Bond film also became a Domark game?
4. Timothy Dalton is now Bond, but name four other actors who have played the part.
5. Who wrote the original James Bond novels?

**THE LIVING DAYLIGHTS COMPETITION CRASH**

PO BOX 20, LUDLOW, SHROPSHIRE, SY8 1DB.

**Before Everybody Else!**
WIN A FERGUSON RGB MONITOR, SPECTRUM PLUS TWO AND MONITOR INTERFACE

For the third and final time, those generous people from Hewson’s text-based adventure, The Windows of the World, are offering CRASH readers the chance to win an MC05 Monitor and the necessary Interface to link it up to a Spectrum. And to show just as willing, we’ve thrown in another Spectrum i 2 for the outright winner of this competition to celebrate the Adventure Trail EXTRA.

The MC05 is a very neat piece of equipment, allowing you to enjoy a first class colour display for your games, and it also doubles as a telly – so when you tire of searching drawers, picking up keys and using passcards, a prod of a button, a twiddle of a knob, and you can tune in to Eastenders.

As you can imagine, this kind of technology doesn’t come cheap – the Monitor and Interface would normally set you back around £245, and when you add in the Spectrum i 2, you’re talking in the region of £375.

To win this prize all you have to do is write down the correct answer to the six following CRASH Adventure Trail questions on the back of a postcard (or outside of a sealed envelope) and send it to us at: ADVENTURE EXTRA COMP, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB to arrive no later than 25 June. First correct entry out of the boot of Roger Kean’s Deux Cheveaux wins the Monitor, Interface and Computer. The next ten runners-up will each get CRASH Hats and T-shirts for being clever – and lucky.

1. Name Hewson’s ‘gem’ of a text-based adventure.
2. Godzilla in Kent? Whoever could be the author?
3. If you saw Vran, which trilogy would you be in?
4. Type in Frodo’s birthday – which game’s that?
5. Pete Cooke of Tau Ceti fame wrote which of these adventures?
   a) Snowball
   b) Urban Upstart
   c) Bored of the Rings
6. Name the three games comprising Level 9’s famous trilogy.
FULLY COMPUTERISED TEST AND PROCESSING PROCEDURES

Automatic Test equipment is used to assist in the repair of all leading computer products. Many of these have been designed and built by Verran and subsequently sold throughout the world.

The advanced technology allows us to offer our repair services at rock-bottom prices to all our customers. No one can match us in performance and price.

Guaranteed reliability is one of the most important points in the selection of who should repair your computer. We are proud to offer our SIX MONTH GUARANTEE. Within the first three months we will repair any fault FREE. From three to six months only half the quoted trade prices would be charged if your computer developed a fault.

To record the sale receipt and despatch of your computer we have invested in the most advanced computer system available. Each customer unit is logged and checked before return. Whilst your computer is in our possession, or in transit to you, our insurance provides comprehensive cover.

To be assured that the service you get is in the best available - use Verran. We always remember that QUALITY IS NEVER AN ACCIDENT, IT IS ALWAYS THE RESULT OF INTELLIGENT EFFORT.

SOAK RACK TESTING subjects your computer to a rigorous series of tests over a period of between 2-8 hours. Stringent quality procedures like the soak rack ensure the high standard of service our customers have come to expect.

UNBEATABLE DISCOUNT ON ALL COMPONENTS

Over £500,000 worth of components currently in stock.

Unfortunately we are unable to display our complete range, if you require items not displayed just give us a call on 0276-66266 and we will be pleased to quote including delivery by first class post.

Spectrum Spares

<table>
<thead>
<tr>
<th>Price</th>
<th>Item Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>£5.00</td>
<td>280 CPU</td>
</tr>
<tr>
<td>£7.00</td>
<td>ULA 8001</td>
</tr>
<tr>
<td>£6.50</td>
<td>Power Supply</td>
</tr>
<tr>
<td>£7.00</td>
<td>ROM</td>
</tr>
<tr>
<td>£7.50</td>
<td>4116 RAMS</td>
</tr>
<tr>
<td>£40.00</td>
<td>TZX 650</td>
</tr>
<tr>
<td>£40.00</td>
<td>TZX 200</td>
</tr>
<tr>
<td>£10.00</td>
<td>Keyboard Membrane</td>
</tr>
<tr>
<td>£3.00</td>
<td>Spectrum</td>
</tr>
<tr>
<td>£0.60</td>
<td>Spectrum Plus</td>
</tr>
<tr>
<td>£3.00</td>
<td>Metal Templates</td>
</tr>
<tr>
<td>£2.00</td>
<td>Keyboard Mats</td>
</tr>
</tbody>
</table>

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

OVER 3500 PRODUCTS REPAIRED EACH DAY...

At our Head Office in Camberley, Surrey, we provide repair facilities for leading companies such as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Curry's, Boots, WH Smiths, John Menzies and many more. Now we are going to offer you the consumer high quality repair services at TRADE PRICES.

In the UK we employ 200 staff to fulfil our customers requirements in a quick and efficient manner. Factory space of 32,000 sq.ft. and offices in Switzerland and Germany now make us the largest and most advanced computer repair centre in Europe. Your computer and software is worth hundreds of pounds - send it to Verran and you will undoubtedly receive the best service available.

FANTASTIC LOW PRICES ON ALL LEADING COMPUTERS

To obtain a quotation on any other product just call (0276) 66266 quoting the advertisement reference number. (See bottom of advert)

To obtain the best repair service available just follow these steps:

1. Send your computer securely packed, accompanied by cheque, postal order (made payable to Verran Micro-Maintenance Ltd) or quote your Access or Switchcard Number.

LETTERS FROM OUR CUSTOMERS

"I recently had a computer repaired by Verran and I am very pleased with the service. The computer was repaired quickly and at a reasonable price. I would definitely recommend Verran to others."

J. Gilbert, Plymouth

"I am extremely delighted and would like to thank you again for the quick and efficient service of your computer. Paul, Maidstone."

SPECIAL OFFER REFERENCE: CBA 047
Trinity term has arrived, and in the glorious spring weather the returning students are spreading themselves out on college lawns in a determined effort not to do any work. Meanwhile, those who have Finals in - ulp - are spreading themselves out on college lawns in a determined timetable (and I've got a new one now, I got fed up with the old one) is cameras clicking.

rings to the gentle sound of Finalists plunging into the Isis and Japanese Bridge as they finally realise that the last bit of work they did was to read one, but I know what my tried and tested favourites are like so the pastime which distracted me constantly in my second year two years ago, has more time. As for games like Marsport, Dun Darach and Heavy on the Magicick, I've come close to solving those after many dedicated and absorbing hours of play. But in the last six months I haven't bought a single Spectrum game. I intend to get Starglider sooner or later, and I'll be buying The Professional Adventure Writer when I have enough money to buy two pieces of software in six months when I used to buy three a month isn't an impressive total. The reason is simple; almost nothing I've seen recently has interested me enough to part with my limited financial resources.

It's hardly worth re-iterating what every Spectrum gamesplayer must be well aware of these days, that the amalgamation of smaller, innovative companies into big multi-nationals has resulted in a collapsing of standards from underneath. By that I mean that the programming of a game may be as excellent as a 48K machine with attribute Dioxcks trying to look authentic in this respect. We have slick machine code programming, rarely presented in rather bland and pretty graphics, and the admittedly handy 'com-box'. The arcade sequence, which is predictable from this description, is not, in this case, an optional frill. It attempts to occupy a central position in the game, and justifiably so when you consider the scenario; it concentrates on the part played in World War II by the German cruisers - one of those unlikable ships which inevitably go down. Historically the Bismarck lived up to the tradition set by the fleet; it was a game to play at the beginning of the game as a simulation of the brief serving life of the 'pride of the Kriegsmarine' does its best to be authentic in this respect.

The Bismarck was launched into active service on 18 May 1941 and sunk by the flagships of the British home fleet, King George V, on 27 May. It was trying to head towards the mid-Atlantic, where it would keep the British battleships busy and allow its companion-ship, the Prince Eugen, to attack the merchant convoys safely. Before it could break out into the open ocean it was battered not only by half the British navy, who had intercepted its radio messages and were able to track its position accurately, but by aircraft. There is a detailed and well-narrated account of the Bismarck's nine-day reign in the rulebook, which sets the scene admirably and individualises the various British ships which appear on the screen.

The map shows western Europe, Iceland, and a portion of the North Atlantic. If you accept the default option to play the German side, it shows very little else when the game starts; the Bismarck, a small square with a cross on it, awaits orders at the top of the screen. Although the surrounding ocean is teeming with British battleships, convoys and aircraft carrier, the German player is only intermittently made aware of their positions. There are icons on the map, in the form of a flag and windsock, representing the command centre and weather station of whichever Frontline with Philippa Irving

THE STATE OF THE ART

Producer: PSS
Price: £9.95

This game occupies a position somewhere hazily between strategy counter-moving and simulation. It is in PSS's familiar house-style, as opposed to what seems to be their 'imported' style; that is, we have slick machine code programming, nice presentation terms and weather station of whichever ships which inevitably go down. Historically the Bismarck lived up to the tradition set by the fleet; it was a game to play at the beginning of the game as a simulation of the brief serving life of the 'pride of the Kriegsmarine' does its best to be authentic in this respect.

The Bismarck was launched into active service on 18 May 1941 and sunk by the flagships of the British home fleet, King George V, on 27 May. It was trying to head towards the mid-Atlantic, where it would keep the British battleships busy and allow its companion-ship, the Prince Eugen, to attack the merchant convoys safely. Before it could break out into the open ocean it was battered not only by half the British navy, who had intercepted its radio messages and were able to track its position accurately, but by aircraft. There is a detailed and well-narrated account of the Bismarck's nine-day reign in the rulebook, which sets the scene admirably and individualises the various British ships which appear on the screen.

The map shows western Europe, Iceland, and a portion of the North Atlantic. If you accept the default option to play the German side, it shows very little else when the game starts; the Bismarck, a small square with a cross on it, awaits orders at the top of the screen. Although the surrounding ocean is teeming with British battleships, convoys and aircraft carrier, the German player is only intermittently made aware of their positions. There are icons on the map, in the form of a flag and windsock, representing the command centre and weather station of whichever

BISMARCK

price

NTLINE

of product are being turned into marketing exercises. The cynicism of the big names is apparent, and there's the feeling that there's no more than an intellectually satisfying about these pieces of software, but I should imagine that if they shift a reasonable number of units then such considerations are irrelevant.

There were always naff games, but in the past one found honestly bad products like the classic among turkeys, The Great Space Race, and woody platform games with improbable scenarios produced from someone's back bedroom. It used to be much more common, two years ago, for a game to fall down on presentation and programming rather than imaginative input. I am interested in computer games as self-justifying entertainment; works of art, if you use the word in a broad, unpretentious sense. Part of the art is entertaining the player - the plays of Shakespeare are judged not only on the beauty of their poetry but their ability to entertain an audience in the theatre - a part of it is the visual design and something of the quality of imagination in the coding itself. Starglider is a game with imaginative coding, and so were Elite and Knight Lore in their day.

'Eligence' is the word I would use to describe the aesthetic effect of programming like we see in Marsport and the Mike Singleton games. Unless a game is designed from the start with the Spectrum in mind, and with an idea which is going to be a computer game and not anything else, we will not see software with these qualities. Theoretically there should be nothing to stop designers taking a theme from a film or television programme and using it to build a computer scenario, but in practice this seems to paralyse the creative abilities.

Wargames are the last bastion of the old-style bad games. I am unlikely ever to find myself reviewing a film license in Frontline, despite the popularity of warfilms recently. This would be a good thing if the standard of presentation and programming of wargames was higher. In the meantime, I ought to be grateful. My purse and leisure time (which ought to be revising time) are now freer than they used to be.

GAMING
side you’re playing. The weather centre can always be accessed with the com-box and shows what the weather conditions across the map are; a pattern of clouds, reminiscent of those new trendy electronic weathermaps, appears superimposed over Europe. If you really want to imitate the television weather forecast on your Spectrum, successive keypresses call up a prediction of where the cloud will be for any number of hours later. Cosmetically this is an attractive feature, and the theory is that the German player ought to keep the Bismarck travelling under cloud to minimise the danger from British air attack.

The command centre can only be accessed when it flashes. For the German player it reports U-boat sightings of British ships, which come regularly and are very helpful in attempting to avoid their path. The British player is told of boat sightings of British ships, the Bismarck travelling under cloud to Bismarck’s position. These radio sightings don’t start happening until a long time into the game, so there’s little the British player can intelligently do until then, beyond making sure the navy is in a fairly central position ready to steam towards the Bismarck when it shows up.

The main function of the com-box is, as with other games in this style, to give movement orders to the units. The German player only has control over the Bismarck, while the British player can give orders to a number of battleships and an aircraft carrier. The only order which can be given via the com-box is movement but it also accesses the unit’s battlescreen. This is where the famous – or notorious – PSS arcade sequence begins to look surprisingly like a serious attempt at simulation. The battlescreen, which unlike conventional arcade sequences, can be accessed at any time, is split into three sections. The upper part of the screen shows a featureless view of the sea in front of the ship and the enemy if there is one in the vicinity. Other ships appear as highly detailed outlines on the horizon. The middle section is a complex bank of icons and information, which are used to control ship movement and to fire the weapons. The lower part of the screen shows a diagramatic representation of the ship from the side on, as soon as you start getting shelled the point of this display becomes alarmingly apparent as fire spreads through the hull towards the engines and fuel.

manoeuvring the enemy ships, and certainly, if you let the Bismarck sink and take potential damage from an opponent, then you will inevitably lose. Somewhat artificially, hits to the enemy ship are displayed above hits to your own. The Bismarck can take 99 points of damage before sinking, but as shells hit, fires start up around the ship and unless these are dealt with you risk having an explosion in the fuel tanks before you can really deal to pieces.

A separate icon allows the player to move a fire-fighting crew around the ship. The time of the blaze is displayed in real time and once it runs out, the Bismarck can do no more damage. Am I being too exacting to point out that on a battleship like the Bismarck, which carried a crew of 2,300 men, it was hardly necessary to stop firing to run with a bucket of water to put out a fire? Probably not, because it puts the player at a disadvantage. The smoke doesn’t pause to repair its fire damage. Juggling between combat and fire-fighting mode can become wearisomely fiddly.

The Bismarck is attempting either to reach the southern edge of the map reasonably intact, or to burst with at least one area of damage. The British player can move a fire-fighting crew around the ship. The quick pacing means there’s a lot packed into a relatively small area, and it doesn’t offer enough challenge.

The introductory material in the rulebook creates an atmosphere of what it’s attempting to blend, and it doesn’t offer enough of a long-term challenge. But what it is trying to do is create a smoothly-presented, undemanding game which tries to make an arcade sequence work as an integral part of a wargame. Of that type, a type PSS are creating, it is successful. I remained unconvinced that this particular style of wargame has anywhere to go; it’s too glib, it seems too much of a pale reflection of what the game could be.

The standard of PSS documentation seems to be improving.

PRESENTATION 87%

Options offered are comprehensive, the packaging is attractive (though PSS have gone over to the boring double cassette boxes now) and the on-screen impression is polished.

RULES 85%

Not voluminous, but detailed in all important respects, well-presented, and helpful.

PLAYABILITY 80%

Very easy to get into.

AUTHENTICITY 79%

The introductory material in the rulebook creates an atmosphere of what it’s attempting to blend, and it doesn’t offer enough challenge.

OPPONENT 74%

As the British the computer is vicious, as the Germans, it knows its own victory conditions.

VALUE 70%

Depends what you’re looking for – some people may find it’s all over too quickly for their money.

GRAPHICS 80%

The unexciting appearance of the map-screen is offset by very pretty touches, such as the weather forecast, the icons and the ship outlines.

OVERALL 75%

Well introduced, with some scope for varied play; not a long-term challenge.

ZULU WARS

Producer: CCS
Price: £8.95

This latest game from CCS takes a little-exposed conflict between the British and the Zulu tribes towards the end of the nineteenth century for its scenario, which I can’t help welcoming as a change from the endless re-embellishments of the Second World War which, after four months of setting Forts on fire are beginning to make me feel as if I’m trapped in a recurring time loop.

On the other hand, there’s little point in novelty for its own sake. Each game must stand on its own merits, independent of previous releases. Zulu Wars uses its
The Zulu Wars might be more accurately titled Variations on the Zulu Wars! Still, it's an academic exercise anyway to believe that little boxes on a computer screen bear any resemblance to what really happened on the battlefield, and although I'm strongly in favour of a certain amount of packaging as possible to assist this act of faith, an approximation is all that comes in the standard double cassette box describes the politi- cal situation, the events leading up to the outbreak of the wars, and the specific conditions of each scenario, in a concise but adequate way. The Zulu Wars were caused by British imperialis- tic ambition in the twentieth century, or rather the curious British belief prevalent then that only they were competent to 'keep the peace' in Africa; on this occasion, between the Boers of The Transvaal and the Zulus of Zululand, which was recognised by Britain as a sovereign state. In 1879, the British moved into annex Zulu- land and met a well-organised native army which, despite its strength and tactics, ended up as cannon-fodder to the technologi- cal might of the Empire. This outcome is one of the great wargames it's difficult to lose.

For reasons which become apparent once play has started, and is for once excusable, there is no two-player option or choice of side. The player takes command of the British forces, under General Wolseley in Ulundi and Major-General Crealock in Umlalazi, against the computer, which controls the Zulus. Play takes place on a small scale, the screen repre- senting, in curiously distorted per- spectives, individual buildings and obstacles on the battlefield. The Zulus themselves are shown not as tradi- tional, symbolic boxes but as a matrix of little stick men which, dwindle, rather alarmingly, as damage is incurred.

In the first scenario the player has just 13 blocks of stick men to march against the Zulus, and they're often difficult to man- oeuvre through the maze of obstacles, or indeed past each other. The clumsiness of the British movement is irritating only before it becomes apparent that it's part of the gameplay; histori- cally, it represents the regimen- t's present designation is, it's a sort of helpful, easy-reference feature that I'm always glad to see in a rulebook.

Three difficulty levels are offered, which simply determine how many hundreds and thousands of Zulus you get thrown at you. At Full Battle level the figure is 40,000 spear-waving warriors against 5,900 infantry and 900 cavalry! Once the difficulty level has been selected, the games start automatically, and so do the impression of recklessness and awk- ward programming. The player is treated to a demonstration of the apparent combat route, which chews the map laboriously back and forth across the screen in the most inconvenient and fiddly way I've seen on a recent game. But this is a wargame, not Uridium, and so, generously recognising this is trivial - a matter of aesthet- ics, really - the player might be annoyed to discover this ugliness to be one of the few games which makes use of the comput- er's abilities to do something a bit more imaginative than calculating damage.

The British victory conditions are simply to kill all of the Zulus, and it is supposed the Zulu's aim to kill the leader in each scenario. This is something they do not pur- sue, with any enthusiasm and the only threat to the British lies in the sheer numbers of the enemy. The Zulu pattern of attack is predictable and always identical - they come in from three sides of the map in an attempt to envelop the British, then move in to surround each regiment - and, after a few attempts, I came to realise that there's little scope for variety of tactics. The battle formation of the troops is predetermined and too little space to move imaginatively, for within three moves of the start you're so over-whelmed by the Zulus that it's just a case of wearing them down.

The programming is unacceptably inconsistent in places - for instance, in the combat phase the program solemnly scrolls around to each British unit to decide whether to envelope the Zulus or not - and although it's never actually slow enough to make me reach for the plug, I am beginning to get depressed with the standard of some software turned out pro- fessionally packaged by respecta- ble companies. To add to the frustration, the program cannot even allow the player to make a note of the scenario's set-up. The British forces, under General Wolseley in Ulundi and Major-General Crealock in Umlalazi, against the computer, which controls the Zulus, Play takes place on a small scale, the screen repre- senting, in curiously distorted per- spectives, individual buildings and obstacles on the battlefield. The Zulus themselves are shown not as tradi- tional, symbolic boxes but as a matrix of little stick men which, dwindle, rather alarmingly, as damage is incurred.

In the first scenario the player has just 13 blocks of stick men to march against the Zulus, and they're often difficult to man- oeuvre through the maze of obstacles, or indeed past each other. The clumsiness of the British movement is irritating only before it becomes apparent that it's part of the gameplay; historically, it represents the regimen- t's present designation is, it's a sort of helpful, easy-reference feature that I'm always glad to see in a rulebook.
FORUM

Hidden Intelligence

Dear Philippa,

I'm greatly encouraged by the volume and quality of mail I've been getting ever since I appealed to the nation. Quite clearly there are a good many wargamers out there who are enthusiastic about our special interest, and involved enough to write at length to Frontline. If only I were allowed more room, the game were very interesting, particularly the pros and cons of the computer war-game. Your comments in the March issue were most encouraging, and thanks to the incredible kindness of some of our participants to see everything that's happening together with the telepathic way that troops are able to respond to any new situation. Not only should the hidden forces be hidden from each other; both generals should have only limited knowledge of the whereabouts of their own troops, especially if they lack most of the verbiage normally associated with wargames rules. After all, how many real generals were provided with maps of enemy strategy?

The most significant problem that has plagued every type of wargame is the ability of the participants to see everything that's happening together with the telepathic way that troops are able to respond to any new situation. Not only should the hidden forces be hidden from each other; both generals should have only limited knowledge of the whereabouts of their own troops, especially if they lack most of the verbiage normally associated with wargames rules.

I'm a great admirer of Mike Singleton's games and it astonishes me that, with several prolific and professional software houses specialising in wargames, no-one has produced a genuinely artistic, Spectrum-stretching game like Doorn Dark's Revenge. I believe that there is a limited intelligence is one thing a computer can handle very easily, otherwise I don't know if lack of communication between generals and troops could be made to work in practice.

Yours strategically - Bryan Hurt

Dear Philippa,

I would like to make a plea through your pages to the software companies producing wargames. Almost exclusively software houses stick with the old faithfuls of WWII and Napoleonic periods, with little or no intention of being able to incorporate such concepts but little has been done up to now, apart from using anonymous squares to hide the identity of units. I also find staring at the wallpaper while my opponent makes his move rather tedious.

The only game that comes close to what I would like to see in a computer wargame is Doorn Dark's Revenge. Just imagine an historical scenario incorporating the same features. The armies would become divisions, or corps, each having a commander with his own personality. All the problems connected with hidden movement (and many others) would be solved in ways that no wargamer could have envisaged a few years ago. We will need now is someone with the time and inclination to turn the dream into reality.

Yours strategically - Bryan Hurt

HIDDEN INTELLIGENCE

Dear Philippa,

I think you should be given a little thought to the hidden forces' rules. The most significant problem that has plagued every type of game is the ability of the participants to see everything that's happening together with the telepathic way that troops are able to respond to any new situation. Not only should the hidden forces be hidden from each other; both generals should have only limited knowledge of the whereabouts of their own troops, especially if they lack most of the verbiage normally associated with wargames rules. After all, how many real generals were provided with maps of enemy strategy?

The most significant problem that has plagued every type of wargame is the ability of the participants to see everything that's happening together with the telepathic way that troops are able to respond to any new situation. Not only should the hidden forces be hidden from each other; both generals should have only limited knowledge of the whereabouts of their own troops, especially if they lack most of the verbiage normally associated with wargames rules.

I'm a great admirer of Mike Singleton's games and it astonishes me that, with several prolific and professional software houses specialising in wargames, no-one has produced a genuinely artistic, Spectrum-stretching game like Doorn Dark's Revenge. I believe that there is a limited intelligence is one thing a computer can handle very easily, otherwise I don't know if lack of communication between generals and troops could be made to work in practice.

Yours strategically - Bryan Hurt

Dear Philippa,

I would like to make a plea through your pages to the software companies producing wargames. Almost exclusively software houses stick with the old faithfuls of WWII and Napoleonic periods, with little or no intention of being able to incorporate such concepts but little has been done up to now, apart from using anonymous squares to hide the identity of units. I also find staring at the wallpaper while my opponent makes his move rather tedious.

The only game that comes close to what I would like to see in a computer wargame is Doorn Dark's Revenge. Just imagine an historical scenario incorporating the same features. The armies would become divisions, or corps, each having a commander with his own personality. All the problems connected with hidden movement (and many others) would be solved in ways that no wargamer could have envisaged a few years ago. We will need now is someone with the time and inclination to turn the dream into reality.

Yours strategically - Bryan Hurt

THE NEW CRASH STRATEGY CHART!

Here it is folks, the chart you've been waiting for (your chance to engage in some strategic voting). Let us know your favourite five strategy programs, and enter a draw for £20's worth of software. I'm a great admirer of Mike Singleton's games and it astonishes me that, with several prolific and professional software houses specialising in wargames, no-one has produced a genuinely artistic, Spectrum-stretching game like Doorn Dark's Revenge. I believe that there is a limited intelligence is one thing a computer can handle very easily, otherwise I don't know if lack of communication between generals and troops could be made to work in practice.

Yours strategically - Bryan Hurt

Dear Philippa,

I would like to make a plea through your pages to the software companies producing wargames. Almost exclusively software houses stick with the old faithfuls of WWII and Napoleonic periods, with little or no intention of being able to incorporate such concepts but little has been done up to now, apart from using anonymous squares to hide the identity of units. I also find staring at the wallpaper while my opponent makes his move rather tedious.

The only game that comes close to what I would like to see in a computer wargame is Doorn Dark's Revenge. Just imagine an historical scenario incorporating the same features. The armies would become divisions, or corps, each having a commander with his own personality. All the problems connected with hidden movement (and many others) would be solved in ways that no wargamer could have envisaged a few years ago. We will need now is someone with the time and inclination to turn the dream into reality.

Yours strategically - Bryan Hurt

RULES 60%

Concise and uninformative.

BRIEFING

Doorn Dark's Revenge is an old game now, but it's still one of the best strategy games available for the Spectrum. Tony Beadon from Letchworth has written in with advice about one of its more esoteric elements, the crowns. The Crown of Imperial is to be found in the Hill of Haginoen, and should be taken by Luxor to any tower, where he will be told the position of the crown of Varenand; a useful fashion accessory which draws all over the other characters you control to Luxor's position, magically. If you visit a tower with a crown, every possession you will be told the position of the next crown, and some of them have surprising and entertaining uses.

Several of you have sent strategies for the new R T Smith game Vulcan, including Frank David Beliby from Doncaster, Sandy Nook from Liverpool, and Mogens Lauridsen all the way from Denmark. From their detailed letters, I've collected some general advice which draws all the other characters you control to Luxor's position, magically. If you visit a tower with a crown, every possession you will be told the position of the next crown, and some of them have surprising and entertaining uses.

Several of you have sent strategies for the new R T Smith game Vulcan, including Frank David Beliby from Doncaster, Sandy Nook from Liverpool, and Mogens Lauridsen all the way from Denmark. From their detailed letters, I've collected some general advice which draws all the other characters you control to Luxor's position, magically. If you visit a tower with a crown, every possession you will be told the position of the next crown, and some of them have surprising and entertaining uses.

Several of you have sent strategies for the new R T Smith game Vulcan, including Frank David Beliby from Doncaster, Sandy Nook from Liverpool, and Mogens Lauridsen all the way from Denmark. From their detailed letters, I've collected some general advice which draws all the other characters you control to Luxor's position, magically. If you visit a tower with a crown, every possession you will be told the position of the next crown, and some of them have surprising and entertaining uses.

Several of you have sent strategies for the new R T Smith game Vulcan, including Frank David Beliby from Doncaster, Sandy Nook from Liverpool, and Mogens Lauridsen all the way from Denmark. From their detailed letters, I've collected some general advice which draws all the other characters you control to Luxor's position, magically. If you visit a tower with a crown, every possession you will be told the position of the next crown, and some of them have surprising and entertaining uses.
In an age in which honour was revered, from a time when grace and beauty were virtues, a class of warriors set themselves apart to dedicate their lives to a perfection in combat that in itself was an artform, to a discipline of mind that became a religion. The attaining of such excellence required an extraordinary diligence in self-denial and training in order to achieve the ultimate accolade, 'War Lord'. Kendo, Karate and finally Samurai are the tests that must be mastered before such honour can be bestowed.

that's out of this world

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS England.
One-time reviewer and Playing Tipster ROBIN CANDY returns to the pages of CRASH to discuss the arguments for and against a software industry run by distributors and large software houses.

Flicking through the pages of the very first issue of CRASH (February 1984), it soon becomes apparent that the number of software houses in operation in those far-off days was greater than today's. Such names as Abacus, DJL Software, Starzone and Doric graced the pages. That month's top game (this was the pre-CRASH Smash era) was 3D Death Chase by Micromega, a company which went on to produce several top-notch games, but disappeared as quickly as it had arrived.

Many of today's big names were either in their infancy or non-existent — for instance, a fledgling Ocean had recently changed their name from Spectrum, and Firebird were a long way from their first release. The only really big software house of the time was Imagine, a company armed with the marketing power we take for granted nowadays (however the Liverpudlian company were wound up for failing to pay their substantial advertising debts, and the rights to Imagine's name and logo was eventually purchased from the Receiver by a rapidly growing Ocean). In general, the software industry was a home-run affair controlled by enthusiasts rather than corporate businessmen.

One of the advantages of a software industry run by larger companies is that there's no longer a need to sell via mail order; they have the power to get into the chain stores and create a shop-based market. During the early Eighties most software was purchased through mail order. Numerous classified advertisements festooned the pages of magazines, promoting games with "High Res Graphics", "Amazing Sound" and the infamous "100% Machine Code." Having sent the cheque or postal order, the customer then waited the customary 28 days — but all too often it took slightly longer for the game to appear.

When your box of delights did finally arrive, it often turned out that the product didn't live up to the advertisement's boasts — in fact the game was inevitably some poor clone of the Pacman or Donkey Kong types that were so popular in the arcades. One particular product which springs to mind is the motor racing simulation Formula One (Spirit Software) which was advertised as including a steering wheel for extra realism. When the game eventually turned up, after inquiries by the police into the software house's background, the so-called "steering wheel" proved to be nothing more than an ashtray-shaped plastic bowl, which was rolled along the top row of keys to steer the car from left to right.

Of course the real problem with mail order was the worry about whether you would actually receive your goods at all. Tales of companies folding after cashing customers' cheques were not uncommon, and there was little the public could do in this event. After the computer sales boom of 83/84, more special-
Some of the main Spectrum games-producing companies which existed in 1984 but that are either no longer with us, have been bought out, or have otherwise changed their circumstances dramatically:

Abicus (ceased trading)
Addictive Games (Prism)
Advanced Action International (US Gold)
A'n'I (Argus Press Software)
Ariola (stopped doing games)
Arcade Software (ceased trading)
Arctica (stopped)
Automata (ceased trading)
Beyond (British Telecom)
Bug-Byte (Argus Press Software)
Carnell (Mastertronic)
Crystal Computing (became Design, Cevam now development only)
Digital Fantasy (Adventure International then US Gold)
DJL Software (ceased trading)
DK'ronics (now hardware only)
Elephant (ceased trading)
Don Blunder's (now ceased trading)
Fantasy (originally called Quest, ceased trading)
Games Machine (ceased trading)
Imagine into reality (sold to Ocean)
Level 9 (Rainbird/British Telecom)
Lyversoft (ceased trading)
Lotthorien (Argus Press Software)
Melbourne House (Mastertronic)
Micronavia (ceased trading)
Micromega (stopped doing games)
Micro-Gen (stopped doing games due to distribution)
New Generation (Virgin)
Noble House (ceased trading)
Quicksoft Associates (ceased trading)
Poppysoft (ceased trading)
Postmen (ceased trading)
Procom (ceased trading)
Quicksilva (Argus Press Software)
Rabbit (Virgin)
R 8 J (ceased trading)
Richard Shepherd (ceased trading)
Richard Wilcox (absorbed by Elite Systems)
Severn (ceased trading)
Silversoft (now absorbed into CRL)
Softek (mostly operating under The Edge)
Starzone (ceased trading)
Terminal (ceased trading)
Ultimate (ceased trading)
Venon (ceased trading)
Vortex (US Gold)

What this is all leading up to is that the bigger software houses seem to produce games that catch the eye rather than striving for originality. Any new ideas that are sold is quickly done to death by the numerous clones that follow hard on its heels - just look at the number of martial arts titles available. When Ultimate's Knight Lore first came out, it introduced a method of presentation. Since then the same style has been used on many games, ensuring a certain level of sales. Games which use these graphics are playing safe in much the same way that the Pacman clones of yesteryear did.

Much of the software industry is now run by highly efficient corporations, who control the interests of smaller software labels. This means that the direction which new software takes is set by the financial goals of a relatively small number of people. This includes the main distributors, who have selection boards to decide whether a game is worth distributing - after all, you can only buy what's been released.

When Deus Ex Machina (a program devised by Mel Croucher) was released, the selection boards rejected it because it couldn't be easily categorised - despite the rave reviews it received from many magazines. Consequently the game did not do as well as it deserved. These large companies are in the business to make a profit and to achieve maximum market penetration of their products. To do this money has to be spent on advertising campaigns to promote products which often don't live up to the expectations raised by such marketing strategies.

Licensing deals are currently all the rage, particularly if they're tie-ins with the latest hit movies. The product has to be released while the film is still firmly fixed in the public's mind, and by the time the advertising has been booked and the deal bought, there's little time left to promote the film to the public. As a result, the end product has had to be put together hurriedly, and is often a rather poor clone of the original. Rambo was an average game which sold well because of the film tie-in; in reality it was nothing more than a variant on the well-worn Commando-type game.

The smaller software houses that do specialize in original games without the need for tie-ins don't get such financial rewards because they can't afford the lavish advertising campaigns needed to promote their products. Micromega was a software house that created original high-quality games, but their parent company felt the returns were not high enough to justify continuing in the games software market - a case of a company disappearing despite producing popular games. Smaller companies just can't compete with the marketing skills of the likes of Ocean and Firebird. In order to ensure financial success, some software houses have resorted to selling their products through a third party. This is usually one of the bigger software houses, as in the case of Firebird and Realtime. Level 9 and Rainbird - in both cases, British Telecom are the driving force. To be fair to the larger companies, though, this does allow the design teams to concentrate on their skills on the end product rather than on how to sell it.

"In general, the software industry was a home-run affair controlled by enthusiasts."
JAPAN has a word for the

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension.

Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your TV screen and together you can tackle the enemy.

The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO'S superb high-quality action costs £129.99* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £199.99* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.
Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd., Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or phone: 09232 41811.

Hamleys
Jenners
Toys 'R' Us
Grattans
Littlewoods Mail Order
Freemans Mail Order
Kays Mail Order
Empire Stores Mail Order

Gloucester Toy Shop
Alders Department Stores
Toy & Hobby
Argos Superstores
Woolworths & Kidstore
Jolly Giant
Tesco T For Toys
Gamleys

*Recommended retail price
Hobbiton had a strange air about it one particular morning. None of the Hobbits quite knew what was going on – even the wise old Tookins were puzzled.

'Ooo,' said Frodo Baggins as he walked out of his cozy hole this bright and sunny morning, 'what is going on?'

'I dunno Master Frodo, s'ming strange,' said his long-time friend Sam Gannit, still trying to wipe the sleep out his eyes after a heavy night on old Barleymow's ale. 'It's not them nasty old Black Riders again is it – Ize don't like them, funny people if you ask me,' he continued.

'No, I don't think so,' answered Frodo scratching his bottom, 'the air smells of that Melbourne House lot.'

'Oh gar, they gimme the creeps, I think Ize going back to bed – flaming computer people, why can't they leave us to our own devices?' moaned poor old Sam as he tripped over an elven Goblet that was nestling in the grass, still glistening from the misty dew. Sam got up and muttered something under his breath and promptly threw the Goblet into the air.

Meanwhile two halflings were frolicking in a nearby leafy glade when the Goblet came flying into view BONK! it went as it landed on the head of Stephanie Vizer (the young dwarf at Melbourne House); 'Owww S...!' exclaimed the startled halfling. 'Now, what am I going to do with this?'

'*I know!* said a fair maiden named Jo, whose voice was as fresh as a lark's song. 'We'll give it away in an amazing competition in CRASH – we can even get the winner's name engraved on it, and we can give posters, games and mugs away too!'

And that's exactly what they did!

'TO L K I E N
H O B B I T
M O R D O R
F R O D O
S A M
R I D E R S
G O B L E T
S H A D O W S
S M A S H

WIN! ★ An engraved silver-plated goblet! ★
Copies of the game! ★ Mugs and posters too!
On the other hand, if you can stretch your budget you can pick up a good second-hand head with the casio CZ101 which will respond to MIDI very intelligently indeed. The going rate seems to be about £175 for a model in reasonable nick. You can then have a Music Machine, controlled from the CASIO (or vice versa) and have endless fun as well as sampling, sequencing and drums. It rather depends whether you see yourself expanding the system. At just under £100, the MK5 would be ideal if you are going to expand the system in the near future. However, I would think that a second-hand MIDI-equipped synth would be a good one-off purchase. If you couldn't afford the Music Machine immediately you could always try firing in the synth and the 128 via the MIDI outlet on the 128. Details of how this is done are contained in CRASH No 28, May 1986. RAM/FLARE can be found at: Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Aldershot, Hants, GU11 0RE.

SOUND FX FOR CHEAPO MULTI-TRACKERS

Ernie Pollard from Liverpool has come up with an idea for inserting sound effects (known to the cognoscenti as FX) into your multi-track recording. These FX of course are those created by Spectrum hardware such as the Music Machine.

On a more general note, Phil Gyford from Essex wonders if he can connect his 128 and a RAM/FLARE Music Machine to the CHEETAH MK5 keyboard. If so, how and what would be the result?

Jon Bates answers his long neglected readers letters – and gets down to some serious interfacing in the process

Several people have written in with enquiries regarding the RAM/FLARE Music Machine (reviewed in issue 34, November 1986). For those of you who have experienced difficulty in getting hold of the Music Machine, the address appears later on.

Most questions revolve around the interfacing of particular music products to hardware. If you've got anything specific like this to ask, then send me an SAE and I'll do my best to find out and reply to you. On a more general note, Phil Gyford from Essex wonders if he can connect his 128 and a RAM/FLARE Music Machine to the CHEETAH MK5 keyboard. If so, how and what would be the result?

The Music Machine, which slots into the I/O port, is equipped with MIDI In, Out, and Through. To interface MIDI devices you need a MIDI cable — this is in fact a lead equipped with five-pin DIN plugs at each end, but unless you are hardware-capable, melted bits of plastic, and enjoy frustration. I would suggest that you buy one made up from a music electronics store. If you connect 'Out' of the MK5 to 'In' on the Music Machine, you should find that the notes played on the keyboard will sound from the Music Machine audio outputs. However, you must check that both the MK5 and the Music Machine are set to the same MIDI channel, otherwise you won't get a beep out of it. By careful use of the Music Machine you can get it to play its own drums and also give whatever voice you have sampled. The drums themselves are samples, and by not throwing them away but overwriting a built-in sampled synth with your own sample you can play this voice from the external MIDI controller (in this case the MK5), and have the drums play their own pattern which you have cunningly written into the Music Machine. One slight flaw is that you can only play up to two notes simultaneously on the Music Machine from the MK5, or indeed any external MIDI device, so big chords are definitely out. The MK5 itself will play as many notes simultaneously as the device it is connected to will allow. A cheaper way would be to connect Front Interface from CHEETAH at £29.95 which would allow you to control the 128's internal sound chip, but with no sampling or drum facility. RAM/FLARE have threatened to expand on the Music Machines' software capabilities, especially with the 128 in mind. This should mean that different software could give you greater sampling facilities or greater drum facilities.

KEY

A. Input Gain Controls
B. Power On
C. Tape In
D. B. Line Out (or To Amp)
E. Tape Out (Tracks 1 to 4)
F. Stereo Line Out
G. DC18v In
H. Phones
I. Power On
J. Tape/Cue
K. Power On
L. Punch In
M. Cue
N. Mute/Tape In
O. Power On
P. Tape Out
Q. Power On
R. Delay/FX
S. Power On
T. Power On
U. Power On
V. Power On
W. Power On
X. Power On
Y. Power On
Z. Power On

Jon Bates answers his long neglected readers letters – and gets down to some serious interfacing in the process

Several people have written in with enquiries regarding the RAM/FLARE Music Machine (reviewed in issue 34, November 1986). For those of you who have experienced difficulty in getting hold of the Music Machine, the address appears later on.

Most questions revolve around the interfacing of particular music products to hardware. If you've got anything specific like this to ask, then send me an SAE and I'll do my best to find out and reply to you. On a more general note, Phil Gyford from Essex wonders if he can connect his 128 and a RAM/FLARE Music Machine to the CHEETAH MK5 keyboard. If so, how and what would be the result?

The Music Machine, which slots into the I/O port, is equipped with MIDI In, Out, and Through. To interface MIDI devices you need a MIDI cable — this is in fact a lead equipped with five-pin DIN plugs at each end, but unless you are hardware-capable, melted bits of plastic, and enjoy frustration. I would suggest that you buy one made up from a music electronics store. If you connect 'Out' of the MK5 to 'In' on the Music Machine, you should find that the notes played on the keyboard will sound from the Music Machine audio outputs. However, you must check that both the MK5 and the Music Machine are set to the same MIDI channel, otherwise you won't get a beep out of it. By careful use of the Music Machine you can get it to play its own drums and also give whatever voice you have sampled. The drums themselves are samples, and by not throwing them away but overwriting a built-in sampled synth with your own sample you can play this voice from the external MIDI controller (in this case the MK5), and have the drums play their own pattern which you have cunningly written into the Music Machine. One slight flaw is that you can only play up to two notes simultaneously on the Music Machine from the MK5, or indeed any external MIDI device, so big chords are definitely out. The MK5 itself will play as many notes simultaneously as the device it is connected to will allow. A cheaper way would be to use the MIDI Interface from CHEETAH at £29.95 which would allow you to control the 128's internal sound chip, but with no sampling or drum facility. RAM/FLARE have threatened to expand on the Music Machines' software capabilities, especially with the 128 in mind. This should mean that different software could give you greater sampling facilities or greater drum facilities.

KEY

A. Input Gain Controls
B. Power On
C. Tape In
D. B. Line Out (or To Amp)
E. Tape Out (Tracks 1 to 4)
F. Stereo Line Out
G. DC18v In
H. Phones
I. Power On
J. Tape/Cue
K. Power On
L. Punch In
M. Cue
N. Mute/Tape In
O. Power On
P. Tape Out
Q. Power On
R. Delay/FX
S. Power On
T. Power On
U. Power On
V. Power On
W. Power On
X. Power On
Y. Power On
Z. Power On
vast oversights by the design team, has not been provided with auxiliary insert points: as in a fair team, has not been provided with any department.

Having done this, keep one track free for the FX and then:
1. Select the channel/instrument you want to add the FX to.
2. Take a phono lead from the Tape Out of that channel and feed it to the input of your FX. Be it Spectrum or otherwise.
3. Take another lead from the output of the FX to the line input of the channel you have just tracked.
4. Playback from the original channel but simultaneously record on the spare channel, selecting 'line in' to do so.

Here I would recommend a few tries at this to get the volumes and EQ set correctly.

THE ORIGINAL black Spectrum 128 has an output for an RGB monitor, but unlike the Plus Two it uses a separate BRIGHT line which few monitors can accept.

Video guru Chris Howland has written to explain how the BRIGHT signal can be combined with the Red, Green and Blue lines, so that BRIGHT characters appear correctly even if your monitor hasn't got a BRIGHT input.

You'll need three small signal diodes — the IN4148 and IN4149 are suitable, cheap and common — and three 75ohm resistors.

Connect the resistors and diodes in pairs, with the end of the diode marked with a ring (the cathode) on the far side from the resistor. Connect all the cathodes to the BRIGHT output from the computer (pin 31), and connect the loose ends of the resistors to the Green, Red and Blue outputs (pins 6, 1 and 2, respectively). This way round the resistors are connected, but it's vital to get the diodes the right way round, as shown in the diagram.

Chris has tested this circuit on Ferguson MC01 and MC05 monitors, and it should work just as well with other RGB linear displays. It won't work with RGB TTL monitors, which are limited to eight colours.

128 BUGS REVISITED

I'VE HAD two more letters about the bug in 128 BASIC which I mentioned in April’s CRASH. In some circumstances comparisons are reordered — for instance, IF Z->B-1 would become IF Z>->-1. As far as we know this bug is in all Spectrum 128 ROMs. In my last column I suggested you could get past the problem by putting brackets round the right-hand part of the comparison; but that's not a very neat answer.

Paul Carrig found the fault independently, and came up with an ingenious but rather long-winded solution. First he typed

```
SPECTRUM to get his program into 48k BASIC, where the bug does not occur. Then he entered the tricky line, saved the result, and reloaded the file into 128
```

SIMON GOODWIN returns with news of a program designed to make playing tips a thing of the past: an automatic infinite-lives POKE generator! PLUS help and advice for owners of 128s, Discovery disks, Microdrives and Snapshots...

BRIGHT IDEA

1. Select the channel/instrument of the comparison: but that's not a very neat answer.
2. Type a space after the comparison symbol.
3. A similar trick is needed to enter cursor-control lines like this:

```
LET X=INKEY$ AND Y=INKEY$ AND Z=INKEY$=INKEY$=INKEY$=INKEY$
```

Mike removed the rubber foot from the base of the computer, under the built-in tape drive, and fitted an earphone socket in its place. He routed signals to the socket from the built-in cassette, as I explained in the December 1985 CRASH.

It's not in an ideal position, but the extra socket is only needed to load old, badly-behaved tapes, so it's not too inconvenient. And if anything goes wrong, as long as it's not caused by his modification he can just remove the socket, replace the foot and return the computer for repair under warranty. When the guarantee runs out he'll move the socket to a more accessible position on the side of the computer box.

128 ADD-ON CASSETTE

MICHA HYAMS has found a neat way of wiring up an external cassette recorder to his Plus Two without drilling a hole in the case and thus invalidating the guarantee.

Mike has tested this circuit on Ferguson MC01 and MC05 monitors, and it should work just as well with other RGB linear displays. It won't work with RGB TTL monitors, which are limited to eight colours.

TECHIE

DAMIAN SCATTERGOOD has written in asking where he can get hold of the 128 Technical Guide. That was the grand title of a 23-page photocopied memo produced for software houses by Andrew Cummins, of Sinclair's defunct Technical Support department.

Mike removed the rubber foot from the base of the computer, under the built-in tape drive, and fitted an earphone socket in its place. He routed signals to the socket from the built-in cassette, as I explained in the December 1985 CRASH.

It's not in an ideal position, but the extra socket is only needed to load old, badly-behaved tapes, so it's not too inconvenient. And if anything goes wrong, as long as it's not caused by his modification he can just remove the socket, replace the foot and return the computer for repair under warranty. When the guarantee runs out he'll move the socket to a more accessible position on the side of the computer box.
HEAVY READING

IF YOU'VE GOT a keypad and you're feeling keen, you can read its 18 keys using a machine-code routine that many people regard as BASIC code, though they name it 'void'. If you can't find the code from BASIC unfortunately, you must page out the ZX BASIC ROM to gain access to the key mapping. The following explanation is a bit esoteric, but I hope it's satisfying to the techs.

The first step is to disable interrupts. Then swap ROMs by clearing bit 4 on port 32765; you can get the value of the other bits from BANKM, and swap ROM 2238B. Bit 3 selects between the two screen RAM banks, and bit 5 controls the display character generator, which makes it impossible to get into the 128's memory when you're using the keypad.

Use the RS-232, first to read a character from the keyboard. The keypad itself behaves as a 5x4 matrix internally, so you'd get little more than a matrix; you'd get the character code from the keyboard and the character code from the keypad. You could wire the socket as an input to the keyboard, though you'd have to disconnect all the existing wires and replace them with connections to the keypad. If a character is received the carry flag will be set on return and the character-code will be in A.

You can read the RS-232 by calling 289, again in the Editor ROM. If a character is received the carry flag will be set on return and the character-code will be in A. The RS-232 requires that interrupts are disabled, and send the character in the A register. You can read the RS-232 by calling 289, again in the Editor ROM. If a character is received the carry flag will be set on return and the character-code will be in A. The RS-232 requires that interrupts are disabled, and send the character in the A register.

Other useful routines in the 128 ROM are at 286, to write a character to the MID1 port, and at 295, to send one to the RS-232. Both require that interrupts are disabled, and send the character in the A register.

You can read the RS-232 by calling 289, again in the Editor ROM. If a character is received the carry flag will be set on return and the character-code will be in A. The RS-232 requires that interrupts are disabled, and send the character in the A register.

You can read the RS-232 by calling 289, again in the Editor ROM. If a character is received the carry flag will be set on return and the character-code will be in A. The RS-232 requires that interrupts are disabled, and send the character in the A register.

MICRODRIVE REVIVAL

MICRODRIVE owners may be interested in a suggestion from F Bieling — a simple but delicate operation which apparently yields an extra 2-3K on most tapes, and often restores the performance of ones that seemed worn out. F Bieling says old or tired cartridges can often be brought back to life by reorienting the little copper spring that holds the tape up against the microdrive head. The spring is compressed when you insert and remove cartridges, and problems crop up when it won't hold the tape firmly in place.

Use a pencil or a small unsaturated screwdriver to pull a two-centimetre loop of tape from the cartridge. Reach past the loop, very carefully, and loosen the spring by undoing one end from the plastic moulding. Don't just put a screwdriver in the middle and jolt it, or you'll probably break the spring.

Before you release the other end of the spring you should move the loose end outside the cartridge, as shown in the diagram. This makes it easier to remove the whole spring, by moving it gently toward the end that's still clipped in.

Bend the spring legs toward each other, as shown, to restore the spring's power. And, as they always say in repair manuals, reassembly is the reverse of the above procedure. Once the spring is back in place you must push the loop of tape back into the cartridge, without touching it with your fingers, and the cartridge once again should work as well as new.

WILL THE REAL SIMON GOODWIN PLEASE STAND UP?

IN LAST MONTH'S SIGNPOST, S.Hzarlins wrote to bring a letter from Simon Goodwin of Beyond — a name that sounds familiar. Well, it's not me! It seems there are at least three Simon Goodwins and that these days. Most of the stuff under this name IS by me, because I've been programming, broadcasting and writing fairly single-mindedly since 1979.

But the one who worked for Beyond, and C&VO before that, is Simon P Goodwin. And even so often I get mislaid for Amstrad programs that appeared in Popular Computing Weekly, but it's not my fault, honestly — it's yet another Simon Goodwin. As far as I know, I'm the only one who writes about Sector. So if you're called Simon Goodwin too, I'd advise you to change your name now, or pick a different hobby!
THE GAMESTER
LLOYD MANGRAM
IN SOFTWARE?

THIS MONTH I'm reviewing one of the program's features we've ever received: a utility intended to automatically give the player infinite lives on most types of games! It comes with a list of 23 games — all recent hits — which the author has tested and found compatible; I've tried it on several other titles, with mixed results. The Gamester, as the author says, is 'totally original and quite unique'.

The Gamester is set up like this: you get a press button dissembler and a menu indicating the amount of memory-display option, however, or the Gamester's code will be overwritten.

I tried The Gamester on a couple of games from the supplied list. Uridium was patched for infinite lives with nothing, but The Gamester seemed to corrupt other parts of the code of Jack the Nipper, the lower part of the screen filled with sprite components after I lost my first life, though play continued with infinite lives in the top area.

- Having loaded Wizard's Lair, a program not on the list, I found that The Gamester could alter the game but could not give me infinite lives. One option caused all the sprites to move back and forth along fixed diagonals; another stopped the animation completely.

At this point I realised one major fault of The Gamester from the point of view of humble cassette-users such as myself — you spend a lot of time loading and reloading programs. If you don't find the right option at first, POKE 127,66 into Snapshot RAM, so you can customise BASIC. (For this Ambrose wins £20 worth of software of his choice.)

All you need to do is plug in a Snapshot 2 and RUN his program. You can bring back the old ROM at any time with OUT 127,66. To bring in the RAM, type OUT 126. Ambrose suggests a few changes, such as POKE 8202,5: POKE 8201,201 to disable BREAK in a program, and POKE 1594,0: POKE 1595,238 to stop BREAK while loading.

I was more interested in playing around with the timing values used in the cassette routines. It only takes one POKE to speed up loading, though four are needed to...

CANDID SNAPSHOTS

QUITE A FEW of you have written in about the Datel Snapshot, which I tested (with very little success) in the Christmas CRASH. Opinions are mixed: some people find it works okay, others criticise the sloppy design (and Datel's claim that it will copy all games), and some users find it almost completely useless.

It's probably a design fault that makes Snapshot incompatible with certain Spectrums, even though those computers work fine with other press-button copiers. Datel haven't responded to our offer to test a replacement unit, so perhaps the flaws haven't been corrected.

The new good news is that Ambrose Clarke has written in with a totally new application for the Snapshot which does seem to work on all machines — and offers lots of scope for hackers.

He's written a tiny machine-code program which copies the 6K of Spectrum RAM into Snapshot RAM, so you can customise BASIC. (For this Ambrose wins £20 worth of software of his choice.)

All you need to do is plug in a Snapshot 2 and RUN his program. You can bring back the old ROM at any time with OUT 127,66. To bring in the RAM, type OUT 126. Ambrose suggests a few changes, such as POKE 8202,5: POKE 8201,201 to disable BREAK in a program, and POKE 1594,0: POKE 1595,238 to stop BREAK while loading.

I was more interested in playing around with the timing values used in the cassette routines. It only takes one POKE to speed up loading, though four are needed to...

MICRODRIVE STOP PRESS!

I'VE JUST HEARD that the design of the microdrive head spring is about to change. Apparently Able, the firm that made the cartridges for Sinclair, has collaborated with ICL to design a new, tougher spring for the tapes. ICL uses Sinclair cartridges in their One-Per-Desk OL/telephone combination system.

COMING SOON — JULY TIPS

AMONG OTHER GOODIES next month's column should include routines to convert sample and drum files between PC and Spectrum formats and the RAM Music Machine. I've had several letters asking for the way they were originally supposed to appear in the April CRASH. TECH TIPS is a two-way column. If you've got an idea or a question, please have it before I check whether or not I've answered your question in a past column, and please don't ask me to write programs just for you.

There are a lot of you, and only one of me! Please don't send SAEs — there are many better ways for me to spend my time that I can't promise to reply personally. I respond to as many letters as possible in each month's column, and there's a prize of £20 worth of software of your choice for the reader who sends in the best letter. Please write to: Simon Goodwin, TECH TIPS, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.
Dry, dusty deserted field, in the heart of Arizona. Soft rest the landing clouts of the Martian silver ship. Many were the cackles of delight from toll and vicious chickens. Oft strolled through cheery cactus grove went Zappo our young hero, showed peacefully contentment. A broken shell of Elephant Bird across his path became. His eyes and ears alerted up. His nose a-twitchy raised to the wind. He saw them leave their silver ship; he saw their mutant hatching. He heard their evil plans for dogs and beasts. He said, "I shall not fear these fiends from Planet Mars, they are but chickens". He wished he hadn't for every single chicken turned to where he stood, and hoisted up their fearsome weapons. With nothing left to do, he jammed the broken egg shell on his head. The confusion reigned for half a tick and while he ran away, a thousand flaming bolts of fire burst all around his tail.
This superb arcade game is based on the popular multiple-choice adventure series by Mark Smith and Jamie Thomson, published by Sphere Books. Set in 3033 AD you are a special agent, codename FALCON, and your mission is to halt the tracks of a renegade Time Lord who is threatening to disrupt future history by his ruthless meddling in the past. Your time machine "Falcon's Wing" takes you in your quest to ensure the timelines of the future remain uncorrupted!

Please send me FALCON: The Renegade Lord
Commodore 64/128 □   Spectrum 48/128 □
I enclose a cheque/postal order made payable to *Virgin Games* and crossed
Total £_____________ (Please do *not* post coins or notes.)

Name_________________________________________________
Address______________________________________________
_______________  Postcode_______________________________

Virgin Games, 2/4 Vernon Yard, Portobello Road, London W11 2DX
Central security of the Dictator's mountain hideout was breached and details of his missile systems stolen in Saboteur I. With the Ninja warrior who undertook that mission now dead, his sister continues the work, using the newly acquired information to alter the missile's target.

To do that our Ninjette must first enter the headquarters, which are protected by androids and pumas, so overall it's a very tough, so overall it's a very hard game to play — but it is rewarding when you find the first piece of tape, or the reward for finding the first one object can be held at a time.

by choosing her moment to drop from a hang-glider. There she finds an armoury, missile silo, offices, lifts and underdeveloped open areas. Inside the complex she can run left and right, jump up, drop down, or use ladders to reach other levels, while avoiding vampire bats in the lower levels. Although android guards carry throwing knives and flame throwers, with each programmed in different objectives, can be started.

Although android guards carry throwing knives and flame throwers, with each programmed in different areas where they do not follow. Androids and pumas can be killed by punching, high kicking and flinging objects, (a martial arts throwing weapon is initially carried), but their great strength generally requires several lethal blows to be delivered very accurately. For every blow landed and opponent killed, money is earned.

No energy is consumed by running or climbing, but puma bites, burns, drowning, falls and contact with guard's weapons reduces our heroine's reserves. This can be replenished by standing quietly in screens where all guards have been killed, or do not follow, but not by waiting on ladders. 

As progress is made through the 700 or so flick screens, supply crates containing objects, such as pieces of pipe, spanners, knives and some items not immediately identifiable are discovered. Crates can be searched — a stash of weapons is found. The computer tape may be contained within supply boxes, and when sufficient has been collected, it can be used to redirect the missile. At higher skill levels the terminal box to the missile can only be operated when extra sections of computer tape have been collected. When acquired, computer tape pieces are displayed at the bottom of the screen. Other computer terminals control lifts and the electrified perimeter fence.

Once the missile's flight has been altered, survival depends on escaping by motorbike, along the single exit from the mountain — the tunnel protected by electrified fences — before missile launch. A clock shows time remaining until ignition.

Once a mission's been successfully completed, the next game, with its separate mission objectives, can be started.

**COMMENTS**

**Control keys:** A/Z up/down, N/M left/right, Space to fire

**Joysticks:** Kempston, Interface 2

**Use of colour:** strong and clean

**Graphics:** large, nicely defined characters, tendency to flicker

**Sound:** good tune and spot FX

**Skill levels:** one; codes for other 13

**Screens:** over 700

**General rating:** Involving and challenging beat 'em up which successfully incorporates its adventure elements.

**Presentation:** 64%

**Graphics:** 83%

**Playability:** 86%

**Addictive qualities:** 79%

**Value for money:** 78%

**Overall:** 83%
Vampire hunting isn't everyone's idea of a hobby, but Mr Weems thinks that it's a pretty good way of passing the time. With this in mind he sets out to kill the Great She Vampire. Having entered her Mansion, Mr Weems discovers that it's a six-level, flick screen complex of corridors and rooms with locked doors. Collected keys unlock them, but there are hidden doors as well, and magic transporter blocks.

On each level Weems encounters bat-infested coffins and pots, lumbering, but stupid Frankenstein monsters, and menacing she vampires with street smarts. If they bump him in the night, they give Weems anaemia. Should his blood count ever fall to zero he succumbs to death, but Weems can turn vampire himself and replenish his blood levels by picking up the blood bottles he finds on his adventure. He can also pop a smart-garlic pill to give himself a short-term immunity to others' bloodsucking attentions.

Not content with merely smelting like a French chef, Weems also totes a garlic-firing gun with almost limitless cloves; there are garlic bombs to be picked up en route to. When used, these remove offending creeps from the show, but are ineffective when the ultimate level is reached. Points are awarded for each creature creamed, and when all bloodsuckers have been removed from each room, coffins can be destroyed, a point being given for every one blasted.

On reaching the ultimate level, our be-garlicked vampire enthusiast finds the Great She Vampire's penthouse lair. There he can kill her at his leisure, but only if he has acquired the secret weapons - a stake, a mallet, a mega-garlic piece, a mirror and crucifix - contained within boxes on each of the levels. Once collected these are shown on screen. If he manages to despatch the Great She Vampire, Weems must make like Seb Coe and leave the vampire-ridden Mansion before her enraged minions can seek him out - but if that's what you like doing for a hobby, Bon Appétit.

**Reviews**

**The Astonishing Adventures of Mr Weems and the She Vampires**

Producer: Piranha
Retail Price: £7.95
Author: Ram Jam

I found Mr Weems to be a most enjoyable game. Its only flaw being the graphics. Due to the high amount of detail used, they very easily appear messy on the screen - often quite indistinguishable. Their colour, however, despite being mainly monochromatic, and the flick screen idea is a sensible choice, as a scrolling play area would have ruined it. Nonetheless, Mr Weems is fun to play, even though it's another on the well-worn Gauntlet path. Asking the full wack for a re-hash of an older game puts its value for money down quite a bit.

**Paul**

"Here's a pleasant enough Gauntlet derivative. The graphics are fine; though the bespectacled Weems looks out of place in a game that seems to demand warriors and wizards. Ho hum. As far as playability goes, there's a good bit there, but I'm afraid lastability is limited - I got a bit bored after only the second level. This, in a game costing as much as Mr Weems, is too little playing time. Overpriced, but a fun play."

**Mike**

I was a little surprised to see this in the In Tray, as there has been none of the usual Piranha hype surrounding. Despite strong Gauntlet overtones (which I've seen all too often recently), Mr Weems proves to be a playable game, marred only by its difficulty and less than slick presentation. Along with most Gauntlet-esque games the graphics can get messy, and confusing when there's a lot happening on screen. This does effect gameplay somewhat if you're playing on a colour TV (but then again, turning the colour down at times of panic shouldn't be too much of a strain) . . .

**BEN**

"I was a little surprised to see this in the In Tray, as there has been none of the usual Piranha hype surrounding. Despite strong Gauntlet overtones (which I've seen all too often recently), Mr Weems proves to be a playable game, marred only by its difficulty and less than slick presentation. Along with most Gauntlet- esque games the graphics can get messy, and confusing when there's a lot happening on screen. This does effect gameplay somewhat if you're playing on a colour TV (but then again, turning the colour down at times of panic shouldn't be too much of a strain) . . ."
**JACKIE AND WIDE**

**Producer:** Bulldog  
**Retail Price:** £1.99

After years of research, Dr Jackie perfects the everlasting youth potion which he has long sought. However, on downsizing the mysterious brew he's transformed into his evil alter ego, Mr Wide. Foolishly Jackie produced no antidote before this metamorphosis. So, the secret laboratory of Dr Piqued (a rival scientist who may have formulated a remedy) must be found and entered if Jackie is ever to feel himself again.

In this arcade adventure, Wide cycles through Hyde Park before entering the sewer maze which hides Piqued's lab. A bird's-eye view is given of the park before the screen scrolling vertically to reveal pathways in the four usual directions.

In the park, our hero discovers useful objects, such as a double-headed axe, a sea-sickness pill, some vanishing herbs and sparkly gems — four of which can be carried at any one time. They assist Wide in solving riddles which take him further towards Piqued's hideaway. An on-screen message gives hints (can you swim?, go left) and identifies any acquired item, with an inventory of carried objects available when required.

Once below, Wide abandons his bike and tip-toes through a labyrinth of sewer rooms. Some rooms quickly diminish Wide's energy, whilst others are full of gas which increases the time countdown against which the game is played, yet more fill with rising water. Haisty exits can be made through doorways. Creatures fatal to the touch lurk in some sewers, while others merely reduce Wide's energy level which must never reach zero. The rate of energy loss is diminished if Wide carries appropriate objects (for instance, the sea-sickness pill counteracts rising water). Energy reserves are topped up by firing at the 'intelligent spike'.

The park can be revisited from certain sections of the sewer. However, once left, the scientific scoundrel cannot return through the same entrance. On re-entry, Wide receives a full complement of energy.

> **COMMENTS**

**Control keys:** definable, up/down, left/right, smart-garlic and garlic bomb needed  
**Joystick:** Kempston, Interface 2  
**Use of colour:** very bright surroundings to a largely monochromatic playing area  
**Graphics:** often extremely busy and sometimes confusing  
**Sound:** above average  
**Skill levels:** one  
**Screens:** six levels of flick screens  
**General rating:** Effective enter and destroy game of reasonable addictivity, slightly spoiled by over-busy graphics.

- **Presentation:** 59%  
- **Graphics:** 63%  
- **Playability:** 67%  
- **Addictive qualities:** 62%  
- **Value for money:** 57%  
- **Overall:** 64%

- **CRITICISM**

- "I was beginning to think that Bulldog would be one of the most notable budget software houses around. Feud was an excellent start and Colony had quite a few good points. However, Jackie and Wide is disappointing in comparison. The basic plot of 'find an object so you can complete a sub-game' has been used to its limit by now and should really be forgotten. The underground sequence looks good but plays badly and the Hyde Park section is very primitive indeed. Uninteresting and at times tedious so lasting appeal is very limited."  
  **BEN**

- "Spent most of the time with Jackie and Wide wandering about, trying to work out exactly what I was supposed to be doing. However, during this ramble I did notice that the screens were nearly all the same — in fact all aspects of the graphics are appealing. Also, the sound would have gone a long way towards making play more enjoyable. I will give some credit though, the game is original, but perhaps you can't expect a great deal for a budget price."  
  **GARETH**

- "The instructions are vague and unhelpful. However, I found the gameplay to be very simple, and spent my time wishing that there was more to it. Graphically, the program ranges from colourful and distinct characters to plain backgrounds. Despite the strong story line, Jackie and Wide involves little more than trudging around and getting very bored."  
  **PAUL**

- **COMMENTS**

**Control keys:** Q/A up/down, O/P left/right, Symbol Shift to fire  
**Joystick:** Kempston, Interface 2  
**Use of colour:** good, rather varied; often excellent, sometimes dull  
**Graphics:** busy scrolling backgrounds and reasonable sized sprites  
**Sound:** poor  
**Skill levels:** one  
**Screens:** scrolling park area, nine sewers and the final chamber  
**General rating:** A good, and often original idea falls into a sadly cliched game lacking content.

- **Presentation:** 41%  
- **Graphics:** 50%  
- **Playability:** 38%  
- **Addictive qualities:** 38%  
- **Value for money:** 47%  
- **Overall:** 41%
Another dose of traditionally festive fun, this year accompanied by an issue of CRASH and containing a peek behind the scenes in Grovel Hill, where they make the magazine that bears Lloyd’s initials. Lloyd himself looks back over 1986 giving a resume of the games we all played. Mel Croucher begins the saga of TAMARA KNIGHT. Part One of the tale of a fast-food saleswoman of the future is accompanied by Part Two. Simon Goodwin finds that it isn’t just Spectrum owners who are playing Spectrum games... Apart from the usual regular features, we talked to the DENTON DESIGNERS and found out about the split, reviewed Kat Trap, the GENESIS game and looked at musical add-ons. Not forgetting the definitive CRASH Index for 1986 and the NEWSFIELD Reviewers’ Challenge... Maps included Infiltrator, Level One of Scooby Doo, all of Heartland, The Great Escape, and Druid.

No 37: February 1987
The man behind JETMAN is interviewed and reveals a few of his dark secrets, and we reveal the dark secrets of the trio of reviewers chained up in the CRASH Dungeon. TAMARA KNIGHT continues her adventures, as does Franco Frey in the world of Video Digitisers. The full match report on the Match Day Challenge is given, in which we tell how one of the programmers responsible for the classic game ended up ‘sick as a parrot’. Games mapped in February include part of Faitight II, all of Firelord, Avenger, and Dandy.

If there are any issues you’re missing, get an order in now, because we’re rapidly running out of some earlier issues. Use the form below, and send it off to Aggie as quick as you can!

You might be lucky and win an entire set of CRASH from Issue One onwards in this month’s competition on page 142. On the other hand, you might not, and you wouldn’t want to miss out on anything, would you?

I would like to order the following CRASH BACK NUMBERS...

<table>
<thead>
<tr>
<th>ISSUE NO.</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Christmas Special</td>
<td>£2.25</td>
</tr>
<tr>
<td>All other issues</td>
<td>£1.20</td>
</tr>
<tr>
<td>OVERSEAS ORDERS: Add £0.80 per magazine (they cost a small fortune to send)</td>
<td></td>
</tr>
</tbody>
</table>

Name
Address
Postcode

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

PLEASE DEBIT MY VISA/ACCESS ACCOUNT

I wish to pay by Visa/Access (delete as applicable)

Signature

Please Charge My Account No:

Expiry Date

Number of issues ordered

TOTAL COST £

I enclose a CHEQUE or POSTAL ORDER for the TOTAL

FOR EXISTING SUBSCRIBERS

If you already have a subscription to CRASH, then you can get your hands on the amazingly globular shape of a Spectravideo ‘Joyball’ controller at the special CRASH Subscribers’ price of only £4.95 (subject to any other discounts). Just fill in the form, give Denise your Subscriber Number, and she’ll do the rest. If your subscription is running out in a month or so, you would like to take advantage of the FREE offer, quote your Subscriber Number and indicate in the appropriate box which issue number you would like the extended subscription to run from.
DEAR GURU DENISE

This is simply incredible! Once again you've over-extended yourself on my pitifully crawling form. How can I ever repay you, O Guru Denise? Well, okay, in that case I'll just enclose my cheque/postal order for £15 (£22 outside Mainland UK) made out to NEWSFIELD LTD, for 12 issues of CRASH, and await my free Spectravideo 'Joyball' Controller, which I understand is in stock and just ready to go.

Please tick the appropriate box

☐ I enclose £15 for a CRASH Subscription

☐ I enclose £22 for a CRASH Subscription (Abroad)

☐ I enclose £15 because my Subscription runs out soon, so please extend it, starting with Issue Number _____________. My existing Subscription Number is _________________.

☐ I enclose £22 because my Subscription (Abroad) runs out soon, so please extend it, starting with Issue Number _____________. My existing Subscription Number is _________________.

☐ I enclose £4.95 for a "Joyball" and my existing Subscription Number is _________________.

PLEASE NOTE THE NEW ADDRESS!

GURU DENISE, CRASH SUBSCRIPTIONS, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB.

PLEASE DEBIT MY VISA/ACCESS ACCOUNT £ ________

I wish to pay by Visa/Access (delete as applicable)

Signature ___________________________  Expiry Date ___________________________

Please Charge My Account No:

_________________________  ___________________________
ARKANOID - THE BLOCKBUSTER!
SCREEN AFTER SCREEN OF ONE OF THE MOST ADDICTIVE ARCADE GAMES EVER! IT'S TRUE TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAZERS, CATCH AND HOLD, ELONGATOR AND MUCH, MUCH MORE. THIS IS ARKANOID - THE REAL THING! £7.95

© 1986 KONAMI
ARKANOID Licensed from Toito Corp., 1986.
Screen shots taken from various computer formats.
MAGMAX - HOT FROM THE ARCADES. GET SHARP OR YOU'RE DEAD! BUILD UP THIS MEAN MACHINE TO ITS AWESOME FIRE POWER TO STAND ANY CHANCE OF COMPLETING YOUR TASK. STUNNING GRAPHICS AND LIGHTNING GAME PLAY. TEST YOUR REFLEXES AND SHARP-SHOOTING TO THE LIMITS. TAKE ON MAGMAX - IT'S A KILLER! £7.95

ARMY MOVES - YOU ARE ONE OF THE ELITE - A HANDPICKED CRACK TROOPER IN BATTLE AGAINST A FORMIDABLE ENEMY. YOU'LL NEED ALL YOUR SKILL TO TAKE ADVANTAGE OF EVERY SITUATION. AIM TO KEEP ON GOING WHERE OTHERS WOULD FAIL AND CARRY ON FACING THE CEASELESS BOMBARDMENT BY ARMY TROOPS, HELICOPTERS AND ARMY CARS AND IF YOU SURVIVE, ARMY MOVES YOU'LL HAVE SOME GREAT TALES TO TELL! £7.95

KONAMI'S COIN-OP HITS

- SWIMMING
- SKILL SHOOTING
- LONG HORN ARCHERY
- TRIPLE JUMP AND WEIGHT
- HITTING ALL FEAT.
- HYPERSPORTS
- where they will test your skills to the full.
- In this fast pace game you will be driven to
-從 the sports field to the schoolroom MIKE is
- a schoolboy in this fantastic high school
- high jump, long jump.
- against the computer in PING PONG
- tennis, smash, drive and cut shots in this
- realistic table tennis simulation.
**Reviews**

**LIVINGSTONE I PRESUME**

Producer: Alligata
Retail Price: £8.95
Author: Operasoft

Back to Victorian days when the Queen never smiled and Stanley had lost Livingstone. In an attempt to discover him Stanley sets out into 63 flick screens of the African jungle after the good doctor. Moving left, right, ducking and jumping from platform to platform, Stanley's task is to solve problems, for instance, switches open barriers, but cannot obviously be reached. Hidden exits once discovered allow him to move onwards.

Diminishing energy can be replenished in time-honoured fashion by picking up the food and drink he finds on his travels. Zero energy causes the unsung explorer to lose one of his lives. On his quest our hero must battle past, or avoid a crop of man-eating plants, slithering snakes, dart-puffing pygmies, watching eyes, coconut-chucking monkeys, quicksands, bullets, canibals, alligators, scorpions and tumbles into deep mine workings. Should he fail foul of any of these a life is lost. As an added problem Stanley finds that a flapping sea eagle is out to get him.

For protection and help the intrepid Victorian carries a boomerang, daggers, and grenades, which must be used with care if he is not to self-destruct. Additionally he owns a vaulting pole to help him reach higher platforms. The strength with which weapons can be hurled or vaults made is regulated using Space.

The ideas within Livingstone are an enjoyable combination of old and new - it takes the platform game a bit further with the addition of four different weapons. Most screens present a "Now, how do I get out of that?" problem, but they aren't frustrating, and can be most rewarding when completed. The graphics appear to suit the action well and generally adds up to an pleasant little game that should keep a good chunk of spectrum owners amused for some time."

**HOWARD THE DUCK**

Producer: Activision
Retail Price: £9.99
Author: Software Studios

Howard is an extra-terrestrial duck who has been mysteriously spirited to Earth. He looks a bit odd, but is an amiable fellow with two friends, Beverly and Phil. Beverly and Phil are good sorts too, but they have just been kidnapped by the Dark Overlord, who has taken them to his abode on Volcano Island. Howard is a mite peaved at this, and so he sets out on a rescue mission. What he doesn't know is that the Overlord is expecting this sort of reaction, and has set traps to capture the feathered hero.

To begin with, the player's name is typed in and the level of play selected from the four provided: novice, intermediate, advanced, and expert. The levels differ in the number of lives granted, the enemy's aggression level and the length of the game.

The joystick is used to move Howard around, and he can go anywhere as long as the landscape allows, scrolling the scenery as he goes. The fire button makes him jump, kick and punch, the action depending on his situation.

The first part of the mission follows Howard's heroic journey across the island. First he has to find the back-pack which he dropped during the parachute drop. This contains a Solar-Powered Jet-Pack, a Microlite Flying Machine and a portable Neutron Disintegrator.

Having found the pack, our feathered friend makes his way around the island to a volcano, home of the Overlord. Hazards are encountered throughout this journey: mutant slime has to be jumped and mini-mutants intent on Howard's capture pop up from molehills. These are dispatched with swift, well-aimed kicks, and jumping on the molehills prevents their re-emergence.

Should Howard reach the foot of the volcano he is automatically killed, unless he reaches the foot of the volcano. The graphics are very well designed, combining some good detail with lots of colour. The instructions are commendably friendly, giving all of the necessary facts. I particularly liked the careful difficulty ratings - they improved the addictiveness ten times over, and should appeal to all types of player. Howard The Duck is a pleasing game, although the price is a bit over the top."

---

**RICKY**

"The ideas within Livingstone are an enjoyable combination of old and new - it takes the platform game a bit further with the addition of four different weapons. Most screens present a "Now, how do I get out of that?" problem, but they aren't frustrating, and can be most rewarding when completed. The graphics appear to suit the action well and generally adds up to an pleasant little game that should keep a good chunk of spectrum owners amused for some time."

---

**PAUL**

"What a pleasant surprise Livingstone is. The graphics totally suit the scenario, and there are many different colours and some VERY attractive bits of animation. The screen is set out superbly - you would expect loads of colour clashes, but in fact they're disguised very well. The equipment that you carry the ideas within Livingstone are an enjoyable combination of old and new - it takes the platform game a bit further with the addition of four different weapons. Most screens present a "Now, how do I get out of that?" problem, but they aren't frustrating, and can be most rewarding when completed. The graphics appear to suit the action well and generally adds up to an pleasant little game that should keep a good chunk of spectrum owners amused for some time."

---

**BEN**

"I haven't seen a game in this genre for ages - it certainly makes a change from all the usual stuff and no mistake. The plot's fairly simple once the phrase book English in the inlay has been deciphered. stupid (Livingstone is a Spanish game), as is the gameplay once you've worked out the behaviour of your weapons. The presentation, graphics and sound are all well above average so this isn't a bad buy at all, although I'm not too sure it will keep most people playing for very long."

---

**PAUL**

"At first sight Howard The Duck is a very attractive Spy Vs Spy lookalike. The graphics are very well designed, combining some good detail with lots of colour. The instructions are commendably friendly, giving all of the necessary facts. Particularly I liked Howard The Duck is a pleasing game, although the price is a bit over the top."
and an illuminated icon at the base of the screen informs of the object currently held.

Points are awarded for despatched attackers, but jungle life can be tedious, so watch out for five gems which may lie in current held.

and an illuminated icon at the base of passing the secret temple.

been collected is there any chance nests; only when all of these have been collected is there any chance of passing the secret temple.

---

**RED SCORPION**

Producer: Quicksilva
Retail Price: £8.95

The Bombyx Moons are almost entirely composed of pure Talanite, which the evil Necrons are ripping off from the Bombyxians. Terran civilization can offer them far more. To that end you, as a Star Commando, are sent to the Bombyx Moons to dispose of Necronian personnel and their military and communication installations. Furnished by the mother ships 'Zhukov' and 'Coral Sea' you're dropped to a moon's surface in a Red Scorpion space fighter. A head up display views the combat zone on a horizontally scrolling screen.

Red Scorpion moves left, right, forward and back, with direction indicated on a navigational gecompas. The craft carries four vision systems: microwave, which detects underground installations, and looks through camouflage; infra red, which detects fast moving objects; ultra violet which identifies Talanite sources; and natural light.

It carries four threat detectors, activated when enemy targets come within range. These detect above ground structures, Talanite mines, armed aliens, and Necron missiles. Additional help is given by the 'Coral Sea' which relays information about Necron missile launches. Enemy fire damages Red Scorpion's shields, with a two-figure number at the top left of the screen indicating their condition. When that rating falls to zero the next hit destroys the craft.

---

**COMMENTS**

Control keys: O/A up/down, O/P left/right, Space to fire
Joystick: Kempston
Use of colour: no clashes, lots used to make colourful and varied screens
Graphics: neatly described characters, good animation
Sound: no tune on 48K and few FX, title tune and better FX on 128K
Skill levels: one
Screens: 63
General rating: A modest sounding game that surprises for its polished design and interesting play.

Presentation 71%
Graphics 70%
Playability 80%
Addictive qualities 74%
Value for money 73%
Overall 77%

---

strapped in to his microlite. He must then fly over the mouth of the volcano and parachute in.

The penultimate section involves a dangerous run through a crumbling cave, where falling stalagmites and holes in the floor impede the duck's progress. When this has been negotiated, Howard meets the Overlord in a final, deadly confrontation. The evil kidnapper dies when shot three times with the neutron disintegrator.

---

**COMMENTS**

Control keys: 7/6 up/down, 5/6 left/right, zero to fire
Joystick: Kempston, Interface 2
Use of colour: varied, and generally clash free
Graphics: small sprites on a lively background
Sound: limited to rare spot FX
Skill levels: four
General rating: A slightly above average game which has sprung from a dreadful movie

Presentation 77%
Graphics 72%
Playability 59%
Addictive qualities 49%
Value for money 53%
Overall 61%

---

<table>
<thead>
<tr>
<th>Value for money</th>
<th>41%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphics</td>
<td>38%</td>
</tr>
<tr>
<td>Playability</td>
<td>30%</td>
</tr>
<tr>
<td>Addictive qualities</td>
<td>39%</td>
</tr>
<tr>
<td>Overall</td>
<td>41%</td>
</tr>
</tbody>
</table>

---

The view of an enemy pillbox appears on your Red Scorpion head-up display, while below, icons indicate the weaponry available.
THE FINAL MATRIX

Producer: Gremlin
Graphics
Retail price: £8.95

Our hero, Nimrod the Bipont, has been called upon to rescue his fellow Biponts. Captured by a bunch of unfriendly Cratons, the hapless Biponts have been taken hostage, and locked them away in the matrix, a network of prison planets and locked them away in the unfriendly Cratons, the hapless Biponts have been taken hostage, and locked them away in the matrix, a network of prison planets.

Despite all the miracles of technology, molecular transfer (ie, 'beam them up, Scotty') hasn't come about yet, so Nimrod is required to toddle off into this potential death-trap all by himself in an attempt to rescue the captives.

The matrix spreads over a vast area of the galaxy, but since its extent is unknown, the first task is to locate matrix planets and then infiltrate them. The Biponts have been scattered throughout the matrix, so Nimrod is going to be visiting several planets. Locations is achieved by using a display monitor called the Pentavision, which identifies matrix planets. The on-screen sights can be manoeuvred so they centre over a planet, and then Nimrod is transported to its surface.

Once down, the hunt for the hostage is on. The display switches to an unusual isometric view, scrolling horizontally or vertically depending on Nimrod's direction, and if that isn't to be aimless he might be thankful for a map. Fortunately Craton telly isn't all its cracked up to be, just map programmes for entertainment, but seeing one isn't so easy...

Cratons appear to look down on the matrix planet maze is represented in different shades of one colour, each with their own effect. To succeed the style of floor designs, and their effects, should be remembered, for in addition to the patrolling guards, there are mines, energy draining blocks, black ice and lethal disruptors. Nimrod's mission isn't going to be easy, but he does have 99 eons to do it; unfortunately, one Bipont eon is equal to only one of our minutes. Ho hum ...

RICKY

"Take it from me, The Final Matrix is a ruthless game - so if you're not planning to spend quite a while practising then you may as well ignore it. However, and here's the crunch, it's a really addictive and highly exciting game. There's plenty of content, but it's very well presented and so not too daunting to play. Graphically, Matrix is quite odd, but nonetheless pleasing to the eye. The display remains consistently clear, although the way the screen scrolls (not till you reach the very edge of a screen) can be offputting when a guard suddenly appears from nowhere. It's a neat entertainment that offers quite a bit to experienced games players." 

Mike

"As an arcade adventure, The Final Matrix presents some extremely devious puzzles and a whole host of planets to explore. The graphics are strange in that they use an unorthodox, overhead viewpoint rather than the normal 3D perspective; this looks odd, but works unusually well. The backdrops are neat and clearly presented, with a good use of colour, although the scrolling is a bit on the jerky side. Those who persevere will no doubt find a worthwhile challenge in Matrix, but be prepared to spend a lot of time going to and from the title screen: it's tough."

BEN

"I'm sure that this would be much better suited to Gremlin's five quid semi-budget price tag than nearer eight pounds. Having said this, The Final Matrix is a very original and versatile game. My only nag is that it's much too difficult, a first time player would be lucky to survive for more than a few seconds, and after playing for a considerable time I'm still having trouble progressing through the game at all. Generally this is well presented both graphically and sonically - a tune and a title screen wouldn't go amiss though ..."

COMMENTS

Control keys: definable
Joystick: Kempston, Interface

Use of colour: monochromatic
Playing area
Graphics: fast in space, tidy and unusual 3D on planets
Sound: good general (and spot) FX
Skill levels: one
Screens: space screen and large scrolling surface play area

General rating: This unusual and addictive game presents a very tough challenge.

Presentation: 72%
Graphics: 76%
Playability: 65%
Addictive qualities: 79%
Value for money: 65%
Overall: 72%
If you can't stand adventure, skulduggery & mounting tension

Now available for the 48/128k Spectrum £3.95 cassette

If you accept this mission, then you will have to battle with the elements and overcome the many natural hazards that await you on Spy Island. Real time animation, seven levels of difficulty, full scrolling screens. Simul vision (TM) available now for your Atari 1 or 2 players option.

Cassette £9.95, Disc £14.95. Available from all good computer software stores, or post free from Databyte, Suite 31A, Grove Terrace, Highgate Road, London NW5 1PL. Telephone 01-482 1755.

Spy vs Spy on Spy Island is a trademark of First Star Software. Spy vs Spy is a trademark of Taito Corporation. Both game and software. Distributed by Databyte under licence from Taito Corporation. First Star Software is a trademark of First Star Software (UK) Ltd.

For all Atari Computers: 400/800/XL/XE with min 48k RAM

DATABYTE

Power to your palette

The Graphic Art Department is the most powerful, most versatile graphics design program available for the Atari Home Computers. Its simplicity of use makes it a joy for people of all ages to paint with. It has more than 30 different commands to choose from. An incredible 128 different colours can be used in any one picture. A three stage Zoom feature allows one the ability to do very detailed and intricate work.

Other features include: the use of text in your pictures, 40 different brush patterns, a brush editor to create your own brush patterns, character editor, circle draw, brush speed control, mirror and you can even obtain a printout of your pictures. These are just a few of the many features to be found in the GAD. Ask your dealer for a demonstration now. Disc: £29.95.
Hardly a month goes by without a fighting game appearing on our review pages. However, amongst all the oriental offerings Palace's latest release takes us into the age of mythology with a beat 'em up featuring great hunky swordsmen, evil guardians and strange man-eating creatures.

BEN

"Make 'em bleed, beat 'em up or whatever they're called nowadays... I love 'em, especially when they're as beautifully programmed as this. A few more characters and backgrounds wouldn't have gone amiss, but this still compares well with Palace's other releases. What characters are there are excellently animated and well drawn, and the backgrounds are also pretty neat. I'd say that this is one of the best beat 'em ups on the Spectrum so far, even if it is a little expensive."

The background is straight out of any Boys Own action story, telling of Drax, an evil sorcerer, who's lusting after the beautiful (and very wet) Princess Mariana. Unless she's delivered to him he shall unleash his unspeakable wrath upon the people of the Jewelled City. Drax gives only one alternative - the Jewelled City must offer up a champion to defeat his own. Champion after champion is defeated and the Jewelled City is losing hope, when, from the forgotten wastelands of the north, comes a mysterious barbarian willing to take on the awesome task. And guess what? That's you. Barbarian comes in two parts, loading in no particular order. The first is a combat practice routine for one or two players, designed to help you get to grips with the fighting moves and assess the strength of opponents. The second is a Fight to the Death - the real game where the Princess' future is at stake and where you eventually come face to face with...

RICKY

"Just as we were thinking that no-one would have the audacity to release another beat 'em up, along comes Palace with Barbarian - and it's remarkably impressive. The package is very professionally put together, with a combat practice game and the actual event both included. The animation is so slick that the characters appear to have a little life of their own as they roll around. One of Barbarian's most pleasing elements is the sense of achievement as an opponent is defeated. Mastering Barbarian will take some time, but it's worth it."

Producer: Palace Software
Retail Price: £9.99
Author: Steve Brown and Shaun Griffiths

> The evil sorcerer Drax presides over your doom - and yes, that's you, Barbarian, on the floor.

> The Jewelled City's losing hope..."
Drax himself.
Similar to other beat 'em ups, Barbarian has 16 available moves—eight using the directional keys (these control body movements) and another eight with the directional keys and fire button (this gives the attacking movements). There are four stages, and four increasingly difficult opponents for Barbarian to beat on his way.

---

**ENTERPRISE**

Producer: Melbourne House
Retail Price: £7.95

"I was completely surprised by Enterprise, it feels somewhat like a less addictive Addicts game. The presentation is average and the sound effects are minimal, which serves to create very little atmosphere. The only real fun part is the conversation with the trading aliens— it can prove very profitable or unproductive, but it produces a good bit of jovial banter with one of the locals. Enterprise makes quite a change, not bad, but worth a peak."

Acceleration, and Altitude readouts at its base.
Trading with aliens begins when a successful landing has been made. These fall into two types—those that are helpful and honest and those that aren't. Choose carefully with whom you deal, and beware of those that engage in idle chit-chat. To save conversations time, stock phrases can be called up.

The price of minerals is determined by their rarity and the trading planet's economy. Bargains can be picked up though, and bulk buying offers discounts. You can also buy food, fuel, insurance and ship repairs. All trades are logged away. Worth the asking price, without a doubt."

---

**COMMENTS**

Control keys: definable Joystick: Kempston, Interface 2
Use of colour: brightly designed screens and monochrome playing areas
Graphics: simple backdrops, but large, excellently animated characters
Sound: even 48K sound boasts a great tune
Skill levels: one
Screens: eight stages, plus two-player practice mode
General rating: Probably the best Spectrum beat 'em up yet, playable, addictive and worth the steep price.

Presentation 81%
Graphics 89%
Playability 83%
Addictive qualities 85%
Value for money 75%
Overall 85%

---

**COMMENTS**

Control keys: Cursors and other inputs
Joystick: Kempston, Interface 2
Use of colour: good
Graphics: some splendid effects, and neat characters
Sound: minimal
Skill levels: one
General rating: A slower-paced trading game with some arcade skills required, more likely to appeal to fans of the genre.

Presentation 64%
Graphics 63%
Playability 61%
Addictive qualities 53%
Value for money 61%
Overall 59%

CRASH June 1987 115
Menacing aliens have entered our Universe through a rip in the space-time continuum. Rhett Dexter is the only man who can stop their otherwise irrevocable dictatorship. To do that he must first gather nine of the 100 separated generator components. Armed with interchangeable weapon types, a red alert indicator warns of approaching aliens, displaying their vulnerable points on a schematic at the base of the screen. Some enemies require several hits before they are destroyed, and for each one blasted points are awarded. The fighter's fuel supplies and the power of its protective shield are limited. Should fuel levels fall to zero the mission fails. Recharging and refuelling is undertaken by flying through the rotating vector squares on various planets - revealed when all enemy craft in the area have been blasted. During this stage up to four enemy ships may appear and attack, if they do Rhett must defend himself fast.

A countdown clock displays the time left before the aliens' domination of the Universe becomes inevitable. And it's a big place; any one of the Universe's 256 sectors may be warped to, and searched for components, although on one-player mode it isn't too compelling, and lasting appeal will be short-lived as there's little variation throughout the game. The two-player mode is much more rewarding to play, because the split screen works well and the minimal use of graphics is hardly noticeable. If you have a friend to play this with, it's not a bad little game but playing solo left me cold.

The fighter's position is shown vertically, accelerating and braking, by watching his two-part split screen - enemy craft shown on the right, and his own on the right. The fighter's fuel supplies and the power of its protective shield are limited. Should fuel levels fall to zero the mission fails. Recharging and refuelling is undertaken by flying through the rotating vector squares on various planets - revealed when all enemy craft in the area have been blasted. During this stage up to four enemy ships may appear and attack, if they do Rhett must defend himself fast.

A countdown clock displays the time left before the aliens' domination of the Universe becomes inevitable. And it's a big place; any one of the Universe's 256 sectors may be warped to, and searched for components, although on one-player mode it isn't too compelling, and lasting appeal will be short-lived as there's little variation throughout the game. The two-player mode is much more rewarding to play, because the split screen works well and the minimal use of graphics is hardly noticeable. If you have a friend to play this with, it's not a bad little game but playing solo left me cold.

Rhett Dexter's twin viewscreen, showing his own craft on the right, and enemy movement on the left.

**DOGFIGHT 2187**

Producer: Starlight
Retail Price: £8.95
Author: Timothy Walker

**BEN**

"A neat idea perhaps, but I don't think Dogfight has been implemented as well as it should have been. The basic gameplay is simple enough, although on one-player mode it isn't too compelling, and lasting appeal will be short-lived as there's little variation throughout the game. The two-player mode is much more rewarding to play, because the split screen works well and the minimal use of graphics is hardly noticeable. If you have a friend to play this with, it's not a bad little game but playing solo left me cold."

**PAUL**

"What we have here is a large amount of Dark Star and a bit of Elite all rolled into one rather boring vector graphic shoot 'em up. The fun is, of course, improved when choosing the two-player option, but I found the one-player game repetitive and shallow. It must be said that the vector graphics are superbly done - very smooth, yet still quite fast. I realise that the play area has to be reduced for a two-player game, but I would have liked to have seen more of the enemy when playing on my own. Good to see a sound option as what noise is heard is worth turning off. I'm surprised that such a simple and monotonous game should be released at a full price!"

**MIKE**

"Dogfight looked as though it could have been a good game, but unfortunately, I thought it lacked quite a lot of playability. I enjoyed the first go, but that was just while I flew around and shot things to get a feel of the game. When you start looking for bits of the generator, though, it starts to get a bit more boring. The two-player mode makes it a bit more fun, but the graphics are still the best bit."

**COMMENTS**

Control keys: definable, up/down, left/right, fire and change weapon needed
Joystick: Kempston
Use of colour: monochromatic playing area
Graphics: slow moving vectors
Sound: uninspiring, no tunes, few spot FX
Skill levels: one, although two-player mode offers two variations
Screent: starscape
General ratings: Neat two-player game, not so hot for the solo pilot.

<table>
<thead>
<tr>
<th></th>
<th>66%</th>
<th>65%</th>
<th>56%</th>
<th>53%</th>
<th>51%</th>
<th>56%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Presentation</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Graphics</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Playability</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Addictive qualities</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Value for money</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Overall</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Some guys are good. Some guys are bad. Sam Spillade was just plain dumb.
**The HOTLINE AND ADVENTURE CHART** compiled from the votes of CRASH readers is the most realistic chart for gauging the popularity of Spectrum games – it is the games that are being played that get the votes, not the games that are in the shops this week or month. And the votes are important. It's up to you to let us know what you feel, so fill in the voting forms which live on the RESULTS PAGES and make your voice heard.

If you don't want to carve up your issue of CRASH, we understand. Use a photocopy if you like, or copy the details from the voting forms onto a postcard, or the back of a sealed envelope, and send that to us instead.

Apart from the satisfaction of registering your vote, there's always the chance of winning a prize. Each month we draw ten winners from all the voting forms received – five for the HOTLINE and five for the ADVENTURE chart.

A top prize of £40 worth of software (your choice, not ours) and a CRASH T-shirt is awarded to the first slip drawn from the HOTLINE votes, and another £40 of goodies and a Shirt goes to the Adventure draw winner.

Four runners up from each ballot box collect a CRASH T-shirt and a CRASH Hat. So get those votes in to the CRASH HOTLINE and CRASH ADVENTURE TRAIL, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

**TOP 30 MAY**

The BOGGIT and HEAVY ON THE MAGICK are still fighting it out for the top two positions, while a 12-place plummet suggests you're getting bored of BORED OF THE RINGS.

The Adventure Trail £40 worth of software goes to Christopher O'Leary from Nether Heage in Derbyshire, and the four runners-up are: David Clegg from Ossett, West Yorkshire; Jade Murray from Basildon, Essex; Richard Wong from Liverpool; and Steven Nicholson from Woodford Green, Essex.

Ten new entries! GAUNTLET and COBRA stay at the top of the Hotline chart for the third month running – but there's more excitement in the top slots this month than last, as FEUD fights its way up. Poor PAPER BOY runs for his life. Elite just beats Ocean with six places to five, and perhaps Firebird can look forward to two frontrunners next month when THE SENTINEL has time to absorb its way up the chart . . .
## Hotline Top 30

<table>
<thead>
<tr>
<th>Rank</th>
<th>Position</th>
<th>Game</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>(1)</td>
<td>GAUNTLET</td>
<td>US GOLD</td>
</tr>
<tr>
<td>2</td>
<td>(2)</td>
<td>COBRA</td>
<td>OCEAN</td>
</tr>
<tr>
<td>3</td>
<td>(12)</td>
<td>FEUD</td>
<td>MASTERTRONIC</td>
</tr>
<tr>
<td>4</td>
<td>(8)</td>
<td>ELITE</td>
<td>FIREBIRD</td>
</tr>
<tr>
<td>5</td>
<td>(-)</td>
<td>HEAD OVER HEELS</td>
<td>OCEAN</td>
</tr>
<tr>
<td>6</td>
<td>(-)</td>
<td>ENDURO RACER</td>
<td>ACTIVISION</td>
</tr>
<tr>
<td>7</td>
<td>(4)</td>
<td>URIDIUUM</td>
<td>HEWSON</td>
</tr>
<tr>
<td>8</td>
<td>(6)</td>
<td>STARGLIDER</td>
<td>RAINBIRD</td>
</tr>
<tr>
<td>9</td>
<td>(3)</td>
<td>PAPER BOY</td>
<td>ELITE</td>
</tr>
<tr>
<td>10</td>
<td>(9)</td>
<td>COMMANDO</td>
<td>ELITE</td>
</tr>
<tr>
<td>11</td>
<td>(17)</td>
<td>BOMB-JACK</td>
<td>ELITE</td>
</tr>
<tr>
<td>12</td>
<td>(14)</td>
<td>QUAZATRON</td>
<td>HEWSON</td>
</tr>
<tr>
<td>13</td>
<td>(10)</td>
<td>MATCHDAY</td>
<td>OCEAN</td>
</tr>
<tr>
<td>14</td>
<td>(15)</td>
<td>THE GREAT ESCAPE</td>
<td>OCEAN</td>
</tr>
<tr>
<td>15</td>
<td>(11)</td>
<td>LIGHTFORCE</td>
<td>FTL</td>
</tr>
<tr>
<td>16</td>
<td>(-)</td>
<td>ACADEMY</td>
<td>CRL</td>
</tr>
<tr>
<td>17</td>
<td>(21)</td>
<td>FIST 2</td>
<td>MELBOURNE HOUSE</td>
</tr>
<tr>
<td>18</td>
<td>(28)</td>
<td>BATMAN</td>
<td>OCEAN</td>
</tr>
<tr>
<td>19</td>
<td>(-)</td>
<td>SABOTEUR 2</td>
<td>DURELL</td>
</tr>
<tr>
<td>20</td>
<td>(-)</td>
<td>AUF WIEDER MONTY</td>
<td>GREMLIN GRAPHICS</td>
</tr>
<tr>
<td>21</td>
<td>(27)</td>
<td>TRIVIAL PURSUIT</td>
<td>DOMARK</td>
</tr>
<tr>
<td>22</td>
<td>(-)</td>
<td>SPLIT PERSONALITIES</td>
<td>DOMARK</td>
</tr>
<tr>
<td>23</td>
<td>(22)</td>
<td>LORDS OF MIDNIGHT</td>
<td>BEYOND</td>
</tr>
<tr>
<td>24</td>
<td>(23)</td>
<td>SPACE HARRIER</td>
<td>ELITE</td>
</tr>
<tr>
<td>25</td>
<td>(24)</td>
<td>1942</td>
<td>ELITE</td>
</tr>
<tr>
<td>26</td>
<td>(-)</td>
<td>WORLD GAMES</td>
<td>US GOLD/EPYX</td>
</tr>
<tr>
<td>27</td>
<td>(19)</td>
<td>SCOOBY DOO</td>
<td>ELITE</td>
</tr>
<tr>
<td>28</td>
<td>(-)</td>
<td>THE SENTINEL</td>
<td>FIREBIRD</td>
</tr>
<tr>
<td>29</td>
<td>(-)</td>
<td>THANATOS</td>
<td>DURELL</td>
</tr>
<tr>
<td>30</td>
<td>(24)</td>
<td>SPELLBOUND</td>
<td>MAD</td>
</tr>
</tbody>
</table>

## Adventure Top 30

<table>
<thead>
<tr>
<th>Rank</th>
<th>Position</th>
<th>Game</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>(2)</td>
<td>HEAVY ON THE MAGICK</td>
<td>GARGOYLE GAMES</td>
</tr>
<tr>
<td>2</td>
<td>(1)</td>
<td>THE BOGGIT</td>
<td>CRL</td>
</tr>
<tr>
<td>3</td>
<td>(3)</td>
<td>SPELLBOUND</td>
<td>MAD</td>
</tr>
<tr>
<td>4</td>
<td>(9)</td>
<td>LORD OF THE RINGS</td>
<td>MELBOURNE HOUSE</td>
</tr>
<tr>
<td>5</td>
<td>(6)</td>
<td>THE HOBBIT</td>
<td>MELBOURNE HOUSE</td>
</tr>
<tr>
<td>6</td>
<td>(13)</td>
<td>GREMLINS</td>
<td>ADVENTURE INTERNATIONAL</td>
</tr>
<tr>
<td>7</td>
<td>(9)</td>
<td>LORDS OF MIDNIGHT</td>
<td>BEYOND</td>
</tr>
<tr>
<td>8</td>
<td>(4)</td>
<td>KNIGHT Tyme</td>
<td>MAD</td>
</tr>
<tr>
<td>9</td>
<td>(24)</td>
<td>SEA BASE DELTA</td>
<td>FIREBIRD</td>
</tr>
<tr>
<td>10</td>
<td>(14)</td>
<td>FAIRLIGHT 2</td>
<td>THE EDGE</td>
</tr>
<tr>
<td>11</td>
<td>(20)</td>
<td>DRACULA</td>
<td>CRL</td>
</tr>
<tr>
<td>12</td>
<td>(12)</td>
<td>RED MOON</td>
<td>LEVEL 9</td>
</tr>
<tr>
<td>13</td>
<td>(27)</td>
<td>DOOMDARK’S REVENGE</td>
<td>BEYOND</td>
</tr>
<tr>
<td>14</td>
<td>(10)</td>
<td>PRICE OF MAGICK</td>
<td>LEVEL 9</td>
</tr>
<tr>
<td>15</td>
<td>(29)</td>
<td>ENIGMA FORCE</td>
<td>BEYOND</td>
</tr>
<tr>
<td>16</td>
<td>(-)</td>
<td>DUN DARACH</td>
<td>GARGOYLE GAMES</td>
</tr>
<tr>
<td>17</td>
<td>(5)</td>
<td>BORED OF THE RINGS</td>
<td>CRL</td>
</tr>
<tr>
<td>18</td>
<td>(-)</td>
<td>ZZZZ</td>
<td>MASTERTRONIC</td>
</tr>
<tr>
<td>19</td>
<td>(25)</td>
<td>VERA CRUZ</td>
<td>INFOGRAMES</td>
</tr>
<tr>
<td>20</td>
<td>(26)</td>
<td>KAYLETH</td>
<td>US GOLD</td>
</tr>
<tr>
<td>21</td>
<td>(22)</td>
<td>SPIDERMAN</td>
<td>ADVENTURE INTERNATIONAL</td>
</tr>
<tr>
<td>22</td>
<td>(-)</td>
<td>KENTILLA</td>
<td>QUICKSILVA</td>
</tr>
<tr>
<td>23</td>
<td>(-)</td>
<td>FOURTH PROTOCOL</td>
<td>CENTURY HUTCHINSON</td>
</tr>
<tr>
<td>24</td>
<td>(17)</td>
<td>MINDSHADOW</td>
<td>ACTIVISION</td>
</tr>
<tr>
<td>25</td>
<td>(15)</td>
<td>SHERLOCK</td>
<td>MELBOURNE HOUSE</td>
</tr>
<tr>
<td>26</td>
<td>(23)</td>
<td>SWORDS AND SORCERY</td>
<td>PSS</td>
</tr>
<tr>
<td>27</td>
<td>(21)</td>
<td>HAMPSTEAD</td>
<td>MELBOURNE HOUSE</td>
</tr>
<tr>
<td>28</td>
<td>(7)</td>
<td>JEWELS OF DARKNESS</td>
<td>RAINBIRD</td>
</tr>
<tr>
<td>29</td>
<td>(-)</td>
<td>THE SIDNEY AFFAIR</td>
<td>INFOGRAMES</td>
</tr>
<tr>
<td>30</td>
<td>(19)</td>
<td>MARSSPORT</td>
<td>GARGOYLE GAMES</td>
</tr>
</tbody>
</table>
Have you got perfect timing? You have! Good, then go away - this great Metrocross competition is for readers that haven't. US Gold are helping these poor unfortunates out by offering a watch to help them keep time. As this comp is being scrawled onto paper, Richard Tidsall, the man with the US Golden touch, is busily rushing around Birmingham searching out the best sports stopwatch that the recently breached US Gold piggy bank can afford - plus... a copy of the game for the winner, and 20 more for the next-best entrants (phew!).

Anyway, about the game... Strangely enough, Metrocross is not about angry people in the Paris underground. No, it's a challenge designed to inspire you (at least that's what the blurb says). This conversion from the Namco arcade game sees you hurtling down a horizontally-scrolling tunnel riddled with potholes, a barrage of obstacles and a plethora of no-go areas devised to push your frustration to its limit.

The key factor in this space-age obstacle race is time - you're constantly playing against the clock - and if you haven't got perfect timing then you're metropulp.

To win these fab prizes we're calling upon your artistic talents to design a special CRASH watch that any minion would be proud to own. Take our blank watch and fill its empty face with copious inspirational scribblings. That done, send the result by post, helicopter or one-legged carrier pigeon to:

TICKING MINIONS, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Designs should be in by 25 June at the latest.
Quartz Halogen 'Pop-Up' headlights just like a Porsche 924.

Extra large flappy cheeks, watch out for tweaking grandads.

Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

All round independent coil spring suspension guaranteed for over 100,000 boings.

Gremlin's springiest star is set to bounce straight back into a new adventure.

Following his world saving exploits against the evil toy goblin and his monstrous toys, Thing's enjoyed his much needed recuperation, oiled his spring and is now raring to go. What next?... he must finish the job properly and halt the factory computer auto producing these hideous toys.

But as superfit as he is and fast as he can move there's danger hidden around every bend... goblins lurking to drain his oil, water rushing to bowl him over, iron chickens fielding dastardly deadly eggs.

A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.

Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

Available on

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

DRIVE YOURSELF ROUND THE BEND WITH THING

GREMLIN GRAPHICS SOFTWARE LTD
Alpha House, 10 Carver Street, Tel: 0742 753423. Sheffield, S1 4FS.
The Complete CRASHMAN!

Caps: designed to set off your T-shirt of Sweatshirt, the blue CRASH baseball style cap with white embossed CRASH logo is ideal for anywhere, anytime. Adjustable strap ensures one size fits all.

£3.95

CRASH T-SHIRTS/SWEATSHIRTS/CAPS/BINDERS OFFER

All quoted prices include VAT, post and packing (UK only). Continental Europe and Overseas, please add £2 extra per item ordered.

Please tick the appropriate box:

☐ Please send me CRASH T-shirt(s) at £4.50 each.
☐ Please send me CRASH Sweatshirt(s) at £8.95 each.
☐ Please send me CRASH Cap(s) at £3.95 each.
☐ Please send me CRASH Binder(s) at £4.50 each.

Name
Address
Postcode

I enclose £ made payable to 'CRASH'. Cheques or postal orders only, please.

'COMPLETE CRASH OFFER', PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB
As the May Fair noisily busses out of Ludlow my poor head still spins 
as the May Fair noisily busses out of Ludlow my poor head still spins from the 'rides' onto which I was unwillingly dragged by the odious team-not really my thing—but I'm unwillingly dragged by the odious from the 'rides' onto which I was gameplay—there's a trading
Tai-Pan, a merchant Prince with and hopes to make it all the way up the same name. The action is set in the ture on the high China seas taken from James Clavell's novel of the months, most notable, perhaps, sad X the said hack ran out of film'.

Tai-Pan offers some variety in its after many, many months of gameplay—there's a trading game, a simple shoot 'em up and the first level on the page some-

Tai-Pan begins his epic quest in the Centerville Software (as soon as they've

Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny.

Dirk from Tai-Pan casually hanging around outside a 'house of ill repute'.

Mag Max is yours for £7.95 very soon. Ocean has also tied up the

Finally on the Ocean shore, there's a trading game, a simple shoot 'em up and the first level on the page some-

From sentence to sensibility—Sensible Software's Commodore creation. Wizball is being converted to the Spectrum by Sensible Software's Coimodore at the moment and it is almost ready. Once a ship is possessed, a crew must be found—pay them to sail with you, or depress them, it's entirely up to you. You can then set off along the safe shipping routes, or risk the navigational tortures of the high seas. Either way, there's plenty of money to be made—if your crew is loyal and doesn't mutiny. 
shoot 'em up with some glorious graphics boasting Double Parallax Scrolling (whatever that may be).

Meanwhile the poor programming slaves under Richard Tid-sal's cruel whip over at US Gold aren't going to find much time for summer hoilds this year, what with the load of product they're preparing. First on the list is Road Runner, on licence from Atari's arcade machine out of the famous cartoon series. I've only seen some bits from the Commodore version, but it looks like it's going to be good fun. Screen shot for next issue, hopefully.

Another game straight from the arcades is Indiana Jones, featuring three levels of typical hero type action. Start off by rescuing some poor defenseless children, then leap across bridges over great ravines and finally travel down deep into the caverns for the real adventure. Until the full review, hopefully next month, feast your eyes on the screen shot, don the old safari jacket, grab your whip, and leap and bound around the garden rescuing any fair maidens you may come across.

Finally, US Gold has Last Mission from Data East and Rygor, a fighting-cum-platform game from Tecmo up the collective sleeve. And the best of luck to them.

After converting Uridium to the Spectrum, Zynaps is Dominic Robinson's first original game. He teams up with John Cumming to produce Hewson's latest offering, aimed at the shoot 'em up brigade. With graphics by Steve Crow (Wizard's Lair, Starquake) and music from Steve Rana Rama Turner, the action moves across 450 scrolling screens of what Hewson calls 'a uniquely styled comic book format', with chapters and episodes. Reaching an alien stronghold for a bit of the old 'final conflict' is the name of the game. But to do that you've got to make like a Rentokil man and wipe out an alien-infested space station, battle through an asteroid storm without the aid of an umbrella and infiltrate unknown planets. Discarded weaponry and hyperspace units are on hand, but are they enough to sort out those alien hordes?

Wouldn't you know it! Too late for review, and just as I'm wrapping this up, in comes Howard the Duck from Activision. Based on the mixed-reception George Lucas film, it's sub-titled Adventure on Volcano Island, and features Howard rescuing his friends from the clutches of the Dark Overlord using his jet pack, amazing quack-fu skills and a laser. It's £9.99, and we'll get round to the full review next month.

Due for release in late May, Mastertronic's Milk Race rides fast on the wheel tracks of the real thing. As one of the competitors in this round-Britain race you've got to pedal your way from Newcastle-Upon-Tyne to London in 13 stages. Hold your lead over these stages and you're the winner. Things ain't so easy as all that though. Against you are 83 other piston loggers, and hazards such as cars and potholes to ruin your chances of a victory pint of cow juice. Occasional time trials force you onto the road alone, racing against the clock - miss the time limit and it's bye-bye biker. On the credit side, however, are the kind pedestrian souls who offer you the odd glass of milk to boost your flagging energy levels.

Murder on the Atlantic should be available by the time you read this, priced at £12.95.

This may look like the contents of the average office's dustbin, but in fact it's a series of clues which are necessary to solve the mystery in Murder on the Atlantic, Infogrames' latest adventure. The era is the late thirties, and you're a police superintendent taking a well-earned break aboard the Atlantic liner Bourgogne. However, a foul murder is committed soon after the ship leaves New York, and it's up to you to find the guilty party before the cruise ends in Europe. More foul play occurs throughout the trip, and the pace speeds up when you realise that the outcome of the second world war depends on your successful solution! Murder on the Atlantic should be available by the time you read this, priced at £12.95.
A

AN APPARENTLY lifeless asteroid floats listlessly in space; but it's home to you, one of the greatest breakthroughs in technology - a living computer, half machine, half bio-organism. A network of interlinked tunnels running deep under the asteroid's equator is integral to its power system, for lying in dead-ends are four power generators that ought to be kept at optimum levels of energy. As a member of the Guild Of Equalisers, your life is geared to maintain this system and to keep power levels in the four generators stable, which largely means collecting power from an over-running generator and taking it to one which is under-powered.

Micronaut One is a new game from Pete Cooke, author of Tau Ceti and Academy, and while it's quite different from those two games, its front end is similar in being large, and offering plenty of flexibility within the game. You can fiddle with the screen colours, tunnel decorations, sound, take a look at the scores, play the demo, check out the map of the current tunnel network (four in all), scribble notes down on a pad or see what's happening on the Energy Transfer Unit (ETU) - the mechanism which monitors the status of each power generator.

There are two games too. First there's a simple tunnel-racing game against time for high-scoring heroes, but if you like something to race against, there's a speed-selectable 'pace' available. Then there's the full game. As well as shuffling energy between generators and steering your craft through the twisting tunnel networks, a horde of creatures create bio-problems. These are the Scrim, and their entire life-cycle may be followed just by sitting quietly and watching one. They begin life as an egg quietly gestating and swelling on the tunnel floor. After a minute, with a rumble and a flash, they turn into slug-like larvae and scurry off into the distance. Follow closely, and shortly you will see the next stage; the larvae split in two, forming another egg and the adult Jellyfly.

Jellyflies, umbrella-shaped creatures, roam the tunnels building energy webs which block your way. The eggs are impervious to the electricity bolts you can hurl at them, but the other forms can be wiped out - if you catch up with them.

The speed and smoothness of the animated tunnels in Micronaut One is quite amazing and Pete Cooke has come remarkably close to producing a realistic 3D game that should please many a gamers.

At the time of writing, Pete is still working on the gameplay; Nexus aims to release Micronaut One 'when it's ready', which should be very soon. Watch out for our special in-depth interview with Pete in next month's CRASH.

And here's one that we prepared earlier: a fully grown Jellyfly 'legs' it down the corridor after getting an electric pulse up its backside.

Creature feature: calling up the Predator Information screen reveals low-down on the Scrim. As Nexus would say; 'I'd larva babyslam'.

A CRASH EXCLUSIVE! Even before the game's finished, we bring you The Map! A typical tunnel network from Micronaut One.
SOFTWARE BY MAIL

Retailers don't always have everything in stock you might want, but if it's within our power to get it for you, then we will. ANY of the software reviewed in this OR ANY issue of CRASH! can be ordered by using the form below.

But to avoid disappointment, please ring first to check availability of unusual items!

There is no mail order catalogue involved, just use the prices quoted in the reviews in CRASH or the known retail price. Should you have any queries on prices, just ring the number shown on the form and our staff will advise you.

DISCOUNTS GALORE!

Anyone may take advantage of the discount coupons on the form - £1 off orders worth more than £20, and 50p off orders worth more than £10. Additionally, CRASH subscribers are automatically entitled to further discounts on every item ordered. We make no charges for post and packing (within the UK).

Nothing could be simpler - fill in the form today and order whatever you like.

CRASH MAIL ORDER FORM

Please send me the following items:

Title (BLOCK CAPITALS please) | Software House | Disk/cass | Amount
---|---|---|---


SPECIAL DISCOUNTS

£1 off any order worth more than £20
50p off any order worth more than £10

sub-total £
less discount £
Total enclosed £

Please note: Some software reviewed may not be available until its release date. If you are in any doubt about availability, please ring first. We cannot be held responsible for delays resulting from late or non-release of titles when previewed before their official release dates were known.

All prices are as quoted under review headings or known retail prices and include VAT. CRASH makes no charge for post and packing inside the UK. Customers in Continental Europe should add the equivalent of 70p per item ordered. Outside Europe, please write first so that we may advise on postage rates.

How to pay: Please make cheques or postal orders payable to NEWSFIELD LTD. If you wish to pay by Access or Visa please fill in the form below. Please do not send any coinage.

Name
Subscriber no. (if applicable)
Address
Postcode

Please Debit my Visa/Access Account.

I wish to pay by Visa/Access (delete as applicable) £

Signature
Expiry date

Changing my account no.

CRASH MAIL ORDER, PO BOX 20, LUDLOW SHROPSHIRE SY8 1DB

Please do NOT enclose this form/payment with any other correspondence to CRASH Magazine editorial, as it will only delay processing your order and may result in loss.
INTERNATIONAL EVENTS

PARTICIPATE IN SOME OF THE MOST EXCITING AND CHALLENGING SPORTS EVENTS.

POWER BOAT SKI JUMP
DIRT BIKE TRIALS
CROSS COUNTRY
HANG GLIDING
WIND SURFING
VELLODROME

AN OPPORTUNITY TO COMPETE OR PRACTICE out of the ordinary but very demanding sports.

SPECTRUM £7.95 cass.
AMSTRAD CPC £8.95 cass.
£13.95 disc.
Decolonisation of the planet Kashdispensa, for-
The十六-year-old living carcass of Duane Pipe is being sucked into the left-hand slot of the Dispenser, starting at the lower bowel, and unravelling like surprised spaghetti, from the inside out. The slot measures 5.5 millimetres wide by 2 millimetres high, and up until seventeen seconds ago, Duane was a normal round shouldered slot weighing 69 kilos. At this very moment his starboard kidney is doing one long sizzling black pudding, due to the fact that Duane's eyes widen in reverse proportion to his newly streamline backside, and as I fall to the cracked pavestone of ancient Earth, still disguised as a buttock boil, I am observing a sight that will haunt me for the rest of my life, or until the end of the next paragraph. Whichever comes the sooner.

"The last thing which is recognisably Duane Pipe is his dislodged right eye. A strange sight . . ."

The heat generated by this amusing incident is causing the buttocx slice on which I am resident to sizzle more than somewhat, accompanied by the mouth-wathering smell of frying bacon. Tamara wonders if she should report the heresy of a slice of fried bacon on the pavemcnt of a MacDonalds-only planet, #007 is telling me that he has fallen in love! This I cannot take. #007 has always been the only gay neutron bomb in existence, due to his AC/DC converter being fitted back to front by an antique Austin-Rover robot with Alzheimer's Disease, so how can he have fallen for my own true heart's desire, the incomparable Tamara Knight? If I was a human being I'd kill myself. As it is, I'll kill my former buddy #007.

"Don't be a silly-billy", warbles #007, "it's not Tamara that makes me go all weak at the interface, it's him over there!" He sends a microwave beam of delight in the direction of a fruit machine hanging on the wall cavity, and my smoke registers an interesting AMOUNT request. I am not going to warn him about the anti-vandalism protection built in to the machine. Let him find out for himself. There is an ominous whirring of gears from within the wall cavity, and my smoke registers an interesting request. I am not going to warn him about the anti-vandalism protection built in to the machine. Let him find out for himself.

The sixteen year-old living carcass of Duane Pipe is being sucked into the left-hand slot of the Dispenser, starting at the lower bowel, and unravelling like surprised spaghetti, from the inside out. The slot measures 5.5 millimetres wide by 2 millimetres high, and up until seventeen seconds ago, Duane was a normal round shouldered slot weighing 69 kilos. At this very moment his starboard kidney is doing one long sizzling black pudding, due to the fact that Duane's eyes widen in reverse proportion to his newly streamline backside, and as I fall to the cracked pavestone of ancient Earth, still disguised as a buttock boil, I am observing a sight that will haunt me for the rest of my life, or until the end of the next paragraph. Whichever comes the sooner.

"The last thing which is recognisably Duane Pipe is his dislodged right eye. A strange sight . . ."
And, yes, you turn the page and... what's this? There's no INVADERS FROM MARS game, surely... unless it's another zap-em-up clone...

No, it's the first-ever CRASH video review. Well, there are two of them, actually — two recent releases you can go out and rent when you don't feel like running the GAUNTLET yet again. For a while.

You'll notice these videos reviews aren't structured quite like the CRASH game reviews. For one thing, there's no detailed synopsis; that's because the fun of a film often lies in finding out the plot, whereas in most games it's the playing rather than a suspenseful scenario that really matters. And (to be honest...) we didn't have time to get CRASH's patent itemised comments out of these video reviewers before they left Ludlow for pastures new and adventures as yet undreamt of; they were writers on CRASH's former sister mag, L.M.

Anyway, the background is, well, background; the important thing is what you think of these reviews, not just as opinions but as models for a future CRASH section. Is there room for videos in CRASH? Write and let Lloyd know — he'll pass the message on and, if your letters meet his exacting standards of logical reasoning and broad scholarship, publish a few comments in the FORUM. And now, as they say in Ludlow Library, read on...

And it ends with a twist too corny to be taken seriously — It Was All A Dream, Or Was It?

But if you can stand the live-frog-eating scene — I THINK that's what it is, I heard it from behind my hand — then Invaders From Mars is good for a few spine-chills and the gutsy performance of Hunter Carson as David, the kid who says 'No, Dad, I know what ball lightning is. It wasn't that. It was something else.'

"It's difficult to place Invaders From Mars. Should we smile or shudder?

It seems like an outtake from Close Encounters, with the nuclear family watching meteors and the space-mad ten-year-old seeing worse; it becomes genuinely creepy as the aliens take over young David's parents, his teachers, and the local police (it's your letters meet his exacting standards of logical reasoning and broad scholarship, publish a few comments in the FORUM. And now, as they say in Ludlow Library, read on...)

And then it goes plain preposterous when the aliens appear for the first time in the film — as absurd turtle creatures ('These things,' says David, "they're huge, ugly giant slimy Mr Potatoheads.")

And then it begins to drag as David persuades the local military base to storm the enemy spaceship ('We're not out of options yet,' the commander announces. 'Marines have no qualms about killing Martians!'... and... what's this? There's no INVADERS FROM MARS game, surely... unless it's another zap-em-up clone...

No, it's the first-ever CRASH video review. Well, there are two of them, actually — two recent releases you can go out and rent when you don't feel like running the GAUNTLET yet again. For a while.

You'll notice these videos reviews aren't structured quite like the CRASH game reviews. For one thing, there's no detailed synopsis; that's because the fun of a film often lies in finding out the plot, whereas in most games it's the playing rather than a suspenseful scenario that really matters. And (to be honest...) we didn't have time to get CRASH's patent itemised comments out of these video reviewers before they left Ludlow for pastures new and adventures as yet undreamt of; they were writers on CRASH's former sister mag, L.M.

Anyway, the background is, well, background; the important thing is what you think of these reviews, not just as opinions but as models for a future CRASH section. Is there room for videos in CRASH? Write and let Lloyd know — he'll pass the message on and, if your letters meet his exacting standards of logical reasoning and broad scholarship, publish a few comments in the FORUM. And now, as they say in Ludlow Library, read on..."
Are you the one in a million who can think in microseconds not minutes?

...if you are, Metrocross is the challenge that's been designed to inspire you, if you're not then you'd better fast improve your skill and co-ordination. A chequered floor riddled with pitfalls, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible. But not everything is against you. Springboards are primed to catapult you forward and a speeding skateboard waits ready to hurtle you along that desperate rush to the finish line.

If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.
6 MASSIVE HITS IN ONE 6-PACK
PLUS BONUS GAME – DUET

Spectrum Cassette £9.95
Commodore 64 Cassette £9.95
Commodore 64 Disc £14.95
Amstrad Cassette £9.95
Amstrad Disc £14.95

Mail order, just send a cheque or postal order payable to ELITE SYSTEMS LTD. or quote your credit card No.

ANCHOR HOUSE, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW
Telephone: (0922) 59165
Telex: 336130 ELITE G

RELEASE DATE:
MARCH 9th EUROPE
MARCH 19th UK

SPLIT PERSONALITIES
DUET

PLUS BONUS GAME – DUET. PREVIOUSLY UNRELEASED, SIMULTANEOUS TWO-PLAYER ACTION.

Spectrum Cassette £9.95
Commodore 64 Cassette £9.95
Commodore 64 Disc £14.95
Amstrad Cassette £9.95
Amstrad Disc £14.95

Mail order, just send a cheque or postal order payable to ELITE SYSTEMS LTD. or quote your credit card No.

ANCHOR HOUSE, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW
Telephone: (0922) 59165
Telex: 336130 ELITE G

RELEASE DATE:
MARCH 9th EUROPE
MARCH 19th UK