

A NEWSFIELD PUBLICATION
No.81 OCTOBER 1990
MAGAZINE
AND CASSETTE
£1.85

CRASH

SAN coupe
COMPATIBLE

SINCLAIR SPECTRUM GAMES

EXCLUSIVE!

UN SQUADRON

WAR IN THE MIDDLE EAST
US Gold's blaster mega-previewed!

GREAT SPECTRUM
ACTION ON TAPE!
FOUR COMPLETE
GAMES PLUS
POKES!

Are you missing your fab
CRASH cassette?!

GUNRUNNER
HEWSON

SUPERCOM
ATLANTIS

MANGO JONES

TALKING HEDZ
PowerTape

Check with your friendly
newsagent!

FROM MOVIE TO SPECCY The CRASH
guide to film tie-ins coming your way soon!

- REVIEWED: ■ NIGHTBREED
- JUDGE DREDD ■ PLOTTING
- BACK TO THE FUTURE II
- BATTLE OF THE BULGE
- SATAN and much more!



"FLYING THIS MISSION IS LIKE...

U.N. SQUADRON™

...SHAKING
HANDS WITH
THE DEVIL."

Atari ST version.



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

Available on:

CBM 64/128 cassette & disk.

Amstrad cassette & disk.

Spectrum 48/128K cassette.

CBM Amiga.

Atari ST.

CAPCOM®
USA

U.S. GOLD®

Capcom is a registered trademark of Capcom U.S.A., Inc. © 1990 Capcom® U.S.A. Inc. All rights reserved.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

81

CRASH

CONTENTS

3 GAME THRILLS

Blast your way into action with October's fab four games! *Gunrunner* (Hewson)! *Supercam* (Atlantis)! *Mango Jones* (PHS)! *Talking Hedz* (Powertape)! Plus: tips on tape in *Pokemania*!

7 PREVIEW

Lorks o lordy! It's a heap of happening games coming to your Speccy screens soon! Plus: a stonking great power preview of *UN Squadron*!

12 WIN LOTS!

It's Monty Python's Flying Compo! Your chance to win a lot of classic comedy on video, plus games and t-shirts too!

14 LIVE CIRCUIT

It's your host with the most, Lloyd Mangram! Presenting: Forum! Jetman! Comix! News! Compo Winners! And lots of exclamation marks!!!!!!

22 S'AMAZING

Golly gosh! News and screenshots of SAM Coupé games coming soon from Enigma Variations!

26 CRASH AT THE FLICKS!!

Corky Caswell has been to the cinema! Hurray! He came back! Boo! But look at all these Speccy games coming out which let you take the starring role in this year's biggest movies!!

31 DJ NICKO'S TIPS

Tips, tricks and maps galore, DJ Nicko's back from the seashore! It rhymes 'yee.



37 REVIEWS

More games go flooding into the shops and we've checked 'em out, telling you what's hot and what's not!

50 BACKPAGE

Yes, it's the almost legendary backpage! Home to the number 50, the next month bit and a £150 Skalextric set that's up for grabs in a rip-roaring Acolade compo!! Yayy!

GAME thrills

MOVIE MANIA!

Barry Norman eat your heart out! CRASH has been to the movies and checked out a load of great films — and what's more they're all being converted into Speccy games! Before long you'll be taking the lead role in such great films as *Total Recall*, *Days Of Thunder*, *Teenage Mutant Ninja Turtles*, *RoboCop 2*, *Nightbreed* and a whole lot more!! Check out the feature this issue. Before you get stuck into the Game Thrills, a huge thank you to everyone who has sent in games and programs to the Powertape department — we have a box load of games to look at, so please be patient if you're waiting to hear if your Speccy masterwork is going to appear on CRASH! Have fun!

THRILLS ON TAPE

Where to find the action!

SIDE A
GUNRUNNER
SUPERCAM

SIDE B
MANGO JONES
TALKING HEDZ
POKEMANIA

Check the inlay for loading instructions.

Should your tape be faulty, send it, in its box, to:
NEWSFIELD, CRASH TAPE CLINIC (81), LUDLOW, SHROPSHIRE SY8 1JW

A healthy specimen will return to you!



GUNRUNNER

● Super scrolling blasting action from Hewson!

★ Hewson is a fab company and currently celebrating its 10th birthday!! With a stack of brill games planned for the future, they've released loads of games during the last ten years which are well worth playing again! CRASH has a stack of Hewson thrills lined up for the next few months and the action starts right here with *Gunrunner*!

A distant ice-clad planet is under attack from the dreaded *Destrovians*, with its complex plutonium pipework being the saboteurs' prime target. *Gunrunner* is the only hope for this troubled world.

There are ten levels to play



GAME *thrills*

through, each consisting of a pipework landscape on a horizontally scrolling screen. Gunrunner moves left and right through this, jumping and kneeling where necessary — blasting the Destroyians to kingdom come!

With hazards a plenty it's a tough journey — beware of dangerous gaps in the pipework; booby trapped domes; opening bomb doors; mine scanning orbs! Collecting a **jet-pack** allows him to fly to greater heights and depths, and a blaster is his protection. To upgrade his weaponry, pick up equipment discarded by previous resistance fighters. You can grab, amongst others, a **Multi-fire unit**, a **shield** and a **smart bomb**.

A level is completed when you reach the striped emergency defence computer. Gunrunner then automatically receives a jet-pack to help him fight his way to the next level — but be quick, you're playing against the clock!!

DON'T GUNRUNNER OFF...

...cos you can't play *Gunrunner* without knowing the controls! Keyboard players can take their pick of control keys as they're redefinable. Joystick junkies are fine as long as they plug into Kempston, Cursor, or Sinclair interface.

SUPERCOM

● Hacking away once again with Atlantis!!

★ In CRASH 79 a super hacking game called *Satcom* by Atlantis was featured on the Powertape — the response was so good that Atlantis has put its original hacking game *Supercom* on this month's tape! It's slightly easier than *Satcom*, so if that baffled you have a go at cracking *Supercom* straight away!!

The Government have failed to track down the criminal mastermind who is holding the country to ransom with a computer activated **nuclear warhead**. No one knows where the computer or warhead are located. Even if they did, the task of shutting down the computer is almost impossible. The only information you have is an incomplete telephone number supplied by a **C15 agent** who was terminated whilst transmitting what he had discovered. The number is **818-771??** (?? means there are two other digits missing).

Supercom plays very much like *Satcom*, so if you've cracked that you should know how to play this style of game. For those who missed it here's a run down of what you do.

When *Supercom* has loaded the program generates its secret codes — these alter with every game (unless you're playing a saved game). When it has done that your working screen is displayed, offering five modes of operation. The first mode allows you to **phone another computer**, the second is the **link analysis** which generates data to the information board, mode three is the **information board**, the fourth is the **save/load** facility and mode five displays your **phone bill** (watch your money trickle away!!).

Once you've dialled into another computer the link analyser grabs as much information as it can. So if you don't know the complete phone number (just make two digits up in the case of the number from the C15 agent) or a password, let the phone dial and when you can't get any further cut the call. Put the link analyser into action and any clues it can provide will be displayed on the information board. Virtually all the codes can be cracked with the help of the link analyser.

There's only one tip we can offer and that's make sure to make good use of modes two and three as they're very important to solve problems. All controls are through the keyboard using the appropriate keys to select options and input information. Happy hacking!!



MANGO JONES

● It's a brill blaster from Psychaedelic Hedgehog Software!!

★ *Mango Jones* is a space archaeologist and a pretty good one at that. While venturing into unknown space *Mango* stumbles upon the planet *Shela-Rola*, a strange place inhabited by intelligent bananas but in terrible danger of being invaded by the Darkk Empire!

Shela-Rola is surrounded by seven other worlds, all of which are occupied by the Darkk Empire — there's only one thing for it: take your ship onto each planet and destroy it, and wipe out the Darkk Empire. Succeed and you get the **Oozlum** statue, a priceless artifact bringing you fame and fortune.

Mango Jones is a two-part multi-load so keep an eye on the screen for prompts. When the first part has loaded stop the tape and a menu pops up after the credits have run through. From here select control method, movement sensitivity, mission briefing — the fourth option initiates the second load. Start the tape at the prompt and wait for the game to load.

When the second part has loaded you're ready to play. Follow the on-screen instructions to select which of the seven planets to begin your mission on and prepare to be teleported. Your ship is equipped with a laser cannon and a supply of bombs with which to defeat the Darkk Empire.

Blast enemies as you see them, and destroy ground installations as you fly past by dropping bombs. Beware: when an installation explodes a shower of highly dangerous debris engulfs the playing area. If you're hit by falling debris the energy counter drops, if it reaches zero it's game over. Help is at hand — pick up special objects and be rewarded with a bonus.

Clear the planet of all enemy installations before progressing to the next, and have a rootin' shootin'

good time while doing it!

CONTROLS

Don't get into a twist with your Mangos — check out the controls which are redefinable if you're playing on keys, or use a joystick, select your type on the menu screen in the first load.

Psychaedelic Hedgehog Software is a software house currently operating on a mail order basis. Details on its games are on the loading screen and you can contact PHS by writing to: 55 Stanley Street, Ramsbottom, Bury BLO 9JG.

TALKING HEDZ

● Another brilliant game from Theo Develegas in Greece!!!

★ Sending you best wishes from sunny Greece is CRASH's new found Euro-chum Theo Develegas. Last month you played his crazy shoot-'em-up *Solaris* and now it's time to battle with your brains and play his addictive action puzzle game *Talking Hedz*!

If you want a plot, read it on the intro screen — here's how to play the game. It's a bit tricky to begin with so read carefully! What you're looking at here is a sliding block puzzle game, played against the clock, as you attempt to rearrange eight jumbled up pictures to form faces of the famous.

Having selected the options from the opening menu you're into the game. On the main playing area you'll see the complete face of the first famous person — but the second you hit a key it all jumbles up and you have to reform it.

There are five **empty squares** and 25 squares that are part of the main image, **image squares**; the



empty squares begin lined up along the bottom of the playing area. You can only (this is very important) move an image square into an empty square. Don't try just swapping a couple of image squares around: that won't work. You can only move an image square if there's an empty square beside it. Using the control keys select the image square you want to move by pressing fire, now continue holding fire down, and while doing that press the key corresponding to the direction you want the move the image block in. So, if you want to move an image square into an empty block to the right, go to the image square, hold down fire, press right and it has moved, swapping places with the empty square. Sounds complicated, but it's simple when you get the hang of it.

It's not an easy game but to help you there's a small copy of the playing area in the status panel, top right-hand side of the screen. Here all the image blocks are numbered 1 to 25 so you know exactly where each one goes. Beginners are recommended to play the game paying very close attention, if not total attention, to this mini playing area. It won't take long to master — after three goes the CRASH team had completed three levels!!!

HEDZ UP CONTROLS

Plenty of options on the controls — you can use a joystick on the Kempston or Sinclair interfaces and for keyboard players the keys are definable. Additional keys to know are: SYMBOL SHIFT/pause, ENTER (while in pause mode)/change colour of playing screen.

Who the hell does THEO DEVELEGAS think he is??

Theo, the first of our Euro-Powertape contributors, is 23 and lives in Athens, Greece. Currently studying Information and Computer Systems at the Polytechnic of Athens, he's had a Speccy since Christmas 1985 and currently programs on a +2 with Beta and Disciple disk systems. Slotting in

POKEMANIA RULES, OK?

Find out what Graham Turbo Mason has in store for you on the Powertape this month! Turn to DJ Nicko's Tips...

GET YOURSELF ON THE COVER!!

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

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

the back of his Speccy is a Multiface, Vidi ZX Digitizer, Currah Speech, and he also owns a Quickshot II 'stick, which is broken. He must be rushed off his feet because apart from studying and programming he also contributes to a Greek computer magazine and writes to his UK pen pal who's none other than our very own Graham 'Turbo' Mason!! Oh, and he likes eating kebabs. Yum.

NEXT MONTH: Happening next month on the cover cassette is our THIRD Euro-Powertape game from Theo called *Gunhead!* It's the sequel to *Solaris* and looks utterly fab! Don't miss it!!

DIVE! DIVE! DIVE! HERE COMES A SUB!! PHWEEEEEEPPP! THAR SHE BLOWS!

SAVE £5!

ON A CRASH SUBSCRIPTION!

12 months of action-packed thrill power is yours when you take out a subscription to CRASH for just £17.20 (Mainland UK only)! By subbing, compared to the shop price of 12 issues at £22.20 you'll be saving yourself £5! And you're really be saving yourself even more because special issues cost £1.95 or more — but you don't pay extra when you're a subber! Go on — join the subs club!!

Strange things happen to those who miss out!



CRASH: IT'S GOT THE LOT!!

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



12 MONTH SUBSCRIPTION:

MAINLAND UK: £17.20

EUROPE: £24.00

OUTSIDE EUROPE* £37.00

*Air mail

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

- MAINLAND UK SUB: £17.20
- EUROPE SUB: £24.00
- OUTSIDE EUROPE AIR MAIL SUB: £37.00

Method of payment: (please tick)

Access Visa Postal Order Cheque

Credit card number.....

Expiry date.....

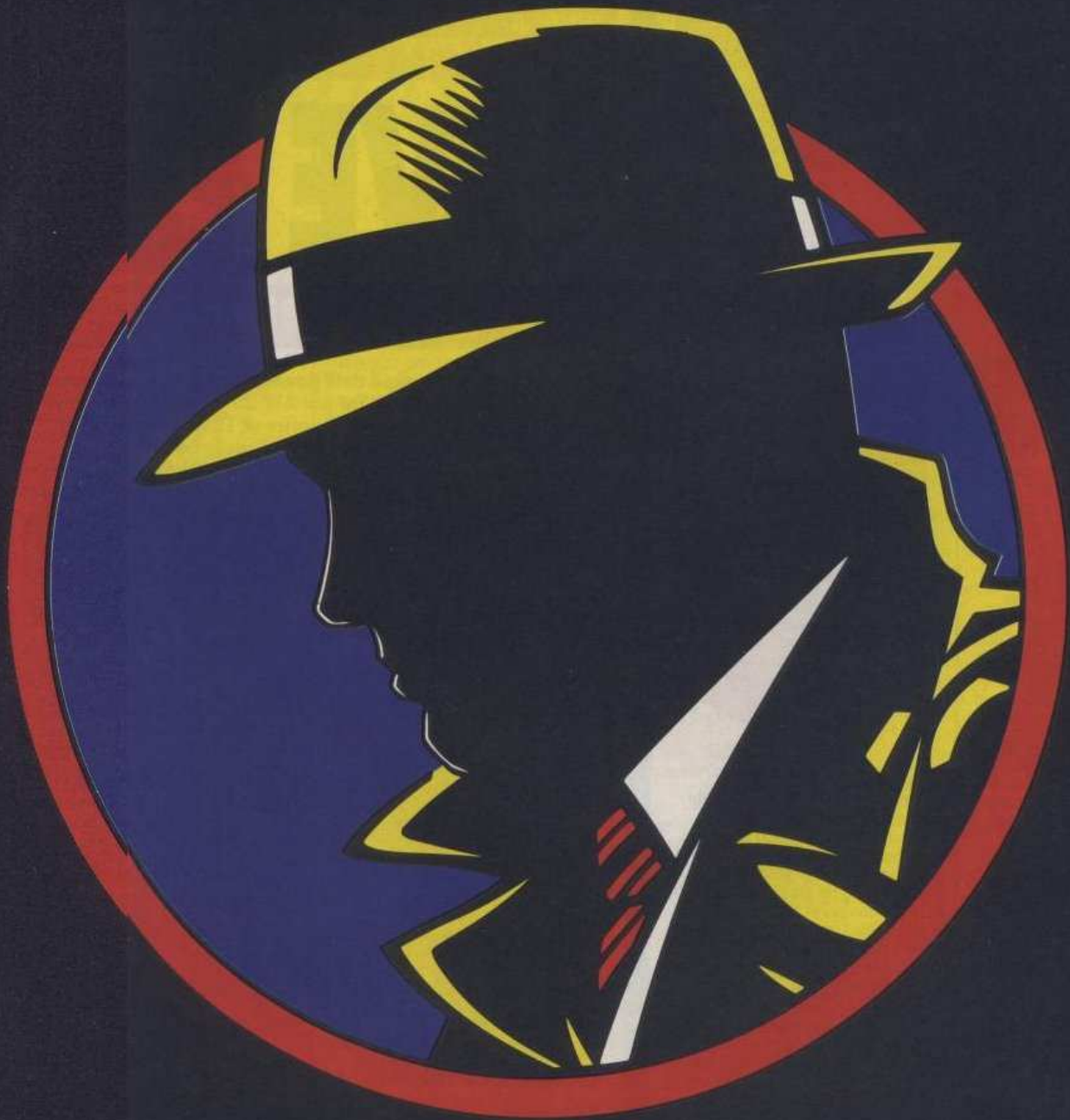
Signature.....

Make cheques and postal orders payable to CRASH Ltd.

Send this form to: Newsfield, CRASH Subscriptions,

Ludlow, Shropshire SY8 1JW. Subscriptions will begin with the first available issue.





THIS TIME THEY'RE OUT TO GET HIM!



© The Walt Disney Company.

PREVIEWS



● **Standby for launch! Two deadly planes with more fire-power than a blazing inferno are about to begin a perilous mission over enemy territory. Richard Eddy signed up with the UN Squadron for the flight of his life!!**

MIDDLE EAST FLARE UP

● UN SQUADRON

If you fancy a trip that'll take you flying high and provide enough action to get your adrenalin racing, look no further than a career with the elite **UN Squadron** force! A blaster of a game is heading your way in the conversion of **Capcom's** air combat coin-op, touching down in the shops this October from **US Gold**.

UN Squadron is set in the future when technically advanced planes zoom through the air loaded with deadly weaponry, and the story behind the non-stop combat action goes like this...

The countries of the Middle East have been torn by violent civil war and conflict. As the rest of the world hopes for the bloodshed to end, corrupt arms dealers are working with the fighting nations to develop revolutionary weapons, spreading terror across the globe and shattering all hopes for world peace. The **UN Squadron**, a multi-national peace-keeping force equipped with the latest in aerial firepower, is called in — if they can't halt the destruction, no-one

can! **Tiertex** is handling the conversion work and programmer **Doug Anderson** has crammed all the features of the arcade original into the Speccy version. *UN Squadron* is a really big game — and you can play on your own or with a mate in simultaneous two-player mode — that's the best way if you're going to get through all ten horizontally scrolling levels (and each level has its own giant end-of-level adversary to

battle with!)

There's a choice of three brave pilots to control, each with their own plane. There's **Mickey Simon** in a **F-14 Tomcat**, **Shin Kazama** in a **Tigershark** and **Greg Gate** in his **A-10 Thunderbolt**.

SHAPE OF THE ACTION

Level one begins as you fly into the enemy landscape over the first base, and it's trouble straight away! Squadrons of armed enemy helicopters fly in guns blazing, and tanks fire upwards. In dire situations you may be faced with around 20 opponents on screen at once! A huge tank with a missile launcher is the ultimate enemy weapon here, and you must eliminate that if you want to get through to level two!

Mission two is set in a forest — but don't expect it to be quiet! Missile launchers wait at ground level and jets fly in from the side making it a tough journey as you fly towards the heavily armed fortress at the end.

installations! The tenth level is a special assignment with one adversary — a gigantic mothership. As it pumps out fighter planes, **MIG 29s** and the rest of its attacking force, circle the beast and blast like never before! Succeed and you'll blow away segments leaving a gaping hole giving you access to the heart of the mothership for its ultimate destruction! And that's it! **Phew!** As **US Gold** say, flying a *UN Squadron* mission is like shaking hands with the devil (and spanking the bottoms of his demonic little helpers!).

BELT UP, BOLT ON!!

Blimey! You can bolt on loads of mean weapons to a *UN Squadron* fighter plane, and there are no pansy bullets here! All additional weapons are bought from the **Capcom** shop between levels — providing you've collected enough power-up pods along the way. You'll be shouting 'Mega-death nuclear cannon, ahoy!' before you know it!! Just take a look at this lot!!

- ★ **Bullpup**: wide-ranging streaks of laser death!
- ★ **Bullpup II**: more powerful wide-ranging lasers!
- ★ **Phoenix**: laser homing missile!
- ★ **Falcon**: laser homing missile that's even better!
- ★ **Super Shell**: armour piercing laser bolts!
- ★ **Super Shell II**: pierces more armour than ever before!
- ★ **Bomb**: ground attack bomb!
- ★ **Bomb II**: flattens the countryside!
- ★ **Napalm**: great big search and destroy mutha!
- ★ **Napalm II**: even bigger search and destroy!
- ★ **Big Boy**: nuclear warhead! Watch out below!
- ★ **Double Glazing** salesman: terrorists flee! (fibber! —Ed)



The deadly heat of the desert is the setting for the fourth mission; jets and helicopters make up the enemy forces here and the destruction of a missile silo is the aim at the end of this level. Jets and fighter bombers swarming over a rocky landscape make up mission five and there is a spectacular end-of-level force: a mammoth helicopter dropping attacking fighter jets from its belly!

Levels six to nine take you through an enormous cave; over an oil refinery, over the ocean and over a mountain range — all packed with legions of enemy attackers and a nightmarish collection of end-of-level

Let's hope the Middle Eastern setting for this extravaganza doesn't turn out to be too topical! Saddam Hussein watch out...

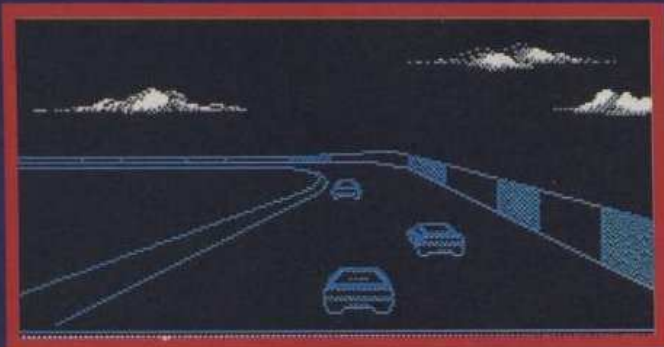
CRUISING SPEED!

● DAYS OF THUNDER

Drooling over **Tom Cruise** appears to be a national female pastime at the mo. Software house **Mindscape** have fallen for the American star too, and are releasing a game based on his latest hit movie *Days Of Thunder*.

You play the part of **Cole Trickle** (Cruise), a rookie **NASCAR** (National Association of Stock Car Auto Racing) driver who dreams of winning the **Daytona 5000**. Banked circuits and the pulse pounding 200mph driving speed leave little room for error on the driver's part. Six tracks are included in the game: **Daytona, Atlanta, Charlotte, Phoenix, Bristol and Dover**, viewed

from behind the car with variable perspective. As with nearly all racing games you must finish at least third in every race to qualify for the next, and if you qualify on all the tracks you get the chance to win the coveted last race at Daytona. The car is likely to suffer a lot of damage in such a violent race, so frequent pit stops are advised. Here you can change tyres, repair bodywork (the car's not yours) and tune the engine. Busy development company, **Tiertex** is responsible for the Speccy version, which goes under starters orders in October.



WINGS OF FIRE

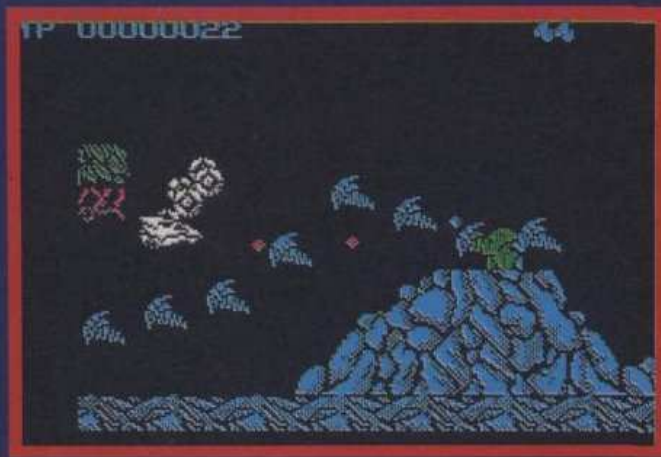
● ST DRAGON

There's nothing medieval about the first game from new software label **Storm**, even though you're trying to save a kidnapped dragon (who'd be silly enough to try to pinch a dragon?). *ST Dragon* is the futuristic story of one brave star pilot's attempt to rescue our reptilian pal. Provided with a huge dragon-shaped craft to travel across six alien scrolling landscapes, there are hordes of alien uglies to fight off. You start the game with a standard blaster, but as you plough through the levels power-ups such as shields, fireballs and bouncing balls present themselves for collection. Incorporated into the

metallic dragon is a huge tail, designed to wrap around itself to shield it from the smaller aliens and



their missiles. Watch out for a full review in the next couple of months.



LETHAL MEMORY!

● TOTAL RECALL

"We can remember it for you wholesale!" is the proud boast of **Recall Incorporated**, the company construction worker **Doug Quaid**

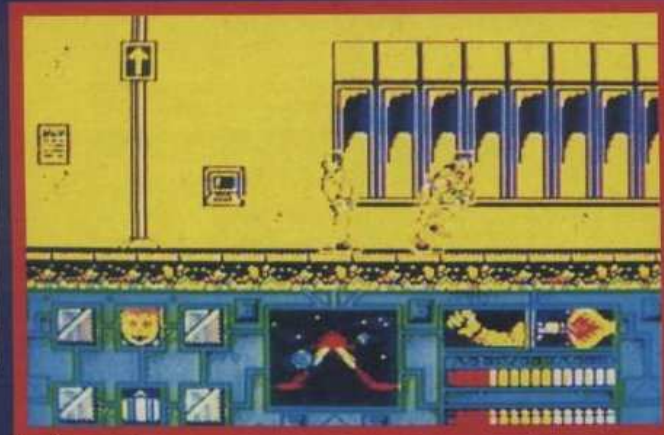
goes to for a Martian holiday — not a real one, but an implanted memory of a perfect vacation. All he gets though is the nightmare of being a

spy on Mars, a spy in double-dealing trouble. Before he knows it he's on his way to the red planet and hounded by sinister forces. That's *Total Recall*: a great film. And now **Ocean** are hoping for a great game from the licence.

Beginning on Earth and taking Quaid to Mars, you get three levels of horizontally scrolling shoot-'em-up action and two levels of racing viewed from overhead. In the first level you run from Quaid's house to the Subway whilst being chased by

thugs. Level two is a racing scene where Quaid catches a **Johnnycab** and heads for the spaceport. Level three sees you on the way to Mars, again attacked. Level four is another racing scene, this time on Mars, and level five is the final showdown between Quaid and the corrupt company who runs Mars.

From what we've seen so far the game will be as action packed as the film, expect to totally recall a review very soon!

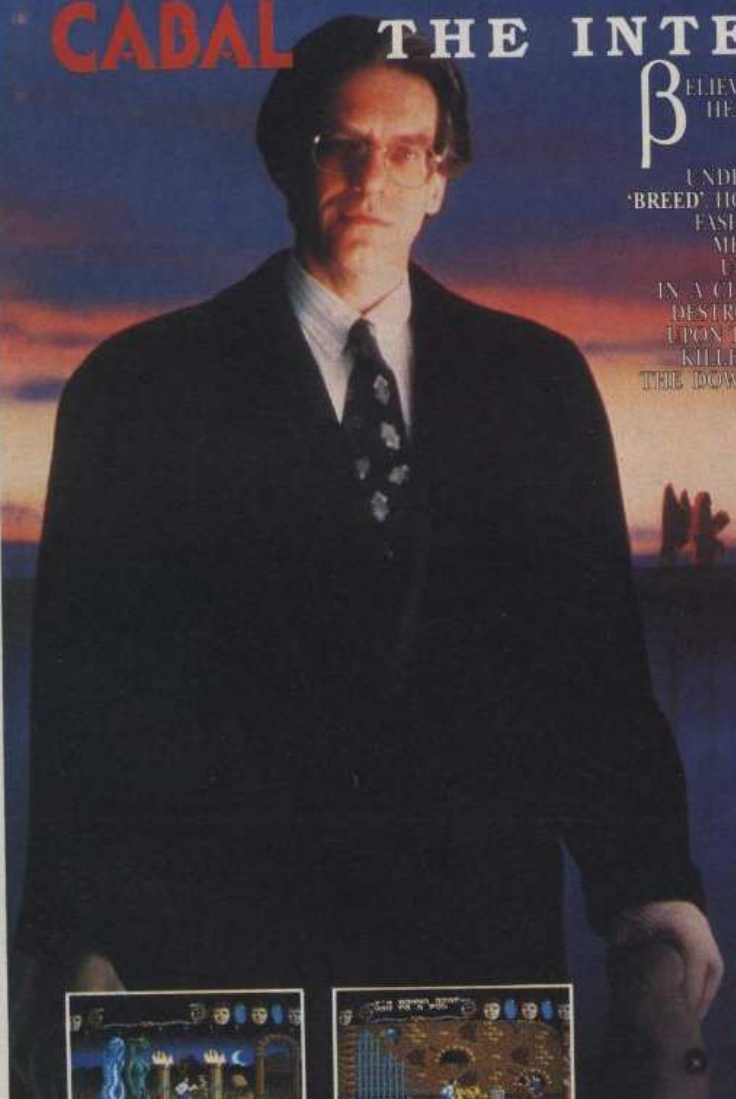


PLAY 'THE BREED'... THEN FEAR THE NIGHT

Clive Barker's

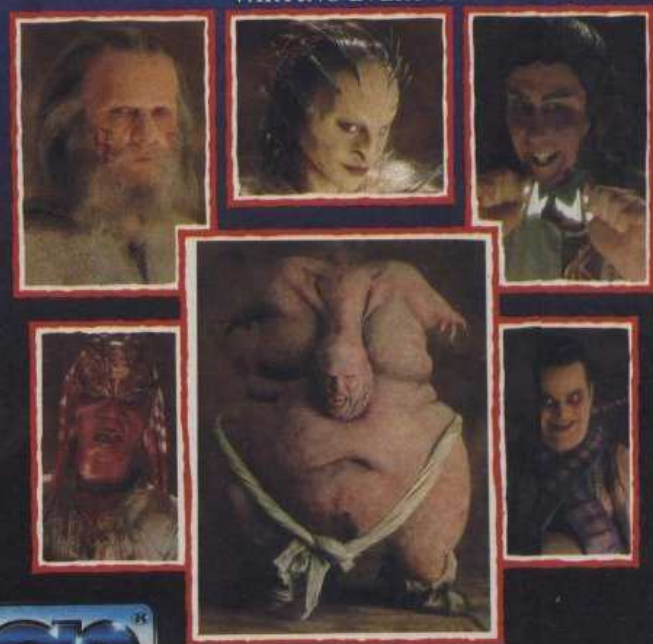
NIGHTBREED

CADAL THE INTERACTIVE MOVIE



BELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED MIDIAN WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN. IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE 'BREED'. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY PELOQUIN, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION. UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN, IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED. THESE 'SONS OF THE FREE' MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY 'THE MASK' - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN - HAS BOONE INSTAURATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?

A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.



Clive Barker's NIGHTBREED TM & © 1990 Morgan Creek Productions. All Rights Reserved.

ATARI ST
CBM AMIGA
PC

ocean

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER M2 5NS
TEL: 061 832 6633 · FAX: 061 8340650

ATARI ST
AMIGA
IBM P.C. AND
COMPATIBLES

THE ARCADE EXPLODES!

AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA

FIRE & FORGET™

THE DEATH CONVOY™

II

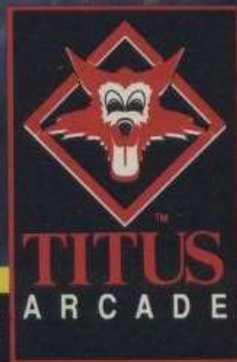
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques. The ability to take to the air will be your strength, use this to out-maneuvre the enemy. Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.

NUCLEAR threat... Stop. DESTROYER CONVOY detected... Stop. Wipe out the TERRORISTS... Stop. Scientists in DANGER... Stop. IMMEDIATE ACTION... End of transmission.



QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.

SUPER FAST 3D ACTION.
15 INGENIOUS MUSICAL SCORES.
50 DIFFERENT TYPES OF ENEMIES.
5 SQUAD LEADERS TO DESTROY.
BONUS LEVELS
A MULTITUDE OF ARMS AND AMMO
LAND AND AIR COMBAT.



A
FABULOUS
ADAPTATION
OF THE
ARCADE GAME



4TH STANNETS, LAINDON NORTH TRADE CENTRE,
BASILDON ESSEX. SS156DJ. PHONE: (0268) 541126

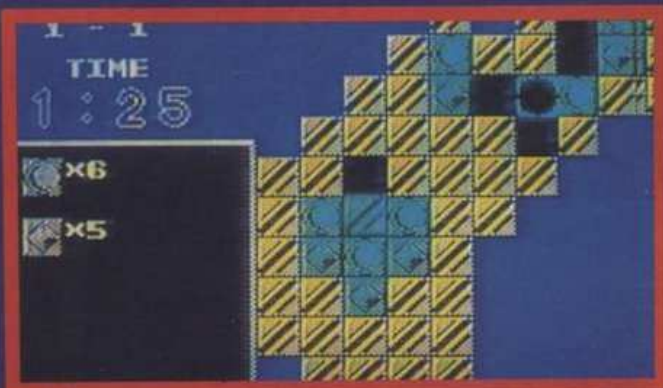
coming soon

BRAIN BLENDING

● PUZNIK

Ocean is exercising the grey matter at the moment, following *Plotting*, another puzzle game is due for release very soon. Called *Puznik*, it's a coin-op conversion and, like *Plotting*, the objective is to clear each level of the coloured tiles. Blocks are vanquished from the playing area by bringing two or more tiles of the same

colour into contact. Now, that's easy enough, but on higher levels, you have to bring three similar blocks together at once to make them disappear! Virtually finished, find out how the CRASH team's brains fare against *Puznik* in the review next month!



BEATING BEAST!

● SHADOW OF THE BEAST

Originally published on the Amiga, *Psygnosis' Shadow of the Beast* was reckoned to be unconvertible. However, plucky software house *Gremlin* said 'Yaa, boo, sucks!' to that and promptly began translating it to the Speccy! Hurrah! *Shadow Of The Beast* is the heart-rending story of a human child being kidnapped by evil *Beast-Mages* and being transformed into a creature of fearsome power, agility and strength. For years the beast child serves the *Beast-Mages*, but one day he stumbles upon the awful truth. In a fit of rage he swears to destroy the

Beast-Mages and regain his humanity.

You take control of the beast as he travels the land of the *Beast-Mages* searching for a way to kill his worst enemies. But life is never easy; the *Mages* have sent out their most savage guardians to stop him. Revenge however is all that's on his mind as he fights the minions and dodges the cunning traps of the horizontally scrolling scenery standing between him and the objects of his anger. This beastly concoction hatches in October.



COWABUNGA



● TEENAGE MUTANT HERO TURTLES

It's them! Yo! They're heading for the Speccy — it's the (yayyy!) turtles! The whole country's turning turtle at the moment and you can't walk into a shop without being accosted by some piece of turtle junk, erm...merchandise. But, it's the computer game we're interested in here, and this is what it's all about! *April O' Neil*, a TV reporter, has been kidnapped by the evil *Shredder* and his *Foov Clan*. Enter the half-shelled heroes *Raphael*, *Leonardo*, *Donatello* and *Michelangelo* who descend into the sewers in search of *Shredder's* lair and discover *April's* whereabouts. All four turtles can be controlled, but only one at a time, so when one turtle's energy is low you switch to one of the others. While dazzling *Shredder's*

minions with a display of martial arts prowess, pick up icons that help you on the way. Extra energy in the guise of *pepperoni-and-cheese pizza* and more powerful weapons help no end in your fight for truth, justice and the turtle way! *Teenage Mutant Hero Turtles* stick their necks out in November from *Image Works*. All together now: *Cowabunga dudes!!!*

Start saving your loot: winter approaches and we'll be titillating you with more coming-soons next CRASH!

LOOK OUT BELOW! IT'S...

- ★ WORDS TO FIND
- MONTY
 - VIRGIN
 - SPANISH
 - PYTHONS
 - PARROT
 - INQUISITION
 - FLYING
 - SPAM
 - GUMBY
 - CIRCUS
 - CHEESE
 - DEAD

Name.....

.....

Address.....

.....

.....

.....

Postcode.....



win! win! win!

MONTY
PYTHON'S
FLYING
CIRCUS

COMPO!



M	L	A	D	N	S	O	E	U	T	D	R	S	N
V	O	Y	N	I	T	G	B	M	S	G	N	O	S
I	R	E	O	T	Y	U	S	S	U	I	I	L	T
P	S	N	S	P	A	M	U	U	Q	T	T	I	O
T	A	M	N	E	P	B	C	Y	I	T	H	O	A
O	P	V	O	C	E	Y	R	S	D	Q	S	N	D
R	M	I	H	N	R	H	I	P	A	R	R	O	T
T	N	G	T	I	T	U	C	A	E	F	R	S	E
A	P	I	Y	C	Q	Y	I	N	D	L	R	I	F
P	S	N	P	N	I	G	R	I	V	Y	O	N	P
F	L	Y	I	N	G	G	N	S	I	N	P	K	A
P	I	H	S	N	A	P	S	H	A	P	T	O	R

- ★ WIN PYTHON VIDS!!
- ★ WIN PYTHON GAMES!!
- ★ WIN VIRGIN T-SHIRTS!!

It's a Monty Python's Flying Circus compo to celebrate the launch of Virgin Games' crazy new release based on the nutty TV shows! Loads of prizes must be won...

Erm, hold on, a couple of odd looking people are coming into the compo. Who are you? This compo didn't expect any visitors! 'Nobody expects the Spanish Inquisition: our key weapon is fear... fear and surprise. Ummm, our two key weapons are fear, surprise... and ruthlessness, no, that's our three key weapons!'

Be off with you! Right, the prizes are... (Ching!) 'Excuse me miss?' Whaddya mean, miss? 'Erm, sorry I had a cold. Ay bought this 'ere parrot not twenty minutes ago from this very compo...' Yeah? 'Well, it's dead!' Dead? Whaddya mean, dead? 'Dead! Demaysed! It has passed on!' Naaaa! It's paynin' for the fjords! 'Paynin' for the fjords?! What kaynd o' talk is that?' Quick talk, now kindly leave this compo!

Oh dear, this is going to be a difficult compo — the TV show was so full of very strange characters, you'll find 'em all in the game, and they all want to get in on the compo! 'I never wanted to be a compo prize, I wanted to be a LUMBERJACK!! Ohhhhh, I'm a lumberjack and I'm okay, I sleep all night and I work all day, I chop down trees...' SNIP! You're not a lumberjack, you're a compo pize so pipe down! And the first prize is the complete set of BBC Video's four Monty Python's Flying Circus videos (taken from the second series), a copy of the Virgin game and a snuggly Virjin t-shirt!

But that's not all! No siree, there are four second prizes up for grabs too — a Monty Python video, a copy of the game and a t-shirt. Plus 20 copies of the game for runners up!!! More prizes than you could slap a fish at!

To be in with a chance of winning one of the whizzo prizes on offer put all this nonsense out of your head and get thinking, because there's a word search to solve. There are 12 words to find — the list is by the box — and when you find one ring it, and when all 12 have been found fill in the coupon, snip it out (or make a photocopy) and send it to: NEWSFIELD, MONTY PYTHON'S FLYING COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by October 18 because, well, it's the closing date y'see.

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK



Commodore A500
Flight Of Fantasy
£399

A500 BATMAN PACK



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

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

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

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295 + VAT. The A2000 features a full 1Mb RAM (expandable to 10Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1480.25

FLIGHT OF FANTASY

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

- DELUXE PAINT II:**
The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.
 - ESCAPE / ROBOT MONSTERS:**
Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.
 - RAINBOW ISLANDS:**
Step on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the island of Don to Monster Island, you will encounter Don himself, stinging insects, lethal combat machines, mechanical assailants, the ferocious beings of legend and folklore. Finally enter the world of darkness and its inhabitants.
 - F29 RETALIATOR:**
The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based tactics, exploding barriers - the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.
- PACK INCLUDES:**
A500 Computer & Mouse £399.99
A520 TV Modulator £24.99
Deluxe Paint II £49.95
Escape/Robot Monsters £19.99
Rainbow Islands £24.95
F29 Retaliator £24.95
- TOTAL RRP: £544.82**
Less Pack Saving: £145.82
PACK PRICE: £399.00
- £399** INC VAT

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

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 80 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

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

RETURN THE COUPON NOW FOR FREE BROCHURES

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-589 4000
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-252 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0688
Order Lines Open: Mon-Fri 9:00am-6:00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Systems Ltd, Dept CRASH-090-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

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

EAUC - Advertised prices and specifications may change - please return the coupon for the latest information.

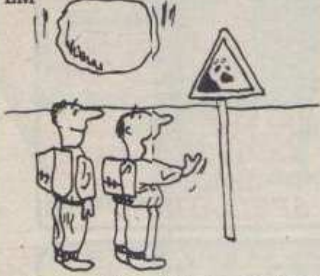
LIVE CIRCUIT

Reading The Release Schedule, a regular feature in *Computer Trade Weekly* (the industry organ), I was shocked to discover there are only 11 Spectrum products to be released between August and October, and just seven of those on +3 disk also! And more shocked that 59 games are to appear for the Amiga in the same period. Are you shocked? I'm so used to the notion of the Spectrum having the most product. But then, it's you, the buyers, whom the software houses cater for. Are you happy with the amount, and style, of software being released — if there was more product, would you buy it? What sort of software do you want to buy? Or have you given up? I want to smell burning paper across the country as your pens scribble your thoughts on the subject. Get your letters to me at: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY9 1JW. A £40 software voucher awaits the writer of the best letter!

PACKAGE PLEA

Dear Lloyd
We all hate piracy and the one thing to defeat it is marketing. Having spent £10, what do we get apart from a good game? You look around the shops at records. The sleeves look good and tell you about the product. We must have more info about the game with it and more attractive and neat boxed-cassette holders with it. So come on software houses! Phil Wain, Northampton NN2 6JU.

I've cut most of Phil's letter because it was going over old themes, but his point regarding packaging is worthy of note. Buyers do get extra value for money from additional sleeve notes or freebies within the packs, making the product appear a better buy than just a box, inlay and cassette. C'mon software houses — include details of the programmers, anything that makes the package a more essential thing to have — if you're pushing out just a game in a box, what's to stop people pirating? They won't miss out on anything. LM



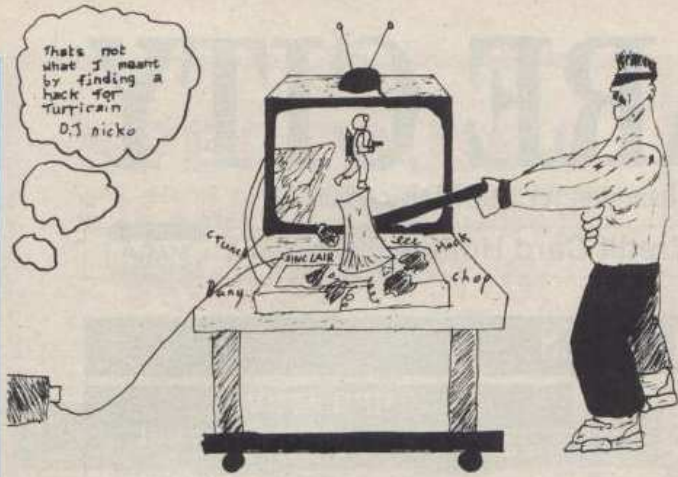
'Someone obviously has a very strong sense of: humour!'
Ho! Ho! Nicholas Cotton has just won a game!!

MAY NOT RELEASE

Dear Lloyd
Why, oh why do software companies say 'May Release for a game and then it comes out in June or July? This really annoys me. For two or three months before they release a game it is advertised and us poor buyers

JETMAN
© RARE LTD

OUR HERO HAS DISCOVERED THAT BALLOONMEN ARE A BIT INFLAMMABLE...
WHICH GIVES HIM A GREAT IDEA...
GETTING OUT HIS TRUSTY ROLL-UP TIN AND HIS BAG OF TAB ENDS, OUR HERO GETS BUSY...
SMOKE? BURN? HURT?
SMOKE? BURN? HURT?
ACK SMOKE BURN HURT
HOH
YOU WON'T HAVE TIME TO GET ADDICTED!
WHY? BOFF
OH...
FOY OH
ROLL-UP ROLL-UP
COME AN' GETCHER FREE CIGGIES! WONDERFUL NEW HOBBY FROM PLANET EARTH! ABB' LUTELY FREE!
ROLL-UP ROLL-UP COME AN' GET YER ROLL-UPS...
NAW...
THEY... I HOPE THIS FISN'T FFORMING!
DASHGLUMMIT! I'M OUT OF BACCY AN' THOSE THAT DIDN'T EXPLODE ARE HOOKED ON SMOKING... I GOTTA THINK FAST!
FRAGS WHIFFS
FRIMME
YAY
FHOKAY, GUYS I'LL MAKE A DEAL WITH YOU. IF YOU HELP ME MAKE A SPACE-SHIP I'LL PFLY Y'ALL BACK TO EARTH AND YOU CAN HAVE ALL THE CIGGIES Y' WANT, YES??
BALLOONMEN TECHNOLOGY SOON WHIPS UP A SPACESHIP...
RIGHT! YOU GUYS PILE IN DOWNSTAIRS WHILE I CHECK THE FUSES.
...ESPECIALLY THIS ONE!
FIZZ
DAM
THEY! I CAN FMEEL BURNI...
PRAAAAP
HERE WE GO - HERE WE GO - HERE WE GO...
AND SO, WITH A MILLION BALLOON POWER THRUST AND A V. RUDE NOISE, OUR HERO HITS SPACE!



Chortle! Alee Borrows from Epping, Essex gets a prize with this rib-tickler!

get all excited for a good game. We wait a long time, buy it and then it's rubbish! Pathetic graphics, poor sound and quality, the lot.
Scott Woodrow, Romsey SO51 8QD.

You old misery guts!
Advertisements for games are usually booked many months in advance — here in the CRASH office it's mid-August and software houses are booking ads for games they hope to release at Christmas! In the time between booking an ad and releasing the game, a lot of things may go wrong which can result in it being delayed. It's not done on purpose and all advertisers try to be as up-to-date as possible.
LM

ROCKFOLLIES

Dear Lloyd
This message is to all people stuck on my brother's game *Rockfall*. Firstly, I would like to point out that all levels are possible as they have been tested. (Check out playing tips if you're still stuck — LM). Secondly, my brother's plea in June about readers creating *Rockfall 2* was not heeded, and I've received only four levels — I need 28! More please! Check out the details in CRASH June forum, and send them to: **Rockfall 2 Levels, Andrew Collier, 57 Wyndham Ave, Bolton BL3 4LG.** Please enclose a stamped addressed envelope if you want a reply or your entry to be returned. A few extra points on the size and composition for when you're putting your designs on paper: The size is 32x64 blocks, including the outer wall. Having to collect 99 diamonds should be avoided if possible otherwise it gets boring. Even only one diamond to collect could work! Levels with the centre of attraction being the author's initials will be filed in the waste paper basket. Don't be offput, it's quite easy!
Andrew Collier, Bolton

UNBELIEVABLE!

Dear Lloyd
I couldn't resist writing to you to say thank you very much to everyone in producing CRASH, you've made me and my children very happy. I bought my 48K Spectrum over five years ago and I managed to build up a collection of about 50-60 games tapes of various types, mainly budget as I was on a low income and couldn't afford to buy many expensive tapes.
In early 1988 I moved house



Tee hee hee! A prize is winging it's way to Barry Sutton from Stanley Common, Derbyshire!

and unfortunately lost most of my tapes. I was grief stricken as all my favourite games were among them. Being very disheartened I put my Speccy away.
About four months ago my children told me about these computer magazines they had seen in the newsagents with free games tapes. I couldn't believe it at first so I went to look for myself, I spotted CRASH. I bought a copy and I'm very glad I did.
I found the games were terrific (I loved *Kemshu*) and the reading was interesting and fun, on the whole it was very good value for money. I was overjoyed to find that not only was it possible to buy back copies of this great mag but some of the tapes contained games from my original collection

Haw! Haw! Matthew Holt from Reading has scooped a prize!

MORE JAPERY THAN EVER BEFORE!!

This month we wave a tearful goodbye to the titter-filled Cartoon Corner and welcome back the crazy world of the Bug Box!! The advantage is that loads more cartoons can be printed and, so now, even more prizes can be given away! The prize for any cartoon published is a FREE game! Don't delay, get your chortle inducing cartoons in the post today! Send your scribbles to: **NEWSFIELD, BUG BOX, CRASH, LUDLOW, SHROPSHIRE SY81JW**

so I immediately sent off an order for some back issues. I'm now totally hooked and will always buy CRASH, I'm still on a low income (due to being a single parent) but thanks to you I can now begin to build up my collection again. I am one very



happy and grateful lady. My children also love the games so they too are happy. So I would like to send a big kiss to everyone on the CRASH team from us and a big thank you to all. Keep up the good work!
Mrs C Bellamy, Huntingdon.

Ching! Another satisfied customer! And thanks for thoses kisses!
LM

BLEE! 16K!

Dear Lloyd
I have a 16K Spectrum, and I can't get games for it. So, does anyone have some games they would like to sell in my area? Could CRASH put any 16K games on the tape?
S Bodycote, 2 Lamberd Avenue, Shepshed, Loughborough Leicestershire LE12 9QH.

The only 16K game I can

DARE YOU RING THE...

NAUGHTY JOKE LINE
0898 800 294

JOKE OF THE CENTURY
0898 800 206

FAT FREDA'S RUDE JOKES
0898 800 207

HORROR LINE

0898 800 208
AUSSIE NAUGHTY JOKES
0898 800 209

TASTELESS TIM'S BAD TASTE JOKES
0898 800 210

ROGER SMELLE
0898 800 211

Special thanks to Barry Sutton for the 'Rockfall 2' levels. Also thanks to Barry Sutton for the 'Rockfall 2' levels. Also thanks to Barry Sutton for the 'Rockfall 2' levels. Also thanks to Barry Sutton for the 'Rockfall 2' levels.

SPECTRUM & COMMODORE REPAIRS & SALES

SPECTRUM 48Ks REPAIRED FOR £22.00

24 HOUR

24 HOUR



FOR AN EXPRESS REPAIR FOR YOUR COMPUTER

SPECTRUM 48K £22.00

SPECTRUM 128Ks £25.00

CBM 64 £35.00 OUR PRICES

INCLUSIVE OF OVERHAUL REPLACEMENT PARTS VAT

+ INSURED POST BACK TO YOU

IF EQUIPMENT IS BEYOND REASONABLE REPAIR WE RESERVE THE RIGHT TO SEND THE GOODS BACK AT NO CHARGE.

HARDWARE BARGAINS

NEW AMIGA FLIGHT OF FANTASY PACK £379.00

AMIGA BAT PACK £379.00

CBM 64C LIGHT PACKS £139.00

ALL OF THE ABOVE, SUBJECT TO AVAILABILITY

KEYBOARD MEMBRANES

48K+ 6.00

48K £4.50



TELEPHONE HOTLINE

BENTLEYS COMPUTER SALES AND REPAIRS, DEPT CRASH 251 NEWCASTLE STREET BURSLEM STOKE ON TRENT S'T6 3QW TEL: 0782 810485

remember vividly was *Sir Lancelot*, that was about six years ago and, sadly, we can't feature it on the tape. You may be lucky to find it in a bargain bucket at your local shop, but it really is time to upgrade!!
LM

WHERE IS BROS?

Dear Lloyd
Can you please tell me where I can get hold of a copy of *Mario Bros* and *Super Mario Bros*. Help! Kristen Dyer, Surrey.

Mario Bros was published by Ocean a few years back, you could write to them and ask if it's still available. *Super Mario Bros* is not available on the Speccy, nor is it ever likely to be as Nintendo, the game's coin-op and consoles publisher, is very strict on copyright.
LM



FAVE RAVES!

This month's raver is **James McConnell** from Belfast, and here is his list of the top five games to get into on the Speccy! What are your five favourite games? Put pen to paper and send your hit parade to the usual address.

1. FANTASY WORLD DIZZY (CodeMasters)

Cheap, cheerful, colourful! Wonderful soundtrack and well designed screens. What more do you want? (Apart from Dizzy 4!)

2. BATMAN - THE MOVIE (Ocean)

Okay, so it's in monochrome, but the graphics are highly detailed. Very playable. But perhaps a bit too easy?

3. OPERATION THUNDERBOLT (Ocean)

In my opinion, better than the arcade. The scrolling on the 3D sections is superb — the coin-op's animation was jerky.

4. CASTLE MASTER (Domark)

Bigger and better than the other Freescape games. The graphics are more recognisable than in, for instance, *Darkside* which was brill.

5. GHOULS 'N' GHOSTS (US Gold)

Who cares that the graphics are small? They're pleasing to the eye and well animated. Imaginative monsters and a good range of weapons make it terrific. Not to mention the 128K music...

LIVE CIRCUT



HELP!!

While some very confused readers are waiting for help! with problems featured last month, here's another plea for help! from Keith Pritchard from Tamworth. What's up Keith? I'm looking for any MIDI programs for a 128K Spectrum, and if anyone can give me help regarding MIDI I would be grateful. Do you know about MIDI and think you could spare some time to help Keith? Drop him a line at: Mr Keith Pritchard, 115 Medway, Belgrave, Tamworth, Staffordshire B77 2JW. When you do write, please print clearly as Keith is partially sighted. Don't forget if you need help! or can help! somebody else, write to CRASH as soon as you can!

GOLDEN CAT & MOUSE MOMENTS

● Would ya credit it? The irresistible dynamite duo, **Tom and Jerry**, are currently celebrating their 50th birthday! Crikes! To mark the occasion **MGM/UA Home Video** has released a video compilation of the pair's best adventures, and completely hilarious they are too! A snip at £9.99, *Tom and Jerry's 50th Birthday Classics Vol. One* brings you 56 minutes of action and the chance to join the **Wild Cat Club!** It's out now, and *Vols Two and Three* are released in October and November respectively. So, why is **CRASH** telling you this? Is there a game on the way? Nope. We just adore Tom and Jerry.



MORE FUN FAIR

● Bargains a plenty, as usual, are to be had at the next two **All Format Computer Fairs**. The dates for your diaries are: November 4, and December 15 and the place to be on those dates is the New Hall of the Royal Horticultural Society, Greycoat and Elverton St. Westminster, London. The show opens at 10am and it costs £3 to get in.

ACTIVISION

CHEERIO ACTIVISION!

● Activision UK is to release just two more Speccy games before it says goodbye to the Speccy world forever; and goodbye to the Amstrad, C64, ST and Amiga world too. Employing 34 staff not long ago, Activision will be drastically slimmed down to a two-person operation dealing in the distribution of Nintendo and PC products. Mmmmmmm (maybe it should have advertised in **CRASH** a little bit more). But before it goes on said diet, the two games up for launch are *Dragon Breed* and *Atomic RoboKid*.

Dragon Breed from the Irem coin-op, is the story of a young King called Kayas and his huge fire breathing battle dragon. It would seem that Kayas' kingdom has been invaded by myriad nasty alien creatures. So the good king and his unusual steed take it upon themselves to kick ass. The game

splits into six levels full of bloodthirsty aliens. Our lad sits astride the dragon and is capable of firing his little gun in five directions, whilst the dragon breathes flaming bolts from its mouth and is able to shield Kaya with its tail. November is the release date, watch out for a preview very soon.

Popping up in November is *Atomic RoboKid*. The hero of the title is a state of the art robotic war machine just graduated from the Universal University of Space Combat. His first mission is to travel deep into enemy territory and destroy everything that gets in the way (sounds like a good simple plan). You control Robo as he travels through 21 levels collecting add-on weapons while frying alien scum. Robo has two modes of locomotion: flying or walking and can inflict as much damage in either mode. And collect as many weapons as possible 'cos every third level pits you against a terrifying end of level creature. Again watch out for a preview soon.

+HI-FIRE!+

Gotta high score? We want to know about it! This is HI-FIRE, where you can announce your high score to the Speccy universe! Every month we'll be pulling a name from the HI-Fire hat and awarding the lucky scorer £40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

KEMSHU

52840 Hazel Kirby, Hitchin SG4 9EP
SUPER STUNTMAN
 547360 Chris Noble, Bradford BD15 0EY
 129570 Richard Barker, Leicester LE2 4SG

CRAZY CARS

6484650 S Lawley, Doncaster DN12 2DR
 6127250 Chris Noble, Bradford BD15 0EY
 5550040 Simon Price, Birmingham B36 8JS

RAINBOW ISLANDS

2106900 Ronnie Dowse, Scunthorpe DN17 1SU
 805370 Tim Stevens, Derby DE7 3GA
 630360 Mark Williams, Cambridge CB4 5QN

OPERATION WOLF

698487 Anthony Coughlan, London E11 3PE
 614026 Mark Williams, Cambridge CB4 5QN
 588791 Andrew Dungey, Penryn TR10 8QJ
 520300 John Adams, Easrkillbride G758XG

511422 Jason Graham, Antrim, N. Ireland

POWER DRIFT

3199422 Tim Stevens, Derby DE7 3GA

CHASE HQ

18185255 Matthew Pye, Shrewsbury SY2 5QU
 12636511 Andrew Kettle, Stafford ST17 4RZ

11698474 Ronnie Dowse, Scunthorpe DN17 1SU
 7585732 Andrew Dungey, Penryn TR1-8QJ

SURFACE TENSION

310100000 Matthew Pye, Shrewsbury

SY2 5QU

2857000000 Jonathan Roche, Wirral L49 0TA
 2759000000 S Lawley, Doncaster DN12 2DR
 274000000 James Smith, Stanford in the Vale SN7 8LY

BOMB JACK

210650 James Smith, Stanford in the Vale SN7 8LY

THE UNTOUCHABLES

134950 Jonathan Roche, Wirral L49 0TG

ENDURO RACER

1012399 Simon Price, Birmingham B36 8JS

IKARI WARRIORS

81598800 Richard Barker, Leicester LE2 4SG

IMPOSSAMOLE

278106 Chris Embery, Leyland PR5 1YD

EXOLON

2084250 Andrew Kettle, Stafford ST17 4RZ

311200 Chris Embery, Leyland PR5 1YD

OUT RUN

491325 Anthony Coughlan, London E11 3PE

ARKANOID

133360 Hetherington, Darlington DL3 9QH

97940 L Hetherington, Darlington DL3 9QH

INTERNATIONAL KARATE

51600 Saad Saeed, South Harrow HA2 8RD

1943

550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

1943

550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

1943

550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

1943

550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

1943

550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

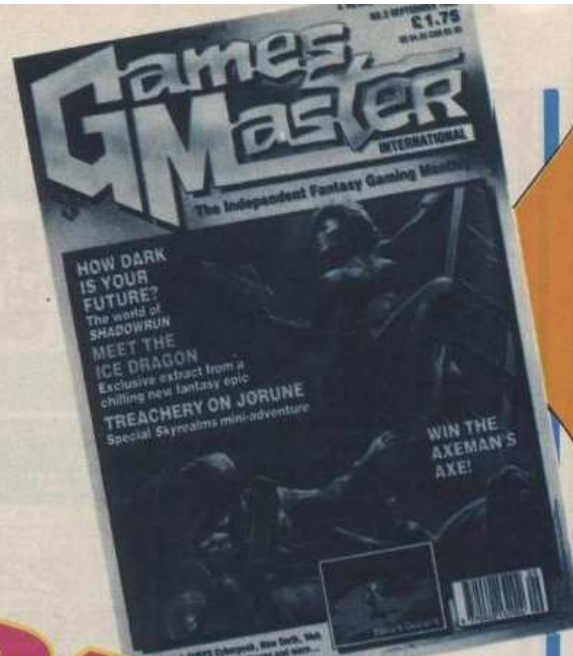
So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!!



How titterful! DJ Nicko in RoboSlob! Haw! Haw! Congrats to Jason Smallwood from Leeds — your pic's just won you a free game!

CRASH GETS NEW SISTERS!

● From the belly of the heeeuuuge Newsfield publishing empire come two new magazines, giving CRASH twin sisters. Aw. The first new arrival was launched in July and is called **GAMESMASTER INTERNATIONAL** — the Independent Fantasy Gaming

Monthly. Yes, it's for weirdos who enjoy pretending to be trolls, orcs and suchlike. A snip at £1.75 every month, **GMI** brings you all the latest news, reviews and features of all that's hot in the crazy, crazy world of RPGs, FRPGs, PBM, LRP and GURPS (whatever that lot means)!

DREAMING OF A GOLD XMAS

● Festive spirit abounds at **US Gold** as it announced the star line up for the Crimble season. *Final Fight* stars three guys — Cody, Hagar and Guy — who stalk city streets and kick seven shades of blue out of attacking baddies.

Sounds original. *Line Of Fire* is a two-player *Operation Thunderbolt* derivative where you and a pal can grab the Uzis bolted to the cabinet and blast away at the on-screen bad guys. And finally *Eswat* sees you as a member of a futuristic police force stomping around in the latest combat armour and carrying a range of large and very lethal weapons. Remember kids, stay out of trouble.

Actually, it's rather good. T'other babe wrapped in swaddling clothes goes under the name of **RAZE** and is all about the brilliant games out on the consoles and swank 16-bit machines. Costing £1.95 every month, **RAZE** is launched September 27, replaces **THE GAMES MACHINE** and should shake up the gamesplaying world as it's completely brilliant, and 'cos it comes with four mega posters every month! Cool! Billions of copies of both mags are flooding into the newsagents, but, if they're all sold out before you get a chance to grab, you can obtain a copy, at cover price, from **NEWSFIELD**, Ludlow, Shropshire SY8 1JW. And mark your envelopes **RAZE** or **GMI**.

LIVE 
CIRCUIT

CHIC SHOW

● The Chic Computer Club's technical and hobbyist computer newsletter/magazine celebrates its 25th issue this month and is celebrating by sponsoring and attending the first **Thames Valley Computer Show** on October 6. The venue is The RG Hall at High Wycombe and promises to have lots to interest the computer hobbyist. Details of the informative newsletter and the club itself can be obtained from: **The Chic Computer Club**, PO Box 121, Gerrards Cross, Bucks SL9 9JP.

GET YOUR GAME ONTO THE CRASH POWERTAPE!

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

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

Telephone (Daytime).....
(Evenings).....
IMPORTANT!

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

Signed.....
Date.....

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!
Send the game and coupon to: **NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW**

MUTANT MADNESS!

TURTLE FIGURES 2 B WON ON 0898 404631!

Yup, we've got all your favourite Turtle figures to give away! The first prize winner gets a complete set of Michaelangelo, Donatello, Leonardo and Raphael - plus a couple of villains too! Then 25 lucky runners-up get the Turtle figure of their choice, so don't forget to tell us who your fave mutant is when you enter!

MUTANT MOVIE TICKETS ON 0898 404634!

The Teenage Mutant Ninja Turtle movie is coming soon, and you could be one of the first to see it if you win our shell shock of a comp!! We've got 100 tickets to give away to a special show later this year, so call now!!!

TURTLE TRANSPORT 2 B WON ON 0898 404633!

This is wild! 5 of you mutants out there could soon own the Turtle tank, Turtle party wagon, Turtle air ship, and of course the Turtle sewer motorcycle! We're giving away these ultimate sets of Turtle transport, complete with all 4 Turtle figures, to the winners of this turtley brilliant competition! Call 0898 404633 right now ninjas!!

IT'S A PIZZA CAKE TO WIN IN OUR TASTY TURTLE COMPS!

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.
Voicemail, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

WARNING! SOFT OPTIONS

CRASH regrets to have to advise readers who have ordered goods from **SOFT OPTIONS**, 6 Hope Street, Hanley, Stoke On Trent ST1 5BS, and whose cheques have been cashed with no fulfillment of their order despite complaints to contact their local police, or PC Stanyer at Hanley police station on 0782 202555, ext 311 who is already dealing with the matter. We also urge you not to place orders with the above company. We apologise to readers who have responded to **SOFT OPTIONS** advertising printed in **CRASH** in all good faith. Newsfield Publications

THE "HACK PACK" - £7.99

The ultimate hacking package created by a professional hacker. Six programs which enable you to hack or crack any protection on any game. Find infinite lives, disassemble code - the scope is limitless. Complete with special instruction booklet featuring expert hints 'n' tips and example hacks. **SPEEDY LOAD/SAVE** - £3.99
Convert your own programs to fast load...
20 CHARACTER SET FONTS - £3.99
INTERRUPT SOUND EFFECTS - £3.99
Create amazing interrupt driven sound effects that run without stopping program execution.
PROGRAM PROTECTION TOOLKIT - £4.99
Expert routines for your programs to protect them from prying eyes. Developed over years....
DRUM BEAT MACHINE - £3.99
Add your own rhythms to your programs.
GAMES AID - £3.99
Toolkit of routines and tips to help creating games.
POKES GALORE - £2.99
MESSAGE SCROLLER - £2.99
DOUBLE HEIGHT PRINT - £2.99
SP1-DROID - £2.99
LASER WAR - £2.99
Send 20p stamp for full catalogue.
P&P 50p unless you order more than one program.

SIGMASOFT DEPT CR10, 8 Pine Dale, Rainford, Merseyside. WA11 8DP

SINCLAIR SPECTRUM PROGRAMMING SERVICE

Absolutely anything programmed for your Spectrum, (Arcade games, Adventures, Word processors, Accounts etc.), at very competitive prices.

**Write to:-
Fantasy Software, 43 Russell Road,
Gravesend,
Kent, DA12 2RT
Or Phone:- (0474) 323247
We also have a range of our games on sale send a SAE for a free catalogue.**

MICROSORT

COMPUTER SERVICES

68 Chalmers Street,
Dunfermline,
Fife. KY12 8DG
Tel: (0383)620708

COMPUTER REPAIRS

SPECTRUM 48K£16.00
SPECTRUM 128K + 2, +2A.....£22.00
SPECTRUM 128K +3ASK

PRICES INCLUDE VAT, RETURN POSTAGE AND PARCEL INSURANCE.

AT LAST SPECTRUM SPARES

AT REALISTIC PRICES

All prices include post/packing, handling and VAT

ULA 6C001	£14.99	SPECTRUM K/BOARD MEMBRANE	£7.99
128K ROM	£11.99	SPECTRUM K/BOARD MAT	£8.99
Z80A	£2.99	SPECTRUM K/BOARD TEMPLATE	£6.49
7805 REG	£1.49	SPECTRUM + MEMBRANE	£9.99
4116 RAM	£1.99	MODULATOR	£9.99
SPEC PSU	£10.49	S/MANUAL	£22.99

Remember all prices include P&P, handling and VAT

Full spares list available/Trade enquiries welcome

Access/Visa or Postal Order Cheques.

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

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL FY5 3NE
TEL: (0253) 822708

KOBRAH SOFT SPECTRUM AND SAM COUPE UTILITIES

CT2 SAM ADVANCED TAPE UTILITY- NEW! Makes your essential tape backups of your Spectrum AND Sam tapes. Handles normal speed Sam tapes and normal speed. Pulsed, Countdown and Multi small block/Spectrum tapes. Makes a RELIABLY LOADING backup of the above Spectrum tapes to reload EASILY into Sam Ideal for Sam without a disc drive. Price-£9.95 on Tape.

CD2 TAPE TO SAM DISC TRANSFER UTILITY- NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Changes Sam into a Spectrum - gives SUPERB Speccy tape compatibility ALL types of programs can now be transferred to Sam disc - Fast Loaders,Pulsed, Countdown, Multi Block, most of the very latest programs- VERY EASY to use. CD2 HAS BEEN APPROVED AS A SAM UTILITY BY MGT - MAKERS OF SAM! Price- £10.95 on DISC.

SP6 TAPE +3 DISC UTILITY- NEW Transfer tapes to +3 disc. NOW transfers the LATEST Pulsed, Countdown and Multi Block programs. FREE superb DISC CATALOGUER. Now handles FULL128K PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games. Supplied on DISC at: £14.95.

SP6 COMPANION VOL 2- TRANSFERS FOR OVER 100 GAMES. Needs SP6- £4.95

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

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

SPECTRUM MACHINE CODE COURSE- FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/ Assembler- £20.00

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

PLUS 3 DIARY AND FILING SYSTEM- NEW A complete diary/note pad/filing system/database for the +3, with LARGE database and diary to 2089, fast search/retrieve and biorhythms for 4 people- £12.95 on Disc

ALSO AVAILABLE:- SD5 TAPE TO M/D; S05 TAPE TO OPUS DRIVE; MT1,M/D TOOLKIT; SC6 TAPE UTILITY; SW1 TAPE TO WAFADRIVE.

MONEY BACK GUARANTEE - BUY WITH CONFIDENCE

Send cheque/P. to:- "KOBRAH SOFT", DEPT CR, "Pleasant View" Hulme Lane, Hulme, London, Stoke-on-Trent, Staffs. ST3 5BH (Overseas:- Europe add £1 P&P PER ITEM, others £2) Send SAE (9" x 5") for detailed Catalogue - mark envelope "ENQUIRY".

For more information please phone:- 078 130 5244 Access.
Visa welcome - please phone above number.
(24 Hour, 7 Day Service for FAST Mail Order)



SINCLAIR SUPPLIES

Spectrum +2 Computer ..£124.99	C12 Data Cassettes (x10) ..£2.99
Spectrum +3 Computer ..£169.99	Spectrum Datacorder£19.99
Spectrum 48 Membrane.....£6.75	Cheetah 125+ Joystick.....£7.99
Spectrum + Membrane.....£9.99	Spectrum+ User Manual£4.99
Spectrum Power Supply ..£10.99	Spectrum +2 User Manual .£9.99
Spectrum 128/+2 PSU£14.99	Spectrum +3 User Manual .£9.99
Spectrum +3/+2A PSU.....£24.99	Spectrum +3 Serial Lead.....£9.99
+3 Cassette Lead£4.99	+3 Centronics Cable£9.99
+2/+3 Scart Lead£12.99	Kempston Interface£9.99
Cheetah Lightgun£27.99	Magnum Lightgun£29.99

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



SPECTRUM COMPUTER REPAIRS

THETFORD MICROS offer you

- ★ On the Spot Repairs
- ★ Same Day Repairs
- ★ Three Month Warranty on all repairs
- ★ All Computers returned post paid and insured in the UK.

SPECTRUM 48K	£20.00
SPECTRUM + REPAIRS	£20.00
SPECTRUM + 2 REPAIRS	£24.95
SPECTRUM + 3 REPAIRS	£24.95
(excluding disks mechanism)	
MICRODRIVE REPAIRS.....	£24.95
INTERFACE 1 REPAIRS	£24.95
Replacement Spectrum Power Supply.....	£12.95

FOR FAST DELIVERY SERVICE - CARRIAGE £10.00 + VAT.
Payment can be made by cheque, postal order, Barclaycard or access.
TRADE ENQUIRIES ALWAYS WELCOME.
THETFORD MICROS, 14 CASTLE STREET, THETFORD, NORFOLK.
TEL:(0842) 761645.

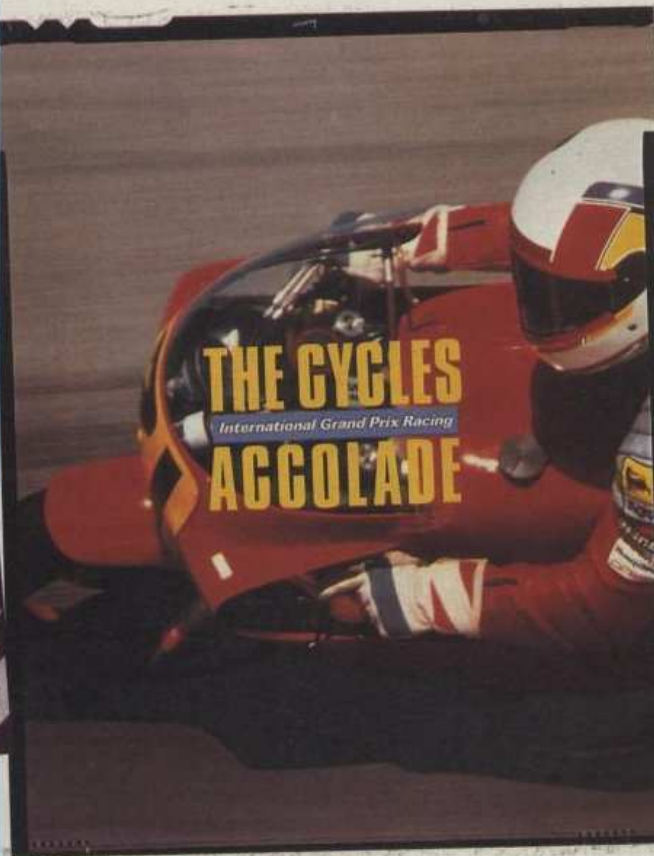
CHEAP STICKS

● Spectravideo, the creators of the hugely popular Quickjoy joystick range have announced they will soon be dropping the prices of their complete 11 joystick range. Changes will range between £1 and £10. This is mainly because sales over the last six months have rocketed. So those of you in search of a new stick should look no further.



CRASH IS GREAT

● It was confirmed today that, indeed, CRASH is great. Selling almost 62,000 copies every month with a readership of over 200,000 — 200,000!!! — means CRASH's sales have risen 17% in the last year! Hurrah! It's not only the great British public who think CRASH is skill, the retailers reckon CRASH is the tops in the world of Specky mags too! In a recent Computer Trade Weekly feature, CRASH was the only Specky mag in a chart listing 'the top 15 magazines read by the retail trade' and the top of the three Spec mags in a chart showing 'magazines aiding stocking decisions!' CTW also commented that the other two Specky mags were 'disappearing without trace' from the charts, which we thought was jolly funny. Haw! Haw!



COMPO WINNERS

The summer hols obviously left you lot with plenty of time to enter both compos from issue 79 — we had thousands of entries!! Are you one of the lucky prize winners below? Cross your fingers (and anything else, within reason) and read on!!

Accolade went biking with the Rev It Up With The Cycles Compo, and offered a first prize of a Leather Jacket, an incredibly funky pair of day-glo shades and an Accolade T-shirt. The winner is Alan Hughes, Worcester WR 4 9AJ.

EDITORIAL OFFICE Newsfield, Ludlow, Shropshire SY8 1JW (0584) 875851 Editor: Oliver Frey Features Editor: Richard Eddy Staff Writer: Mark Caswell Editorial Assistant: Viv Vickless Photography: Michael Parkinson Contributors: Nick (The Scorn) Roberts, Lloyd Minsom Production Manager: Jonathan Higgin Art Editor: Mark (Sparkle) Kendrick Production Supervisor: Matthew Uffindell Reprographics: Robert Millcham, Tim Morris, Robb (The Rev) Hamilton, Jem Reddard Systems Manager: Ian (E) Chubb Systems Operator: Paul (Charlie) Chubb Group Advertising Manager: Neil Dyson Advertisement Production Assistants: Jackie Morris, Joanne Lewis Group Promotions Executive: Richard Eddy Mail Order: Carol Kinsey UK subscriptions and Back Issues enquiries: Robert Edwards: Newsfield Ltd, Ludlow, Shropshire SY8 1JW, Tel: 0584 875851, Fax: 0584 876044. Yearly Subscription Rates UK £15.40 Europe £22 Air Mail Overseas £35.

US/Canada subscriptions and Back Issues enquiries: Barry Hatcher, British Magazine Distributors Ltd, 598 Durham Crescent, Unit 74, Woodstock, Ontario N4S 5K3, Canada, Tel: 519 421 1225, Fax: 519 421 1873. Yearly Subscriptions Rates: USA/UK/Canada: CANSST Back Issues: US\$5.20 Canada: C\$4.96/29 (inclusive of postage). Designed and typeset on Apple Macintosh II computers running Quark Xpress and Adobe Illustrator 86, with systems support from digital print Reprographics, Weral Business Centre, Menleyfields, Colour origination by Scan Studios, Isleington Green, London N1. Printed in England by BPOC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR — a member of the BPOC Group.

Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

COMPETITION RULES: The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available if something untoward happens (like a game that has been offered as a prize being discontinued), we reserve the right to substitute prizes of comparable value. We'll do our very best to dispatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case stop Viv Vickless a line at the main address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes may enter one of our competitions. No material may be reproduced in part or in whole without the written consent of the copyright holders. We cannot undertake to return anything sent into CRASH — including written and photographic material, hardware and software — unless it is accompanied by a suitable stamped address envelope. We regret that readers' postal inquiries cannot always be answered. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. Colour photographic material should be 35mm transparencies whenever possible. The views expressed in CRASH are not necessarily those of the publishers.

Copyright CRASH Ltd 1990 A Newsfield Publication ■ ISSN 0954-8661
Cover Design by Oliver Frey

LIVE CIRCUIT

Congratulations!! And the ten runners-up who each receive a pair of day-glo shades and a t-shirt are: Neil Beaumont, Peebles EH45 8HJ; Bill Burton, Bromley BR2 0EX; Richard White, Doncaster DN3 2LB; Michael Jones, Birmingham B32 1NA; Richard De Lloyd, Cardiff CF4 1NF; Mark Graham, Perth PH1 1DD; Tommy Vanner, Lisburn BT28 3EB; David Worslet, Bury BL9 7TS; Paul Shorthouse, Newark NG23 6EP; Richard Ray, Birmingham B23 5PE.

The Doodling With Datel Compo proved to be the scourge of the post room recently, with entries pouring in by the sackload! The winners who receive either the Genius Mouse Art pack or a Music Machine pack from Datel Electronics are: Andrew Ward, Wakefield WF4 5NB; Kevin Dobbie, Morpeth NE61 2UW; James Humberstone, Kirkby-in-Furness LA17 7TE; Adrian Cowe, Huntly AB5 4PU; Robin Green, Wellingborough NN8 2DE; Matthew Williams, Walton-on-Thames KT12 1LL.

Get comping and be in with a chance of winning! See your name next month?

GALACTIC WARRIOR

Ravaged by interplanetary warfare, your galaxy stands upon the brink of annihilation. Only one person can save it. Only one person has the skill. Only one person has the courage. You — the Galactic Warrior!

It is a desperate mission, many say a suicidal mission — but you must succeed. Civilisation is relying on you and you alone; because only you are the GALACTIC WARRIOR, will you succeed.....?

CALL 0898 312 312 NOW!

LET BATTLE COMMENCE!

Calls charged at 33p per min. cheap, 44p per min. at all other times. A service from J.W. Nijholt (U.K.) Ltd., P.O. Box 418, Manchester M60 3BY

Lots of news and plenty of action heading your way if you're a SAM Coupé owner!

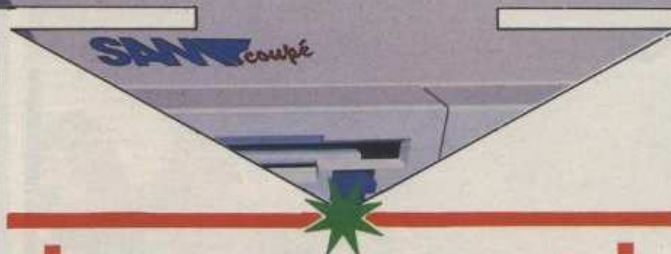
COUPÉ GAMES ON THEIR WAY!

And you thought Defenders of the Earth was going to be the only SAM Coupé game released? Here's some good news: software house Enigma Variations is set to put out a bundle of SAM games over the next few months. Hurrah! Better news still is that even more are in the pipeline. For now, here's the low-down on the first batch...

■ Mind Games 1 is a pack of four arcade style games, especially written for the Coupé. They challenge your quick wits and fast thinking rather than an itchy trigger finger! The puzzles and problems will bend your mind: the more you play the tougher they get! Look at the preview shots and wait for the full review next issue.

■ The first graphics adventure for the SAM comes alive in The Famous Five on Treasure Island. Based on the Enid Blyton book and officially endorsed by the Blyton Estate, you can play any of the four children or swap between them as you solve the puzzles. While based on a children's book, don't expect the game to be easy: Enigma say it's challenging enough for the most adult of minds and includes over 80 locations and plenty of problems to tackle. Release is set for late September, and Enigma hope to include a copy of the book in the packaging.

■ SAM Multi Pack 1 is a double-play pack featuring two original games by Rob Holman, creator of Defenders of the Earth. Game one is Futureball, a sports simulation set in the future when the game of football has changed dramatically. Lasers, killer robots and deadly traps are all part of standard play in the year 2090. You're a new recruit to the team and play through tough training sessions before being accepted. The other game is arcade adventure SAM Strikes Out and features the SAM robot familiar to all Coupé groupies. Loads of screens packed with weird



the page with all things coupé...

and wonderful creatures make up the scenery and you have to take SAM across the perilous traps and hazards to safety. The SAM Multi Pack 1 is out in September.

■ In Sphera, Enigma promises a shoot-'em-up to make 16-bit owners jealous! A full-screen vertical blaster, with three layers of parallax and more aliens than you would have thought possible. Hoping to better the classic 16-bit shoot-'em-up Xenon II, Sphera, which is only a working title, is due end of October.

HELP AT HAND

SAM Co, the new company formed by ex-MGT plc directors Alan Miles and Bruce Gordon, has been a great success. The company is committed to continue supporting the Coupé in every possible way and providing advice to anyone who is stuck with a Coupé problem. Alan says 'Almost 3,000 users have replied to our letter mailed out a month ago and the support we're getting from all sides, including software, hardware and repairs is fantastic'. If you want to contact SAM Co, the address to write to is: SAM Computers Ltd, 7 Clevedon

the best available and makes proper use of the Coupé's capabilities — we're not going to accept just Spectrum games which run on the SAM!

Details on the SAM Software Club are available from: Enigma Variations, 13 North Park Road, Harrogate HG1 5PD. Tel: 0432 501595.

IT'S A GAME!!

While many software houses are still humming and aching about producing SAM software, you eager beaver readers have been busy creating your own games! Neil Pointon of Caerphilly sent us his game called Ditchscape and an admirable piece of SAM programming it is too. The game is best described as Pipe Mania viewed in isometric 3D and plays well once you get the hang of it. Neil's selling the game for £3.50 on disk and £3.00 on cassette and you can order it from: Neil Pointon, 31 St Teilo's Way, Watford Farm, Caerphilly, Mid Glamorgan CF8 1FA.



Court, Uplands, Swansea SA2 0RG. For the moment SAM Co can only deal with written enquiries, a phone line is to be installed very soon.

ON THE PHONES

Don't forget a dose of help on all things Coupé is available on the SAM Coupé Hotline. Information from Alan Miles of SAM Co offers hints, tips and advice for all SAM owners and there's a new three minute program recorded every week. The number to ring is **0898 299380**. A call to the Hotline costs 38p per minute peak times, 25p per minute all other times.

SOFTWARE CLUB

Not only is Enigma Variations creating a ton of SAM software, it's also forming a SAM Software Club. It's a mail order club which will keep members up to date on the latest releases with a bi-monthly newsletter. A spokesperson for the club said 'The software selected for the club will be

TRANSFER THREE

Lerm Software, producers of Speccy and SAM utilities, have released a new version of their transfer-made-easy program SAMTape. SAMTape 3, which allows you to transfer thousands of Speccy programs onto the SAM, has many new features missing from the original. So, what's new? The Snapshot function has been made more reliable: you can now save a screen or whole program to disk. It's compatible with programs produced from the Disciple or Plus D disk drives and also features two loading values to help you load in Speccy programs from tape. SAMTape 3 costs £10.99, and owners of the original SAMTapes can upgrade for £4.50 as long as they send back their original tape. The address to contact is: Lerm Software, 11 Beaconsfield Close, Whitley Bay, Tyne & Wear NE25 9UW.

More up to the minute news on all things SAM next month!



DATTEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...



SPECIAL OFFER PACK!



Genius Mouse

COMPLETE WITH



ART STUDIO™

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

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

- ▼ Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- ▼ Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- ▼ Zoom in to add detail in fine mode.

- ▼ Pull-down/Icon driven menus for ease of use.
- ▼ Mouse operation, plus joystick and keyboard control.
- ▼ 15 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- ▼ Full cut and paste facilities plus excellent printer support.

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

ONLY £49.99

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



PLUS BUILT-IN JOYSTICK INTERFACE

- ▼ The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- ▼ Accepts any standard 9 pin joystick including rapid fire models.
- ▼ Works on IN31 (Kempston) system.



FREE!

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

ONLY WHILE STOCKS LAST

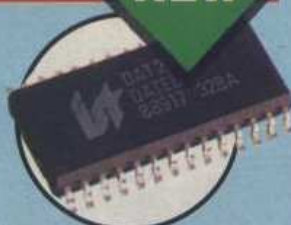
WITH CUSTOM MOUSE IC

NEW

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

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

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



WHAT THE MAGAZINES HAD TO SAY...

SINCLAIR USER "CLASSIC"

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

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

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

BY PHONE



0782 744707

24hr Credit Card Line

BY POST



Send cheques/POs made payable to "Datel Electronics"

FAX

0782 744292

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

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

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

DATTEL ELECTRONICS

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

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

DATEL ELECTRONICS

dktronics



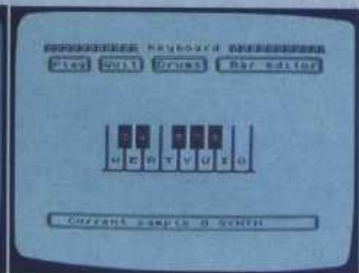
Lightwriter™

- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface and lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

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



music machine



- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth. • The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In,

MIDI Out & MIDI Thru.

- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

SPECDRUM



- Now you can turn your Spectrum into a real Digital Drum Machine.
- SpecDrum from Cheeta Marketing is a superb plug in device that produces "real" drum sounds via it's unique digital system.
- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kit!!
- Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

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

ONLY £49.99

FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

dktronics



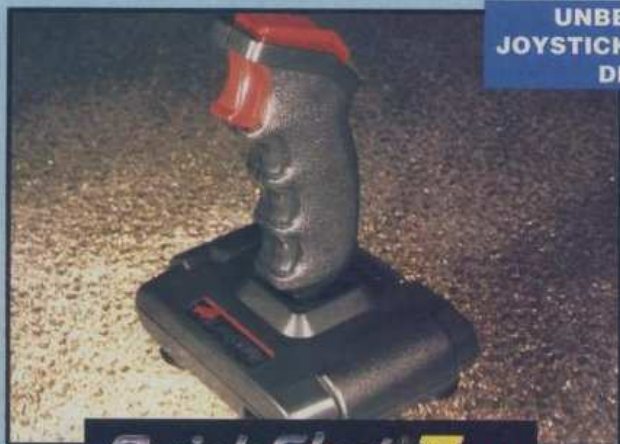
PARALLEL/CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-locatable controlling software (cassette).
- Supplied with interface with most software using the printer channel e.g. Tasword, Dexpac, etc.
- LList, LLprint supported & HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy!

ONLY £19.99

DATTEL ELECTRONICS

**UNBEATABLE
JOYSTICK/INTERFACE
DEALS**



Quickshot II plus

- Probably the best selling joystick in the world. Over 15 million sold.
- Trigger and Top Fire Buttons for extra quick action.
- Four suction cup base to facilitate one hand action.
- Auto Fire feature - switch on/off.
- Superbly styled with extra long lead.



ZIPSTIK

**SUPER PRO
JOYSTICK**

- "Tripple action" Auto-Fire makes this probably the world's fastest rapid fire joystick!
- Eight way Micro switches for greater precision and higher scores.
- Superbly styled with extra-long lead for comfort whilst playing.
- 12 month guarantee. 90% British made.

JUST LOOK AT THESE JOYSTICK/INTERFACE DEALS!!



**STANDARD
(KEMPSTON)
INTERFACE**

**SAVE
UP TO
40%**

- Full Kempston compatibility.
- Superbly styled.
- Fits snugly into your Spectrum (all models).
- Accepts all joysticks with standard 9 pin plug.
- Supports rapid fire.



**TURBO DUAL
INTERFACE**

- The Ram Turbo is a Dual Port Interface accepting up to 2 joysticks.
- Supports all formats - Kempston, Cursor and Interface II.
- Built-in reset switch with player option for two player games.
- Works with any standard 9 pin joysticks including rapid fire.
- Superbly styled to match your Spectrum (not suitable for +3).

**OFFER #1
JOYSTICK INTERFACE
PLUS QUICKSHOT II
ONLY £13.99**

**OFFER #2
JOYSTICK INTERFACE
PLUS ZIPSTIK
ONLY £18.99**

**OFFER #3
RAM TURBO INTERFACE
PLUS QUICKSHOT II
ONLY £18.99**

**OFFER #4
RAM TURBO INTERFACE
PLUS ZIPSTIK
ONLY £22.99**



RAMPRINT™

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

- Works with most any full size Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.
- PLUS A SUPERB WORD PROCESSOR...**
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

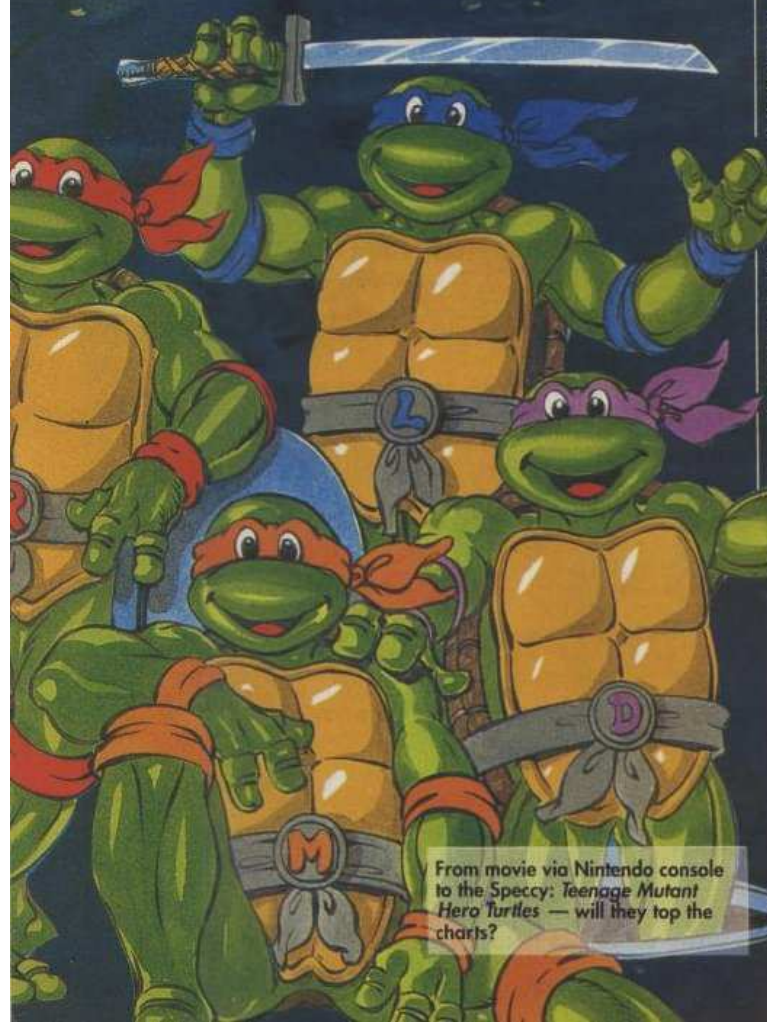
WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. UK ORDERS POST FREE-EUROPE ADD £1-OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATTEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
 TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

lights,
cameras,
action!

it's Showtime!



From movie via Nintendo console to the Specky: *Teenage Mutant Hero Turtles* — will they top the charts?

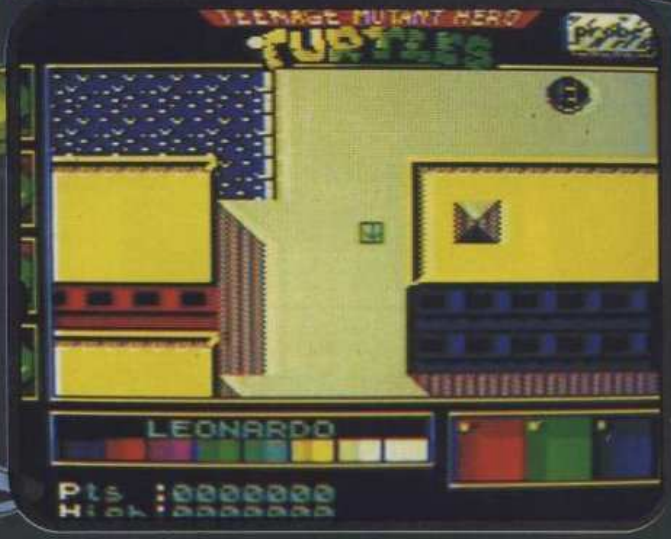


Past agent: 007 in *The Spy Who Loved Me*, on video now, but new on the Specky from Domark: race a Lotus in Sardinia, hop into a speedboat to reach evil Stromberg's aquatic base, back on the road avoiding innocent drivers and meet up with Q's mobile truck, spend collected Q tokens for lots of gadgets, then turn the Lotus into a sub, head for Stromberg's sea-bound stronghold and prepare for the final showdown. Phew! Full review lined up for next issue.

★ **Hollywood! The glamour! The showbiz! Lots of money! There's a load of box office hits doing the rounds all hoping to be 1990's box office smash! And don't software houses know it! Out go the cheques, in come the licences and here come the games! 'Pass the popcorn' pipes Oliver Frey...**

● Films are BIG business — producers don't count like normal people — they count in millions. Ask them how much their recent smash pulled in at the box office and they'll answer something like 80. What, 80p? £80? No, they're talking £80,000,000!!!! You could subscribe to CRASH for, um, . five million years for less!! But, if money's there to be made, they'll be making and raking it. And the film that's expected to wipe out the rest this Christmas is the brilliant *Teenage Mutant Hero Turtles*. Image Works has the licence for the game, due to hit the shelves the minute the film opens.

Why this jumping on the bandwagon? Money is the answer, of course. Next to coin-op conversions, film





Out to score you now — *Nightbreed* — you may be too young to see the movie, but you can play Ocean's game (see the review this CRASH)



tie-ins are the one way of launching a game without having to spend a fortune on publicity and advertising to alert the public to its existence. With a conversion from an arcade game, publishers can feel confident that a lot of us will have already seen or played the original, or at least heard from friends how good it is. Reminding us of it when the Specky version is due will be easy. Link to that fact that all your programmers



Big Ocean and big Arnie remember wholesale past successes and hope for more with *Total Recall*



Mean metal machine: will *Robocop II* make Ocean's day?

have to do is cleverly transform the coin-op into the home computer format, without having to come up with an original addictive idea — because

someone in Japan or the States has already burned the midnight oil creating — and you quickly see the benefits. Film tie-ins are helped



WHAT'S HOT, WHAT'S NOT

- MUST SEE**
 Back To The Future Part III
 Teenage Mutant Ninja Turtles
 Gremlins II
 Total Recall
 The Spy Who Loved Me
- WORTH WATCHING**
 Nightbreed
 Days Of Thunder
 Back To The Future Part II

- WAIT FOR THE VIDEO**
 Robocop II
 Dick Tracy



Back to the Future III: Celloïd hopes from Image Works is Christmas. Will it be better than II? Three levels — Doc chase runaway coach, avoiding galling luggage and Red Indians, Marty checks his gun skills at aooting gallery; a dramatic train rescue bid — all geared for our pleasure!

CRUISE



Cruisin' to the top? — Movie top gunner *Days of Thunder* from Mindscape

Days of Thunder

TRAILERS

Other news on future film tie-ins includes hybrid *Aliens Versus Predator*. Intended for you by Activision (if their slimming course allows — see news) and based on the **Dark Horse** comic of the same name where the beasts from the movies combine to terrorise us all.

Gremlins II from Elite is very near completion, again **Billy, Kate** and **Gizmo** battle the evil little **Gremlins** when they infest a skyscraper owned by a nasty scientist: the little blighters have had their genetic makeup fiddled with, making them nastier than ever (gulp).

Yellow hat on head and yellow raincoat flapping in the wind

Dick Tracy is the man to clean up the streets. **Disney Studios** have signed a deal with **Titus** to pixelate the golden age private investigator as he battles **Big Boy** and his gang.

Also set for release in the near future from **Titus** is *Arachnophobia*: eight legs, two fangs and an attitude — a swarm of intelligent spiders terrorise a sleepy American town.

Come the new year and the seafaring action film *Navy S.E.A.L.S.* will be playing at a multiplex near you. **Ocean's** signed the cheque and are designing the game at the moment.



enormously by the huge publicity that surrounds the blockbusters: after all the hype on a *Batman — The Movie* or a *Dick Tracy*, all a software house with the licence has to do is tell us "The game is here!", and we all know what they're on about. Their ads will be but a minuscule drop in the ocean of all the advertising film companies have already spent money on for their own purposes.

The other benefit is that a film tie-in is the one reasonably safe cover under which original and novel gameplay ideas can be marketed. After all, a film's plot is but a story line: what game you create from it is largely up to the development team and its creativity. If the film inspires a good game, you've got it made.

But what would happen if, say, **Ocean** had released their brilliant *Batman as City of Superheroes?* They'd have had to spend a fortune telling us all about its existence! And we might still not have noticed...

Check out the box on these pages for just how many film tie-ins the industry has spawned so far, and you'll notice how many of them didn't live up to their cinema originals when it came to gameplay — it proves a famous title is not enough: lack playability (programmer's fault) and you still have a dodo on your hands!

This risk won't deter the software houses, and we're not likely to see an end to games from movies, and why should we? Cowabunga indeed!

MICRO MOVIES

Just to prove the popularity of movie tie-ins on the speccy, here's a complete list of those reviewed in CRASH since the word go. Some were great, others best forgotten!

NAME OF GAME	PRODUCER	RATING	ISSUE
Alien	Argus Press	N/A	15
Aliens	Electric Dreams	84%	37
Aliens US Version	Electric Dreams	45%	47
Attack Of The Killer			
Tomatoes	Global	89%	28
Back To The Future	Electric Dreams	42%	28
Back To The Future II	Image Works	57%	81
Basil The Great Mouse			
Detective	Gremlin Graphics	73%	47
Batman	Ocean	93%	28
Batman -			
Caped Crusader	Ocean/Special FX	93%	60
Batman - The Movie	Ocean	93%	70
Big Trouble In Little			
China	Electric Dreams	67%	40
Blade Runner	CRL	58%	27
Cobra	Ocean	93%	35
Death Wish 3	Gremlin Graphics	45%	45
Empire Strikes Back,	The Domark	90%	54
Fantastic Voyage	Quicksilva	78%	16
Friday 13th	Domark	32%	29
Ghostbusters	Activision	60%	13
Goonies	US Gold	60%	35
Gremlins	Adventure Int	N/A	17
Indiana Jones And The			
Temple Of Doom	US Gold	65%	46
Indiana Jones And The			
Last Crusade	US Gold	76%	88
Invasion Of The Body			
Snatchers	Crystal	69%	1
Licence To Kill	Domark	80%	88
Live And Let Die	Domark	71%	59
Living Daylights, The	Domark	63%	43
Masters Of The Universe	Gremlin Graphics	70%	49
Masters Of The Universe	US Gold	28%	38
Max Headroom	Quicksilva	85%	28
Never Ending Story	Ocean	N/A	26
Night Breed	Ocean	78%	31
Platoon	Ocean	93%	50
Predator	Activision	66%	51
Rambo	Ocean	79%	26
Rambo III	Ocean	58%	51
Red Heat	Ocean	74%	85
Return Of The Jedi, The	Domark	86%	51
Revenge Of The Killer			
Tomatoes	Visions	74%	6
RoboCop	Ocean	92%	59
Running Man, The	Grandslam	80%	66
Short Circuit	Ocean	71%	40
Star Wars	Domark	84%	48
Top Gun	Ocean	90%	37
Untouchables, The	Ocean	94%	70
View To A Kill, A	Domark	76%	18

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS **FREE!**

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

PERIPHERALS:

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

ACCESSORIES:

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

BOOKS:

ST Dedicated	68000 Processor	General Computing
--------------	-----------------	-------------------

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

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

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

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

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-309 0908

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234 ext 114
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-495 8321

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Shop, Dept CRASH-1080-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), do you own?

EADE - Advertised prices and specifications may change - please return the coupon for the latest information.

TEENAGE MUTANT HERO TURTLES™



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.



Teenage Mutant Hero Turtles,™ April O'Neil,™ Shredder,™ Heroes in a Half Shell,™ Mousec,™ Bebop,™ Rocksteady™ are all registered trade marks of Mirage Studios, USA. ALL RIGHTS RESERVED.

Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, USA.

Published by Mirrorsoft Ltd. under licence from Konami™ and under sub-licence from Mirage Studios, USA.

Konami™ is a registered trademark of Konami Industry Co. Ltd. © 1989 Konami. © 1990 Mirrorsoft Ltd.

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071 928 1454. Fax: 071 583 3494.





Nick's

PLAYING TIPS

GLADIATOR

A few tips for the Issue 79 cover game, *Gladiator* from Domark. If you're finding it hard to slash up your foes then John Mitchell from Doncaster will lend a helping hand. He completed the game in just an hour!

1. Select the two-pointed dagger.
2. Select a trident (that's one of those three pronged pointy things).
3. Select the two-pointed dagger again!
4. Start.
5. Move forward but try to dodge

6. the other player.
7. Keep moving forward until the other player turns around.
8. Move back a bit, get behind the player without him turning around again and stab him.
9. If he does turn around go back to point five.
10. Keep stabbing him by standing still with the border flashing.
11. When his energy has gone move back so he dies.
12. Do this on every round.
13. The bets, well I'll leave this to you — I can't tell you everything!

SATCOM

Continuing on from the tips printed when this game was on the cover cassette are this lot from Chris Dand of Surrey.

You should now be in possession of a list of phone numbers. Note them all down. There's no point dialing NASA as you can't crack the code using the logic analyser. If you dial CON you get a system overload — hence the name. So dial TLL. Terminate the phone link and work out the code as you did for Global Atmospherics. Re-dial and enter the code. Make a note of which satellite has had extra equipment fitted. Return to the control screen.

Dial LION, terminate the phone link and work out the code. Dial LION and enter the code. Make a note of the AD Countdown code. Return to control.

Dial CLR. This bit had me confused for a while — there was nothing but an advert for Cameo Laser Refractors — but it all became clear at the end. Note down the colour order of the four bars or colours (ie. red, green, purple and blue), then return to SatCom control.

Now dial CEL. Work out the code,

re-dial and enter it. You'll get two questions; answer the first one N and then Y. You'll be given the code to get into NASA. But there's more. The 'little quirk' talked about is that the number is actually written backwards, so to get into NASA you have to reverse the code (54321 would become 12345).

Dial NASA and enter the reversed code. Then enter the correct satellite (you should have noted it down). Now enter the Auto Destruct Countdown code. Press SPACE twice to return to SatCom. Work out the code. Repeat the procedure for the next two codes.

You'll then face a display showing the satellite racing around the heavens. You must arrange the coloured blocks in the correct sequence to destroy it: I did it by random key pressing and shouting very loudly at the computer! It's easier if you put in the colours from the Cameo advert, but put the last colour first and work up.

All things in the correct order, the satellite will explode and you'll have finished the game. I've seen some boring end of game messages but this takes the biscuit!

Lots of lush tips for you this issue. It's been quite a scrape to get this lot together, actually. Luckily I found a secret stash of letters which had dropped down the back of my desk (phew!). Come on everyone, get tipping and mapping all the latest releases: I hate sitting around twiddling my thumbs.

So what is there for you to get your peelers around this month then? I've got tips for *Vendetta*, *Back To The Future II* and *Gladiator* plus some handy maps for *Bloodwych*. What more could you want?

WEEKLY CHEATS

with Nicko!

THE RACE

All you have to do is press the keys P, I, T and Y and then SPACE. You'll be rewarded by the 50 seconds on the clock being permanently changed to 99.

SPY VS SPY

Load the game as normal, select one-player mode and make sure the exit door to the plane is visible right through the game. Now play the game. Go to the screen with the exit on it and close all doors on screen. Put a bucket from the inventory on each entrance and wait in the room. The computer player will pick up all the objects needed and then go to the room you're in. When he comes in the bucket falls on his head and he'll go to heaven for a short time. Now close the door he came in through and put a bucket on it. The computer player will keep trying to

enter the room you're in until his time is up. Look under the various objects in your room and you should find the suitcase, passport etc., and you can now go through the exit to the plane. (Robert Dorien)

WORLD CHAMPIONS

This is a game from the *Supreme Challenge Soccer Spectacular* compilation. If you've lost after 90 minutes, press BREAK and type GOTO 7000. The game restarts but the scores stay the same until someone gets a goal. (M. Smalley)

DEFENDERS OF THE EARTH (SAM COUPÉ VERSION)

When on the high score table type in '....ORG' (the four full stops are essential) and you won't lose energy but still lose a life if you fall in the water. (R.J. Clark)

BREAKPOINT

Here are a few tips for that recent Powertape game, *Breakpoint*, the 'interesting' game of Snooker! The expert at the game is Graham Cormode from Maidstone in Kent.

Press BREAK, then enter 781 and finally CONTINUE:

When you get a question wrong you'll just proceed to the next without getting the 'chances left' message.

After you've potted 16 reds and answered 16 coloured questions you'll get a final score out of a possible 128. The only problem with this cheat is that you lose the picture of the table and the boxes at

the top, but this doesn't affect gameplay at all.

The colour of the ball does not affect the question, just the time, so a black question could pop up as a red question but with more time to answer. Don't let time run out, guess if you don't know.

Finally, if you BREAK and LIST 1, you find the game program — it's in Basic! At the end of the listing are the questions with the letter of the correct answer at the end. This corresponds to the possible answers after the question because answer A is first, B is second and so on.

ROCKFALL

Many readers have been writing in telling of their mishaps with level two of this brilliant cover game from Issue 75. The

programmer of the game, Ian Collier is here to put the record straight. What you've found is not a program

fault but a trap for the greedy! The instructions should say not 'collect all the jewels' but 'collect the required number of jewels'. Sometimes not all the jewels are required but collecting extra ones will get you more points.

Level two of the game is made up of 54 jewels all of which you can collect except one; you can guess which one that is! Of these only 50 are needed to get you to the next level (see the number in the bottom right of the screen).

You should be able to get most of the 53 diamonds fairly easily, except for four diamonds in a box towards the bottom of the top-left quarter of the level (see diagram). You have to use the bomb correctly to get into the box. Do not get the top two diamonds immediately. When you drop the bomb, arrange

for it to explode at the point marked with an X. Do this by following the arrows — go vertically down to the X, collect the diamond then move up to the bomb and get out of the way.



MIG 29-SOVIET FIGHTER

Lots of fighter plane action in this action packed game. So much action in fact, you can hardly do without these tips from a mystery person who lives at 47 London Road, Newark. These tips work on levels one to five.

Just shoot a few planes, then switch to air to ground missiles and use all of them. After that just switch to heat seekers and keep dodging bullets. The Apache will soon arrive: just dodge all its missiles and launch your heat seeker. This missile will automatically home in

on the helicopter and blow it up. There should only be one Apache to each level, but just in case, always collect more heat seekers. If you're lucky enough to get a nuclear warhead before you come to a chopper, save it to use against it — this will give you extra points.

Always collect all the parachutes. Whenever a helicopter isn't near, blast enemy planes, and on bonus levels just sit still, the parachutes offer extra points. You must always keep moving so tanks can't lock on to you.

déjà vu-THE REMIX

Well, we've had *Déjà Vu* and now *Déjà Vu — The Remix*, when are we going to get *Déjà Vu the 12" CD megamix Import with free poster and signed autograph of the programmer?* Sam Harvry of Motherwell has sent in his solution and top tips.

SOLUTION

Key: R=Right, L=Left, U=Up, D=Down, T=Teleport, UL=Up/Left, etc.

L, l, u, d, d, t, r, r, r, d, d, r, r, l, l, u, u, r, l, u, dl, l, l, l, l, t, u, r, r, u, l, r, r, t, u, u, l, d, l, l, l, d, l, l, r, u, r, r, r, u, d, d, t, l, d, d, d, l, l, d, d, l, d, r, u, u, t, stand on pad below the teleporter, this will activate the bomb, t, d, d, l, u, r, u, u, r, r, u, t, r, u, u, r, r, u, d, d, t, r, r, r, l, h, u, r, ld,

d, l, r, r, u, r, enter spaceship, you've won!

HINTS AND TIPS

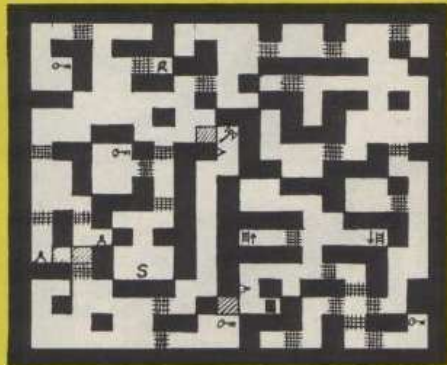
Some places will be protected with a code. Press fire above the pad and you'll see the puzzle to solve it. Put the lowest number first then the second highest and so on. You do not need to collect the bomb, just stand on the pad. A teleporter is like a pad but it has a roof. If the woman member of your crew is not in the place she usually is, just look around: she'll be on the opposite part of the ship, past some metal robots.

You may need more shields on your way than the ones you've got, so look around for them. You need all four keys, and take all the items you come across. To open a locked door you must have the right key then stand on the pad, press fire and it opens.

BLOODWYCH

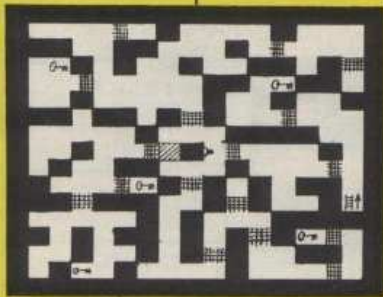
We said in the review that *Bloodwych* would be a game for all mappers out there to get stuck into, and by jimminy that's

exactly what's happened. The best of the maps and tips for the game I have been sent are from M.C. Parker of Hyde. F.A.B.!

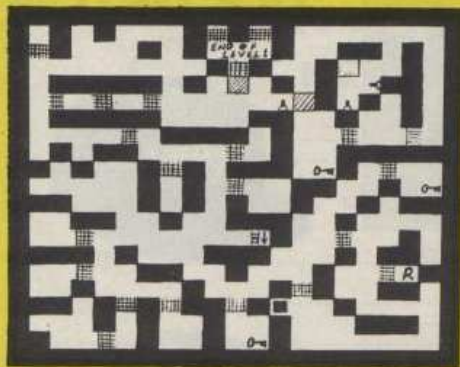


1. Try and ask everybody whether they have anything to sell. If you think it's not worth bothering try selling them something of yours

(make sure it's not something you'll need later). Money is definitely needed for spells.



2. Use the exchange option (with an empty transfer slot) to get expensive items for free.



3. Sometimes the paralyse spell doesn't work: this is because you cast it first. Make sure you cast it

last or on its own for it to work properly.

- KEY:** Δ = SWITCH ON WALL | R = REINCARNATION ROOM.
FOR ALL DIMENSIONS S = STARTING POSITION(S).
 O = KEY (S). \uparrow LADDER LEADING (UP).
 ■ = HOLE. \downarrow LADDER LEADING (DOWN).
 ▨ = FALSE WALL (Remain by using switches).
 ■■ = DOOR. \nearrow LITTLE AXE.

L.A. DRUGS BUST

More brilliant budget tips from the mysterious person from Newark. You should always put your name on all pieces of paper you send in, you never know when a page is going to go missing! This time the tips are for *L.A. Drugs Bust*.

A GUIDE TO THE ENEMIES ON ALL LEVELS

Big Guys: These are pretty easy targets — one shot will put them to rest.

Little Guys: Slightly harder than their big brothers. Every second one shot drops an icon for you to pick up.

Doormen: These are quite hard and fire like crazy. To get them put your target half in/half out of the

door and fire!

Cowards: These hide in windows and are pretty easy.

Lobbers: Fond of throwing grenades and easy to shoot. To deflect grenades, shoot on the upflight and they'll go off into space.

Grannies: Don't shoot these! If they sprout wings and fly away you've gone and popped one, and your energy will be diminished.

Helicopters: These swing into view and fire their guns at you. Choppers require multiple hits to destroy.

Moustachios: These come when the enemy counter reaches 000. They're surrounded by guards.

Wipe away all the guards and use the two second gap to take the big baddy's energy down. 40+ health is needed to kill these.

VENDETTA

This has got to be one of my favourite games so far this year. I just couldn't put it down. John Armstrong from Solihull in the West Midlands has a similar problem and he has compiled these tips for those less fortunate than himself.

PART ONE — SOLUTION

Walk right, punch door, go to box on the floor and pick up: you should have a crow bar. Go left out of the room and right, go to box on floor and pick up: you should have some pliers. Go right, climb the ladder, left, left, go through door, go to the fifth box and open it with the crowbar. Pick up: you should have something, go right, right, stab the map on the wall, it will disappear leaving a hole: pick up and you should have a road map. Search all the drawers and tables for objects, do this in all of the rooms. The objects you should have found are two video tapes, a screw driver, a disk and a weapons code. Use both the video tapes in the video recorder, put the disc into the computer and type in the weapons code which is ZIP1: you should get an ignition key. Now go to the car, use the screw driver to open the door and the ignition key to drive off.

face the tank but don't go too close. Using the bazooka, destroy it, go right into the next room, right, punch door, go in, search first table: you should find a handbag. Search table with chairs around it: you should find a road map. Go right, search first bed, get the shoe, go left, left, climb ladder, right, open box with crowbar, pick up: you should now have a key. Go back to the car, use the screwdriver to open the car and drive it off.

GENERAL TIPS

- ★ Use the knife to kill all the terrorists.
- ★ Be quick in searching everything.
- ★ When accelerating the car always hold down Q and N.
- ★ On sharp bends slow down to 120 mph.
- ★ Keep sending a spray of bullets in front of the car.

Goodbye, goodbyes, wpe that tear, reader dear from your eye! What a terrible singer eh? Almost as bad as *Fusid*. Who? Please, please keep sending in tips, cheats and maps on any games you have. I'm not only looking for stuff on the new releases but any old ones you feel could be useful to other readers. Send it all to: NEWSFIELD, NICK ROBER'S, PLAYING TIPS, CRAH, LUDLOW, SHROPSHIRE, SY8 1JW. See ya!

PART TWO — SOLUTION

Walk forward, punch door, go in, go to three weapons on the wall, pick up: you should have a bazooka. Using the crowbar search all crates for ammo, go out of the room and

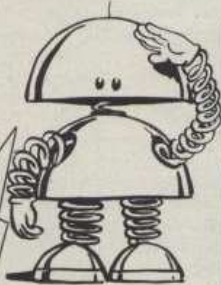
CRASH

ZX SPECTRUM

MAIL ORDER



BUY YOUR SAM COUPÉ FROM CRASH!



Hit Sam here. This is your chance to catch up with the latest and hottest computer around - the SAM Coupé. You can now buy your SAM Coupé straight from CRASH - a guarantee of reliable and efficient service.

Export orders please add £10 for extra handling charges.

SAM COUPE PACK ONE

The computer, the power pack, the manuals, the tapes and Flash! - the art program! All for £179.95.

SAM COUPE PACK TWO

The computer, the disk drive, the power pack, the manuals, the tapes and Flash! - the art program! All for £249.95

SAM COUPE PACK THREE

The computer, two disk drives, the power pack, the manuals, the tapes and Flash! - the art program! All for £329.95

AND THOSE OPTIONAL EXTRAS

Coupe Disk Drive £89.95
 256K Memory Pack £39.95
 Communications Interface £29.95
 External Disk Drive Interface £29.95
 Scart Monitor Cable £9.95
 Midi Cable £4.95
 Advanced Technical Manual £15.99

THE DISK DRIVE



THE COMPLETE SAM COUPE PACK ONE

T-SHIRTS £4.99, SWEAT SHIRTS £7.99



CRASH SPORTS BAG £6.99

Get a whizzo CRASH sports bag with two carrying handles and a removable shoulder strap!



CRASH RED MOON
T-Shirts only sizes
M,XL



CRASH SURFER
T-Shirts only sizes
M,XL



CRASH KING GRUB
T-Shirts only sizes
M



CRASH BLACK
T-Shirts sizes
S,XL
Sweat Shirts sizes
S



CRASH WHITE
T-Shirts only sizes
M,XL



I.G.M.
T-Shirts only sizes
M,XL

CRASH CAP £3.99 T.G.M. CAP £1.99



CRASH/ZZAP TRACKSUIT £7.99

small only



CRASH SPECTRUM PLUS DUST COVER

£4.99

Don't let the dust attack your spectrum, protect it with a CRASH computer cover!

ALL PRICES INCLUDE POSTAGE, PACKING AND VAT. NO HIDDEN EXTRAS

Please note — all offers on this page are while stocks last, order now as our policy is first come first served



HOTLINE 2 to 4 pm ☎ 0584 875851 ☎



CRASH STICKS

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches; dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50



DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £13.99



DYNAMICS COMPETITION PRO EXTRA
Features rapid fire, unique slow motion and see-thru body.
OFFER £14.99



POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

POWERPLAY CRUISER BLACK
With dual lead for spectrum 48K/128K/Plus/Plus2/Plus3.
OFFER £9.99

POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

POSTERS £3.99

Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1. (not shown)

THE CRASH HOT SIX

NIGHTBREED

Ocean
£7.99/11.99
save £2/£3

MIDNIGHT RESISTANCE

Ocean
£7.99/11.99
save £2/£3

JUDGE DREDD

Virgin
£7.99/11.99
save £2/£3

BATTLE OF THE BULGE

CCS
£10.44
save £2.55

PLOTTING

Ocean
£7.99/11.99
save £2/£3

SATAN

Dynamic
£7.99/11.99
save £2/£3

SOFTWARE MEGADEAL

If you wish to order any software that is currently available please use the following Special Offer discount table to calculate your Offer price using the recommended retail price as quoted on the software houses adverts

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

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.75 each.

17 to 37, 39 to 53, 55 to 57, 61 to 64

The following COVERMOUNTED issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.35 each.

54, 58 to 60, 65 to 68, 70 to 80



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarly, don't forget to indicate garment size for clothing. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

CRASH MAIL ORDER ISSUE 81

Name _____

Address _____

Post code _____

Tel no. _____

Method of payment (please circle) Access | Visa | Cheque | PO

Credit Card No

Expiry Date

Please make cheques and postal orders payable to CRASH Ltd.

Description	Format/Size	Price

TOTAL ORDER

SEND THIS FORM TO:
CRASH Mail Order, PO Box 10,
Ludlow, Shropshire, SY8 1JW

24 HOUR

COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY AUTHORISED REPAIR CENTRE



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



BEST SERVICE - BEST PRICES!

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

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

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

VideoVault Ltd.

Send your computer to - **VideoVault Ltd.**, Railway Street, Hadfield, Cheshire SK14 8AA. Tel. 0457 866555/867761/869899. Main Office, enquiries and orders only.

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

FAX No. 0457 868946

© COPYRIGHT VIDEOVAULT NO. 092032

TEN ★ REPAIR SERVICE

- Mail order repairs (Spectrum and Spectrum +1 only) **£24.95**, Spectrum + 2 **£40.00**, Commodore 64 **£40.00**, including parts, labour and P + P (Power supplies and Tape Recorders extra).
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- While you wait repairs **£24.95**, (Spectrum and Spectrum +1 Spectrum + 2 repairs **£40.00**, Commodore 64 **£45.00**, (Replacement Tape Recorders and Power supplies are at an additional charge).
- Spare parts available by mail order or over the counter.
- Six top games worth **£39.00** free with every Spectrum repair. Now includes **FREE** memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16 +4, Spectrum +2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Over 6 years of service in computers.
- 3 month warranty subject to our terms of trading which are available on request just send 2 x 19p stamps (the extra warranty by us is additional to any other rights you already have).

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

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

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

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

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

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

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

Why not bring your computer in for 'while you wait' service. Call for an appointment.

All prices are for Mail Orders up to 31.10.1990 only.

A GOOD DEAL FROM ROMANTIC ROBOT

<p>A GENIE For Multiface 1/128 or for Multiprint By residing in a MF/MP and outside Spectrum, GENIE disassembles ANY program ANY time at a touch of a button! Absolutely inGENIOUS! £9.95 £6.95</p> <p>LIFEGUARD For ANY Multiface/MPrint Freeze ANY program and let LIFEGUARD look for infinite lives, ammo, etc. £9.95 £6.95</p>	<p>A Multi face 3 For Spectrum +3 or +2A 100% universal Back-up with a real MAGIC button, Freeze a program ANY time and then save to disk or tape - fully automatic! Study/modify programs using the Multi-Toolkit. PEEK/POKE anything. £44.95 £34.95 With a thru port. £49.95 £39.95 £10 OFF!</p>	<p>A Multiface One & 128 For Spectrum 48/128/+2 Same features as MF 3: just push a MAGIC button MF1 works in 48k mode. It has a joystick interface Saves to tape, microdrive, wafadrive and Beta drive. £99.95 £29.95! MF128 is for 48/128 mode. Save to tape, microdrive, + D & Disciple. Miracle! £44.95 £34.95! £10 OFF!</p>	<p>A VIDEO FACE For any Spectrum. With a through port. Turn frames from video camera/recorder into Spectrum hi-res screens. Screens can be frozen, saved, printed out, altered, animated, etc. Menu driven, extra FX. Great fun, educational! £44.95 £29.95 £15 OFF!</p>	<p>A Spectrum +3 TAPE LEAD Hi-fi lead - £2.95 +3 BLANK DISK Quality disks at £2.95</p> <p>MUSIC TYPEWRITER The best Spectrum music program - play music on Spectrum keyboard and see it displayed in REAL MUSIC NOTATION! Perfect printout and many more features. Music education at £9.95 £5.95</p>	<p>A MULTI PRINT For Spectrum 48/128/+2. With or without thru port. The ultimate Centronics Spectrum Printer interface, and yet the easiest to use, Freeze programs to get a full print menu - unique! has all in its 8K Rom/Ram, Incl. Multi-Toolkit & cable. £99.95 £29.95 £10 OFF!</p>
--	--	---	---	---	--

You MUST NOT use any of the above products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner - to do so is ILLEGAL!

I enclose a Cheque/Postal Order/Cash plus P&P for £.....

or debit my Access/Visa No.....

Name..... Card Exp.....

Address.....

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

PLOTTING

Ocean

■ £9.99 ■ £14.99

Potatoes are funny vegetables, aren't they? But they can play a mean puzzle game, as you'll find out in *Plotting*. Controlling said vegetable, the action involves throwing tiles emblazoned with different coloured shapes at other tiles bearing identical designs. Each level is timed, and the idea is to clear each screen of a set amount (shown in the status panel) of tiles. You start each game with three special tiles: your little potato pal's lives. He starts each level with a special tile, which he chucks at the stack of tiles. Having destroyed one life, another tile comes flying back into his hands and then this can only be thrown at a corresponding one. It's easier to play than describe, but you get the



idea. Tiles can be thrown at tiles at the side of the stack or, by

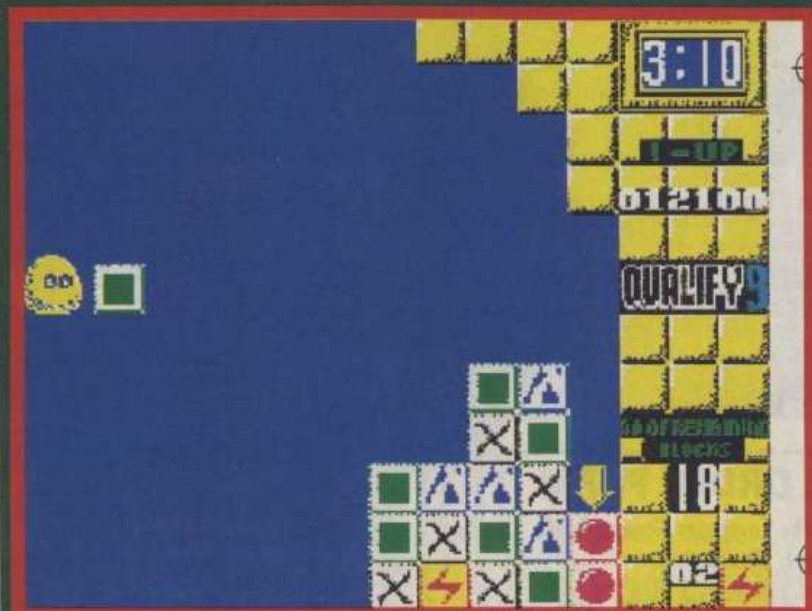
using a big yellow arrow as a pinpointer, at the tiles at the top. You play like this until

the timer runs out, you run out of special tiles or the tile held doesn't match the tiles in the stack: then it's game over.

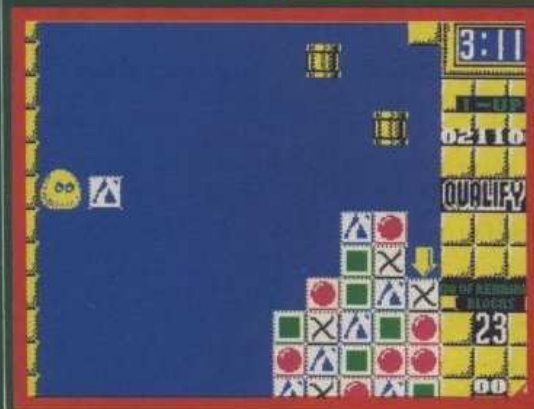
In later levels obstacles such as pipes appear, which block a tile's trajectory. This can get very frustrating!! My straight jacket size is large, by the way. From the start, this is great fun. Each move must be planned because one false move means a life is lost.

Graphics are good, but then the sprites are very simplistic (a few tiles and a potato shaped hero). Sonics are also pretty impressive (in 128k mode) though title and in-game tunes are a little twee for my taste. Still, they're jolly and bouncy and add a lot to the atmosphere. *Plotting* is a very playable puzzle game, but it falls just short of being completely amazing due to limited content.

MARK 85%



RICHARD *Plotting* — it's simple, but it's dead hard! What a rummy game this is, and a strange fish from Ocean; y'see it's an arcade puzzle game. With the objective of clearing each level of a set number of tiles, *Plotting's* gameplay can be easily learned, but it'll take hours of play to master. Well presented, graphics are clear and colourful, make it look and feel more exciting than many other puzzle games. The first few levels get you into the style of play and you can whizz through these after a while. It's after level four that things get tricky, but also very addictive. And just because there's a jolly 128K tune warbling in the background doesn't mean you can lose concentration; to succeed in *Plotting* careful studying of the blocks and planning strategic play is all part of the fun. Though arcade blaster fans will probably find it tiresome after a few plays, all gamers who like to use their brain will get their money's worth here.



RATING

Wonderful puzzle game — simple to learn, addictive, and attractive!

PRESENTATION	84%
GRAPHICS	86%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	81%

OVERALL 86%

86%

CRASH MAIL ORDER SPECIAL!

THIS BOOK WILL SAVE YOUR LIFE!!

When you're beaten by the best, there's only one way to win: **CHEAT!** Corish's Computer Games Guide is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Now there's no need to be stuck on your favourite game, the Computer Games Guide has the answers!

CHEATS FOR
★ SPECTRUM ★ C64
★ CPC ★ ST ★ AMIGA
★ CONSOLES ★

★
STUNNING!
Over 500 pages!
AMAZING!
Over 1000 games cracked!
BRILLIANT!
Over 9000 hints, pokes & maps!
★

Corish's COMPUTER GAMES GUIDE

RRP £19.95

Hints, Tips & Pokes for your favourite computer or console



* G'day! Produced in Australia, it took game players from Down Under by storm!!

★ Includes over **175** solutions for the top adventures and arcade adventures!



GAMES GUIDE ORDER FORM

Please send me a copy of the Computer Games Guide. I enclose £19.95. Method of payment, please tick:

Cheque Postal Order Access Visa

Credit Card Number

Expiry date.....

Signature.....

NAME.....

ADDRESS.....

POSTCODE.....

Make cheques and postal orders payable to Newsfield Ltd. Send this form to: Newsfield, Games Guide Offer, Ludlow, Shropshire SY8 1JW. Please allow 28 days for delivery, though we'll try to be quicker. Enquires: 0584 875851, ask for the Mail Order department. Offer applies while stocks last.

REVIEWS

BACK TO THE FUTURE Part II



Image Works

■ £10.99 ■ £14.99

With Part III pulling the crowds at the flicks, and Part II on rental video, everyone's going *Back to the Future* crazy! And as luck would have it, here's the *finished* (note well, other Spec-mags) Specky game of the film! *Back to the Future Part II* is a five level adventure through time where Marty and Doc Brown first go to the future to save Marty's son from being jailed.

2015 is the start of the game and Marty and Doc must prevent Marty junior from joining Griff's gang. He's the grandson of Biff and just as evil. Marty goes to the Cafe 80s and poses as his son. But trouble ensues and our hero is forced to make a hasty retreat on a hoverboard. As you race through the streets of Hill Valley you're attacked by Griff and his henchmen, a variety of obstacles and even old Biff. Of course there's a time limit, shown in the status panel along with the date, amount of energy left and amount of lives remaining.

Bonus objects can be picked up along the way. Speed-ups increase the speed of your hoverboard, power-ups replenish energy, and accelerate increases speed of scroll. Once Marty

is out of this mess he and Doc find that an unconscious Jennifer (Marty's girlfriend) has been picked up by the police. Assuming she's the 2015 version they take her home. In this section you control Jennifer's actions: don't let her meet her future self and family!

Jennifer rescued, Doc and Marty return to 1985 to find things have changed a lot: armed gangs roam the streets. This is due to old Biff finding Marty's almanac



(containing sports results 1950 through 2000) and returning it to his younger self in '55. Combined winning certs have made him one of the richest men alive in '85, and he's taken over Hill Valley.

Marty must battle his way through thugs, muggers and scum to reach Doc and the

DeLorean car to get back to '55 and sort out the mess.

In 1955 you must retrieve the almanac from Biff. First complete a sliding block puzzle of Marty playing guitar at the Enchantment Under The Sea dance, then chase Biff's car by hoverboard to retrieve the almanac. Get the book and life is back to

RICHARD Yes, the programmers have followed the film very well — all the highlights have their own individual section. Level one is neat: the highly detailed scenery scrolls horizontally and diagonally depending on which way you're hoverboarding, and a smooth scroll it is too. Plenty of action on the road — cars, Griff's gang, old Biff and an assortment of people all make it look exciting. But the actual gameplay isn't that thrilling or addictive. It's difficult to hover safely, with so many obstacles and Griff and his ensemble giving lethal chase: it's simpler to leap your way through the whole level. The game combines arcade gameplay with lateral thinking: level two is fun as you control the doors of a house in an attempt to prevent Jennifer meeting her future self. While a good program, it isn't stimulating enough. You may keep playing until level five is completed, but it's unlikely you'll be playing again. Oh, and it's a mega multi-load, there are five — *five!!!* — loads before you get into the game itself! Fine on disk, but on cassette it gets tedious as you continually flip back and forth. **65%**

normal, fail and the consequences will be dire.

Sounds exciting, but I was very disappointed with *Back To The Future Part II*. Sound is the best feature (continuous on the 128K); title screen and in-game music are impressive. More than I can say for the graphics: a small and scruffy looking Marty plus shoddy backdrops make this game about as appealing as drying paint. The biggest pain though is level two — Jennifer is all but invisible and the floor plan is a mixture of vile colours (which helps very little).

All in all, getting a product that ties in well with the movie appears to have been the real thought for the programmers, with gameplay dragging behind somewhere.

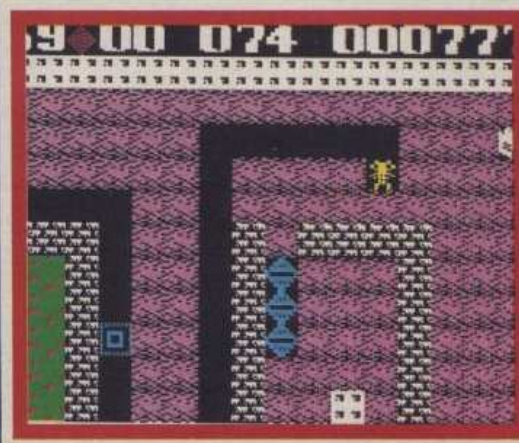
MARK 50%

RATING

PRESENTATION
GRAPHICS
SOUND
PLAYABILITY
ADDICTIVITY

OVERALL 57%

BOULDER DASH IV



HiTec Software
■ £2.99 ■

Boulder Dash is a simple but highly addictive game type, with a cult following, and this is the latest in the saga, complete with construction kit. The object is to search through labyrinthian caves and collect a set number of diamonds before progressing to the next level. Sounds easy, but it isn't!

Graphics are nothing special — what makes the game is the infuriating way you can get so far then get trapped and have to start the whole cave again: this keeps you coming back for more, and more! The caves are full of sand and once you've wiped it away it forms a path

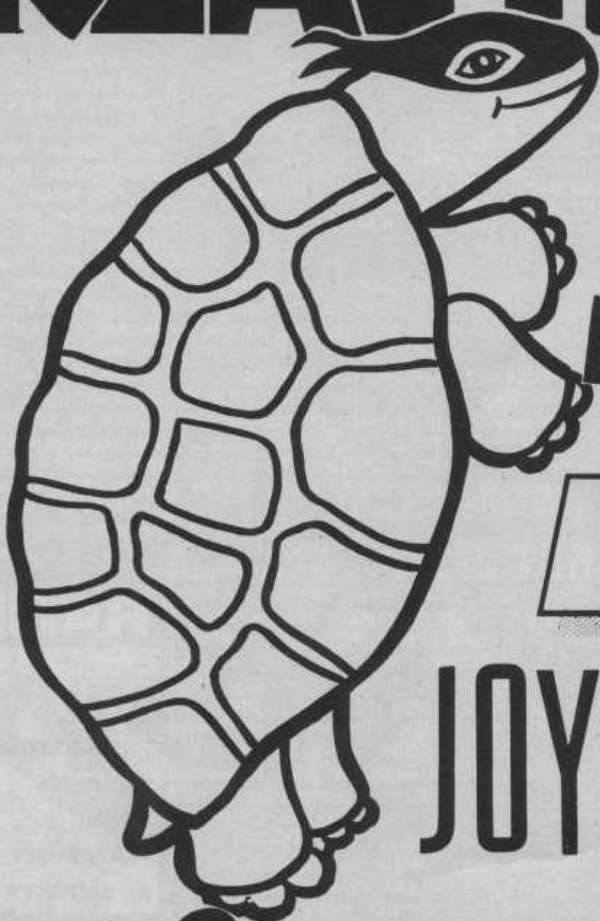
for all the nasties to follow. The longer you make the path the further they have to go, giving you more time to steal diamonds.

The construction kit part allows you to build up your own caves or write your name in blocks (wo!), whatever takes your fancy. Instructions are easy to follow and the building block method of construction is something everyone can master.

Definitely one for all fans of Boulder Dash games — new players will soon be addicted!
NICK

RATING
OVERALL 73%

REAL HEROES



only play
with

ORIGINAL

EUROMAX

JOYSTICKS

**The
TOUGH ONES**



WIN - WIN - WIN - OVER £300 WORTH OF JOYSTICKS TO GIVE AWAY

Name: _____

Address: _____

Post Code _____

How Many Microswitches
give 8 way Directional Control

4 8 16

Which Euromax Stick has been
Europe's Best Seller for 8 Years

Pro 9000 Arcade Flashfire

Tie Break: Name Your Favourite Retailer
and in no More Than 12 Words say why he is Best.

Name _____

Address _____

Why? _____

Please tick if you require further information on the Joystick Range

Closing Date 31st Dec 1990

**EUROMAX FREEPOST BRIDLINGTON
N. HUMBERSIDE YO16 4BR Tel: 0262 602541**

REVIEWS

SATAN

Dinamic

■ £9.99 ■ £14.99

Demons have taken over your world and it's your job, brave warrior, to find three magical scrolls and destroy the satanic hordes. As a member of the Army Of The Divinity you're blessed with magical powers, an essential requirement as you leap and bound around in the dank, dark caves of the first load.

Sadly, your magical powers don't extend to blessing you with a decent weapon at the start of the game. With only an energy bolt for protection, you fight against hellish looking monsters with names like Trows, Kelpies, Nairbs, Glastigs and Tam Lins. But, but, but! You laugh in the face of danger, because

and Lightning acts as a smart bomb.

Prolonged contact with the various denizens drains your energy, but with boosted weapons the creatures are looted, and some drop power-up icons with their dying breath.

The three magical scrolls are guarded by a Tam Lin. If you thought the other creatures tough, wait until you see what this dude can do! The only way to kill this Darwinian nightmare is to first blow its heads off and

magical icons are scattered about to aid you: Coins boost your score, Elixirs increase flagging energy, Clocks add time (the game is played against the clock), Power-Ups improve your weapon



RICHARD Finally, Dinamic has got it right! Games from this Spanish software house are always good looking but usually impossible to play! But here's *Satan* and it's really playable (thank heavens!); classic platform action as you control the hero leaping around the depths of the underworld, and there's plenty of action to keep you playing — monsters wielding axes, flying spooks and a whole host of demonic opponents line the treacherous route. The scrolling scenery on each level makes up a huge map, one that'll keep cartographers up late at night! Plentiful and well designed graphics abound, occasionally so much so that it's difficult to tell exactly what's going on! You'll be grabbed with addiction as soon as play begins, there's so much in it — but don't get over excited as a wrong move could prove fatal. So, there you have it: playable, addictive, good looking and plenty of it, it'll bring out the devil in you!!

87%

PRO GOLF SIMULATOR

CodeMasters ■ £2.99 ■

Fancy yourself a budding Nick Faldo? Well, here's the perfect training to get

you ready for the real golf courses! *Pro Golf Simulator* is fabulous fun to play on your own or with friends. The

course is packed with colourful graphics of ponds, bushes, trees and a whole host of obstacles to overcome. Should you get fed up with playing the course, there's an editor included so you can design your own!

For beginners at golf plenty of options are included: you can practice any hole you like or just have a go at the putting — you'll soon be on your way to getting a hole in one! Be careful where you aim your shots, a wrong swipe could lose your ball forever or sink it to the bottom of one of the ponds for the ducks to play with!

Pro Golf Simulator is a reasonable attempt at putting the sport onto your computer. What I want now is a crazy golf simulator, much more my kind of game!

NICK

RATING

OVERALL 69%

then shoot it in the heart (simple, eh?).

When all three scrolls are collected it's off to the other half of the game in load two. Using the powers collected by the warrior, you now control a wizard with the objective of freeing your wizardly comrades and destroying the evil forces forever.

Again, *Satan* and his evil creatures are after you; tough to kill, but with each one destroyed, coins are awarded which can be used to purchase goods at the shop of Brownie The Wizard. So buying Teleport Cards, Satan Scanners, Energy Rechargers, Magical Axes and Shields Of Fire increases your chances of rescuing your friends and killing Satan once and for all.

Although the main and background sprites in *Satan* are detailed, your character sprite is so small he's almost lost. The scrolling is also on the dodgy side with the screen moving a fraction behind your joystick movement. Despite that, *Satan* is a reasonable play, especially load one which reminded me of *Black Tiger*. Sound is a disappointment, with only standard blasting effects and no title tune. *Satan* is an average hack-'n'-slay style game which didn't hold my interest for long.

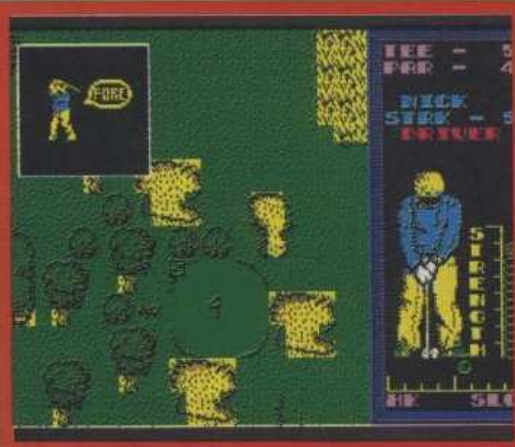
MARK 72%

RATING

Immediately playable and bang term engrossing due to a huge playing area.

PRESENTATION	67%
GRAPHICS	75%
SOUND	63%
PLAYABILITY	81%
ADDICTIVITY	77%

OVERALL 80%



IN PAPERBACK...IN HARDCOVER....INVENTIVE...
INGENIOUS...INCREDIBLE...

TRUCKERS

The first part of
the nome trilogy
now in
paperback.



WINGS

The hilarious third
and final part of
the nome trilogy.
in Doubleday
hardcover



The wonderful world of the nomes.
For readers of all **SIZES**

GUNFIGHTER



USE YOUR VOICE
TO OUTDRAW THE
GUNFIGHTER
FOR CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 26P/Min Cheap 38P/Min All Other Times

MEL CROUCHER
- COMPUTER
FILM LINE
0898
299 399
3 mins of mind
& 1
blowing entertainment

TONY
TAKUSHI
CONSOLE LIVE
0898
299 390

THE HOTTEST
GAMES
SECRETS
0898
299 388
MEGATIP
GAMESLINE

SAM COUPE
HOTLINE
0898
299 380
featuring Alan Miles
& Bruce Gordon

Proprietor: B. Everiss, PO, Box 71, Kineton, Warwick, CV35 0XA.

Calls charged at 33p per min. cheap rate and 44p per min at all other times.
(Ask whoever pays phone bill)

FED-UP PLAYING WITH YOURSELF? THEN READ ON...

Do you think you could conquer the world or survive the pitfalls of being a Troll? Are you a potential Captain Kirk or even Mastermind material? Now you can FIND OUT! Enter the exciting world of Play by Mail, send NOW for a FREE Start-Up in any of our games.

CRISIS! is a fast-paced wargame for twenty players set on Earth in the near future. You send your troops out to invade the countries of the world while your factories produce the income required to fund your campaigns, and your nuclear missiles obliterate vast tracts of enemy land!

URNS PROCESSED FORTNIGHTLY £1.50/turn

TROLLS BOTTOM is a strange island of magic and mayhem where seventy players play the part of enormous Trolls. They fight, hunt, make things, eat, and fight again until only one remains. Perhaps that one will be you?

URNS PROCESSED EVERY TEN DAYS £1.50/turn

STAR CLUSTER is a game of interstellar conquest for fifteen players. Each race seeks ultimate control of the cluster, but first they must explore and conquer it. Could you lead your race to stellar domination?

URNS PROCESSED FORTNIGHTLY £1.50/turn

TRIVIA is a postal trivia league for one hundred players. You answer a selection of twenty 'trivia' questions and set two of your own for the other players to answer. Each league contains ten divisions of ten players, could you gain promotion to the top of the first division?

URNS PROCESSED UPON RECEIPT £1.50/turn

Games by Mail

5 TOWN LANE, LITTLE NESTON, S. WIRRAL, L64 4DE
TEL: 051-336 1412 FAX: 051-336 8156

G·B·M

For quality Play by Mail Games

WHAT EXACTLY IS 'PLAY BY MAIL'?

'Play by Mail' is a method of playing a whole variety of Computer Moderated Games through the post (although you may telephone, fax or DX your turns to us at no extra cost). You do not need to own a computer to participate in P.B.M. as our central computer does all the work.

'Play by Mail' is a rapidly-growing hobby catering for all ages and interests. We have people from all walks of life playing our games. Where else but 'Play by Mail' could you pit your wits against people at school/college/university, taxi drivers, company directors - in short, all manner of people. Only 'Play by Mail' offers you the thrill of playing against all these people, many of whom live outside the U.K.

The game format is very straightforward:

- Read the rules for the game you have selected.
- Work out your orders.
- Complete a Turn Card.
- Post the Turn Card to us.

Your turn will be processed by our computers and you will receive a printout showing the result of your actions (3-10 pages depending on the game and the stage it is at). This process continues until a player, or group of players win the game.

Write or phone now for further details including information on all the games we run.

TICK START-UP REQUIRED

- CRISIS!
- TROLLS BOTTOM
- STAR CLUSTER
- TRIVIA

**START-UP
AND FIRST
TWO TURNS
FREE!!**

NAME _____

ADDRESS _____

Games by Mail
5 Town Lane, Little Neston, S. Wirral, L64 4DE.



HEROES

Domark
■ £14.99 ■ £19.99

Apart from being the title of a David Bowie album *Heroes* is the latest four game compilation from Domark. For those of you who've been off-planet for the last few years here's a rundown of the fab four games that will set your Spectrum alight!

Licence To Kill is a six level 007 game where Bond must apprehend evil drugs baron Sanchez. The six levels split into three scenes in which Bond chases Sanchez around most of North and Central America in a range of vehicles, takes swimming lessons, is shot at a lot and finally faces Sanchez on an 18-wheeler truck.

In *Barbarian II* you choose to play either the tough Barbarian or Princess Mariana. Trudge across wastelands, caverns and dungeons until you reach evil Drax's inner sanctum and lop his head off once and for all. Drax isn't at all sporting: he sends a range of his most evil denizens to stop you. But with a range of devastating combat moves at your command, he'd better watch out.

Next hero in the line-up is

Arnie Schwarzenegger as *The Running Man*. You control Ben Richards, participant in the future's top TV game show where punters are ripped limb from limb by paid assassins called Stalkers for the entertainment of the masses. With five sections to the game, there are four zones where you're attacked by Stalkers. Survive that and the fifth level takes you back to the studio to face Killian



PRO TENNIS SIMULATOR



RICHARD It's a bit of a bargain this *Heroes* thingy. Top of the pile is *Licence To Kill*, a red-hot shoot-'em-up played against violent attackers over a scrolling landscape. *Barbarian II* is neat too, but not wholly playable until the many attacking moves have been mastered. Once you get the sword swipe just right, ploughing through the original array of monsters and mutants is great fun! *Star Wars* is enjoyable enough, though simplistic play and dated action may not have you returning to it often. And what of *The Running Man*? It's a case of good presentation covering a rather unplayable game — and the multi-load on the cassette version's a pig to use.

76%

the smug MC of the programme.

The fourth game is *Star Wars*. Guide Luke Skywalker as he flies his X-wing fighter into the Empire's most devastating weapon, the Death Star. Three sections await: the dogfight in space with the TIE fighters, the death defying slalom through the laser defence towers and finally a flight through the trench to hit the impossibly small exhaust port.

Most compilation games verge the average because they generally contain one

good game and several turkeys. It's nice to see a compilation with three good games and only one dud. *The Running Man* is the fly in the ointment as far as I'm concerned: the sluggish control and un-Schwarzenegger like main sprite turned me against it when it was first reviewed. Four games for fifteen quid is good value for money, even though they are getting on a bit now.

MARK 87%

RATING

Neat compilation with enough action for any aspiring Hero!

PRESENTATION	80%
GRAPHICS	83%
SOUND	78%
PLAYABILITY	80%
ADDICTIVITY	78%

OVERALL 82%

CodeMasters
■ £2.99 ■

You can't be serious! The ball was in! All the atmosphere of the real game has been captured in *Pro Tennis Sim* with the usual moves available to the player, and a choice of court surfaces to play on, including grass and clay.

Many past tennis games have been almost impossible to play, with complicated key combinations needed just to hit the ball back at the other player. This is much simpler and should appeal to a wider audience. Graphics are of a good standard, with large animated tennis stars and well drawn and coloured surroundings to the three

courts. It takes a bit of practice to learn when to hit the ball and judge where the other player is going to hit it but once mastered you can be on your way to the top of the league.

The two player option is really fun, especially if you get someone to play against who hasn't got a clue. Smashing the ball so they can't reach it is tremendously satisfying! One of the better tennis games around. I just wish it simulated cool drinks after each match!

NICK

RATING

OVERALL 72%

NIGHTBREED

Ocean
■ £9.99 ■ 14.99

Speak city, ahoy! Welcome to Midian, home of mutants, berserkers and psychotic killers. Not the place you'd normally pick to get away from it all, but playing Boone this is where you are. Y'see Boone has been accused of a series murders he didn't commit and as he runs for the prairielands of Canada,

stumbles across this long-forgotten necropolis.

But in the game there's no time to stand around like a lemon catching up on the storyline, because the colourful scenery is packed with vicious attackers. The assorted hordes (some almost human, though mostly a lot of huge ugly bugs) are trying to prevent you reaching Mask, arch enemy in the game.

Nightbreed is essentially, a beat-'em-up played across a huge map. Scenes are

viewed side on, and the screen flips between areas as you control Boone's movement to the left or right. If a route is available up or down the screen, arrowed gateways mark the turning point.

Boone is unarmed to begin with and it's up to you to control his attacking moves such as punching and kicking. Most of the human-looking mutants can be defeated with a good few solid blows, as long as you lay into them before they pull out a gun or flamethrower! Midian's monsters are slightly more difficult to kill outright, though a swift sliding kick knocks them out of your way — giving you, at least, the chance to escape! Some armed attackers, when knocked out, drop their weapons — pick 'em up and success should be easier to achieve (use sparingly: bullets are limited!).

MARK As colourful as *Night Breed* is, it's a wee bit over the top. Both the character sprite and attackers are monochrome, and against a colourful background they're very difficult to see. Add to this the very, very annoying multi-load and I was turned against the game very quickly. But after a bit of perseverance (and a lot of peering myopically at the screen) I started to enjoy myself. Boone has a hard time of it initially as he only has his fists and feet to defend himself but later on weapons of varying effectiveness come into play. It's a shame the multiload is such a pain because after initial doubts I quite liked this — but not when you have to reload whole sections of the game.

69%

There are three different levels to explore (above Midian, in Midian and the bowels of the necropolis), but, and this is the rummy thing, you don't have to *complete* one level before progressing to the next. Often you don't have a lot of choice — holes open up in the ground and downwards you plummet. If you collect secret pass codes you can enter one level automatically, instead of playing through others.

Sound's fun, eh? Well, this is where the most annoying element of the game comes in: it's a multi-load and every level is loaded independently of each other, and that includes the main part of the program and the introductory screens. The effect is like playing a game on ITV: you just get into the action when you have to stop for the ads (here, the next part to load). So, in one game you could spend more time forwarding and rewinding the cassette and loading rather than playing the game!! Boo! The disk version makes everything a lot better because of the rapid access. The gameplay is good fun

and not as predictable as most beat-'em-ups — just as you begin attacking one enemy, a bomb, or another mutant flies onto the screen causing extra hassles. Though packed with colourful graphics from start to finish, the layout of a scene (you often walk behind objects in the foreground, disappearing from view) may make it difficult to see what's *exactly* going on. An enjoyable, playable action game (packed with lots to discover, *Nightbreed* should hold your interest for a long time.

RICHARD 80%

RATING

Playable beat-'em-up on disk, overall 12% less so on cassette multi-loads

PRESENTATION :78%

GRAPHICS :77%

SOUND :68%

PLAYABILITY :77%

ADDICTIVITY :78%

OVERALL 78%



GUARDIAN 2 revenge of the mutants

Hi-tec Software
■ £2.99 ■

Classic shoot-'em-up action straight from the oldest arcade machines! *Guardian II* is a space invader game featuring a fast horizontally scrolling landscape as you attempt to rescue people

stranded on the ground. This kind of gameplay was all the rage in the early days, similar to the excellent *Scramble* type games.

Graphically it's very simplistic: small aliens fly about each level shooting tiny bullets at you — so tiny you can easily mix them up with the starry background! One thing that annoys me is



the keys the programmer has chosen to control the game, they're impossible! It's even worse on joystick!

Guardian II is highly addictive: one for arcade freaks everywhere. A word of advice though, read the instructions first: in my first game I started to massacre all the earth people — they weren't too pleased!

NICK

Overall 65%

RATING

OVERALL 65%

KICK OFF 2



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ Kit Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics.
- ★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- ★ Two players teams mode against the computer.
- ★ After touch controls to bend or dip the ball.
- ★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - *Ultimate soccer simulation.* 96%.

THE ACE - *Brilliant. Buy, Boy, Buy.* 93%.

AMIGA FORMAT - *Best footy game to have appeared on any machine.* 94%.

ST FORMAT - *What a game! Gem to play. Magic.* 90%.

C & VG - *Championship winning material.* 95%.

GAMES MACHINE - *Probably the best sports game ever.* 92%.

COMMODORE USER - *No other footie game can touch it.* 90%.

AMIGA ACTION - *Surpasses all other football games.* 93%.

POPULAR COMPUTING WEEKLY - *Nothing short of brilliant.*

NEW COMPUTER EXPRESS - *Computer football event of the year.*

AMIGA & ATARI ST.....	£19.99
IBM	T.B.A.
CBM 64, SPECTRUM & AMSTRAD.....	£9.99 Cas.
CBM 64, SPECTRUM & AMSTRAD.....	£14.99 Disc
KICK OFF 2 & WORLD CUP (AMIGA & ATARI ST) ..	£24.99
KICK OFF 2 (Expanded Amiga)	£24.99

ANCO



RAZE

RAZE, THE
SIZZLING NEW MONTHLY
DELIVERING SCORCHING CONSOLE
AND 16-BIT COMPUTER ENTERTAINMENT,
AT YOUR NEWSAGENT FROM 27TH
SEPTEMBER FOR ONLY £1.95, OR SEND
YOUR CHEQUE TO RAZE, NEWSFIELD,
LUDLOW, SHROPSHIRE SY8 1JW. BRACE
YOURSELF FOR THIS NEW
EXPLOSIVE PACKAGE...

RAZE (*reiz*)
vb. (tr) 1. To demolish
(a town, buildings, etc)
completely, level (especially
in the phrase raze to the
ground). 2. To delete,
erase. 3. To destroy,
wipeout (as in raze
the opposition).

Hell Razen'

BATTLE OF THE BULGE

delaying Patton during his 90 degree upward turn of the southern battlefront. Other

The game follows the standard order/movement phase-type play. Giving any

unit an order turns it light blue. Orders include Move, Road (an excellent, time-saver, order that requires the unit to follow the road to the destination), Bomb (artillery fire), Construct/Demolish (for bridges) and Sabotage (for the two American supply depots).

Initially, considering the bad weather, aircraft support was negligible. Sensibly, though, some air attack/recce is available on a limited basis. On the whole, *Battle of the Bulge* is an excellent game — although I'm slightly foxed as to the 128K version on side two of the tape as I couldn't see any 128K enhancements and no mention was made of this in

the manual.

CCS have not included a modifier for the German undercover commando team that caused some disarray in their American uniforms by scaremongering, rumour spreading, etc. I would have liked to have seen this included as they did have limited success. American troop movements were delayed, some high ranking US officers were arrested/delayed on suspicion of being a spy, etc. Even with my minor gripes, I still enjoyed *Battle of the Bulge*. CCS once again show they have the Spectrum wargame market by the short and curries.

PAUL RIGBY 82%



CCS ■ £12.95 ■

Somehow, by early December 1944, Hitler had achieved the near impossible. He had, from defeated and disarranged armies, constructed a new army group on the Western Front. A Group that was not only constructed to hold the front — but to punch a hole all the way to the English Channel. What followed was the largest, and most daring, armoured counter-offensive in history.

Complete with 20-page manual, CCS's interpretation of the battle also includes a few interesting 'what ifs' such as having the poor weather remain throughout the battle, not allowing Montgomery to be appointed as Commander of the Northern shoulder and

pre-start options include an Allied/German computer player, a two-player option, levels of difficulty and deployment options (historical or player-set).

The on-screen map and units are well designed and easily interpreted. Placing the cursor over any unit brings up its stats including unit morale, supply level, movement points, etc. Orders are easily despatched and info found by the Find key which hops around the map, cycling through your forces.



RATING

An excellent strategy game, a few extra options would have made it perfect.

PRESENTATION	78%
GRAPHICS	80%
SOUND	42%
PLAYABILITY	84%
ADDICTIVITY	86%

OVERALL 82%

PRO GO-KART SIMULATOR

Zeppelin Games
■ £2.99 ■

Go-karting hasn't been used as a game theme for, um... well, it's never been used! So, if you fancy racing it up, jump in!

There are three circuits to race around, each different in layout, featuring hills, valleys and plenty of scenery that flies past at a rate of knots. Racing against three other crazy 'karters and the clock, your kart is equipped

with a hell of a lot of speed: four gears, and a turbo booster for that extra thrust.

Gameplay is incredibly simple — push down on the accelerator and keep your kart on the track! But it's not easy, especially as there are so many signs, billboards and hay bales lining the route — crash into one and your kart goes flying sky high! *Pro Go-kart Simulator*, as the inlay says, is all about speed — unfortunately there's just a bit too much. Your 'kart has two speeds:



none and too fast, making it tough to keep total control of the 'kart. The action happens screen centre, surrounded with decorative bits and bobs, but the playing area is too small to clearly see what's happening on the track. Well programmed and technically very good, it suffers from lack of solid playability to keep you coming back for more.

RICHARD

RATING

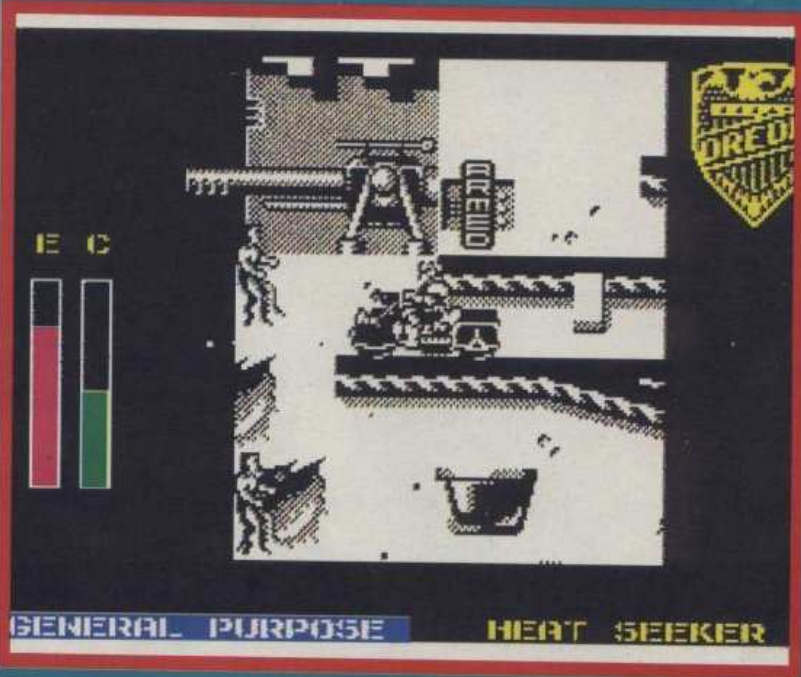
OVERALL 66%

JUDGE DREDD

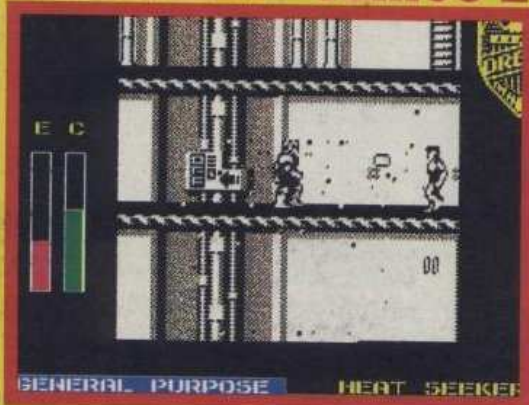
Virgin Games
 ■ £9.99 ■ £14.99

Judge 'Old Stoney Face' Dredd is one of the longest running and best loved characters from *2000AD* comic and now you get to control Mega-City One's finest cop. Dredd battles through six levels, each based on a Dredd story. Gameplay is essentially that of a shoot-'em-up, and similar to *RoboCop* as you view the eight-way scrolling action from side on.

In the game Dredd does what he's best at, catching 'perps'. Level one takes you to Dan Tanna block where the League Of Fatties are running riot and eating all that comes to hand. So, with trusty Lawgiver gun in hand and Lawmaster bike on call, your prime objective is to shut down four food dispensers and then guard the food convoy as it trundles into the city to feed the starving millions. Watch out for the fatties as they throw food at you and even jump off walkways in an attempt to flatter you. The



INTERALIA - CERIUS 2



Atlantis ■ £2.99 ■

This is nowhere near as good as the original *Cerius*. That was full of cute, cuddly creatures and addictive gameplay, this is just a basic shoot-'em-up with nothing to compel you to come back for more. You fly awkwardly around each screen hopelessly trying to avoid enemy bullets and return some of your own. The ship moves so slowly you're bound to be killed before you get anywhere.

You can build up your ship's weaponry (like all the best games) to a double laser, triple laser and even a Antiphib blaster (cool!)

Graphically, *Cerius II* resembles the other games created by programming team The Shaw Brothers: colourful and detailed sprites move glitch free across the screen. But graphics alone do not make a game, and with a tune like the one on the title screen anybody with ears will want to switch off! A disappointing follow up that may only appeal to shoot-'em-up fans.

NICK
 Overall 51%

RATING
OVERALL 51%

status panel shows your energy (knocked down by attackers) and the rising crime level: the idea is to keep your energy high and the crime rate low.

Scene two takes you to Charles Darwin block where Professor Fribb has created an enzyme that reverses the process of evolution. Unfortunately, some of the deadly enzyme has escaped through the vents and the inhabitants of the block are now less than human. Here Dredd must again walk through platform after platform apprehending lizards, amoebas and monkeys whilst closing the outlets from the ventilation system. Once this is done he heads for Fribb's lab to arrest the amoeba that the unfortunate Prof has become.

Levels three, four and five cover the events of one of my

favourite Dredd stories — *Blockmania*. The Sov Block agent Orlok has started blockmania, induced gang warfare, in the City and Dredd must stop him and his comrades who are contaminating the Aqua Plant in level three. In level four, his Aqua Plant plan thwarted, Orlok tries to contaminate the Weather Station. Level five sees Dredd trying to control the outbreak of blockmania. And level six? My advice is give up now because the four Dark Judges Fear, Fire, Mortis and Death pay Mega-City a visit and it's up to you to get rid of them using dimension bombs. Good luck Dredd, you'll need it!

A far better game than the original *Judge Dredd* game by Melbourne House, Virgin have done a good job in adapting the *2000AD* strips. My only slight moan is that the six

levels look and play very much the same: you wander around the playing area bagging the baddies and shutting off four valves/vents/food dispensers etc. Graphically the game is good, especially the cartoon style drawings that appear when Dredd calls his bike and is hospitalised through loss of energy. The sound track on the 128K version is neat too.

Gameplay is tough: keeping the crime rate down and your personal energy level up takes a lot of practice. Add to that the novel logging-on to the Justice Department computer system before playing (a 9.4 million gigawatt computer, indeed!) makes *Judge Dredd* a playable package. It's a shame about the limited content though.

MARK 79%

RATING

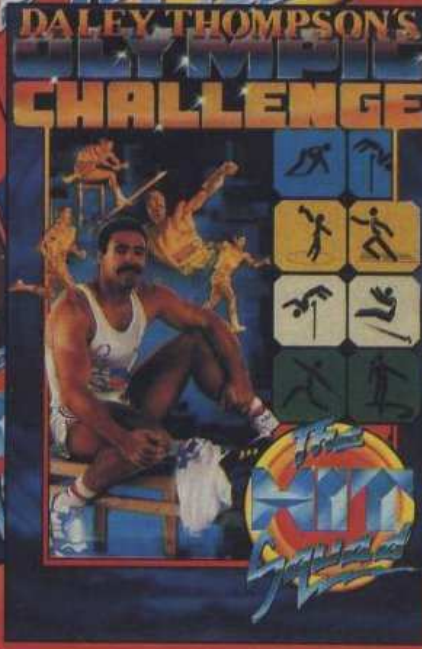
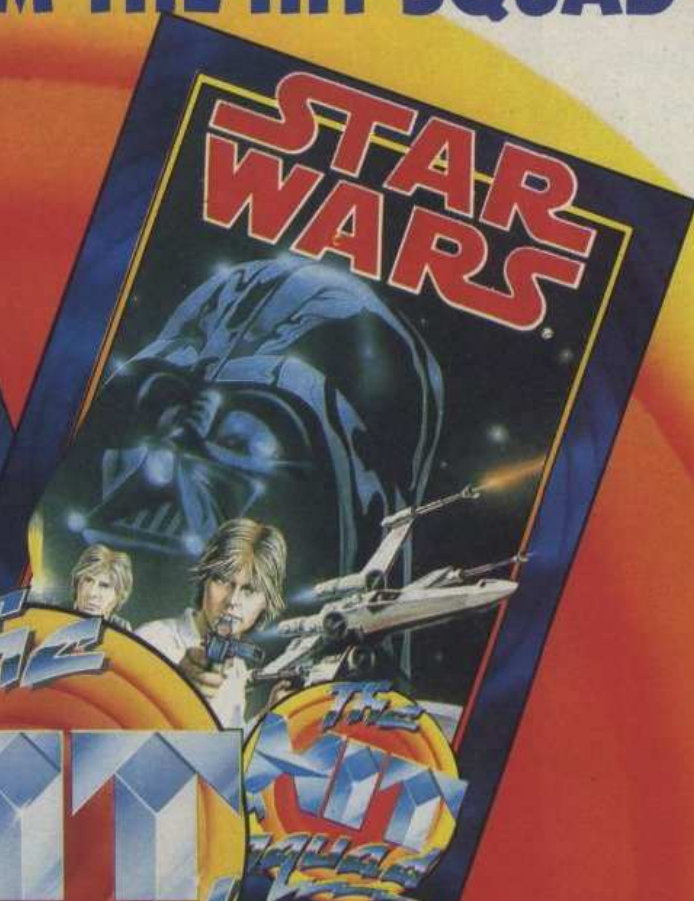
A fine blasting romp marred by repetitive gameplay.

PRESENTATION	84%
GRAPHICS	78%
SOUND	81%
PLAYABILITY	78%
ADDICTIVITY	64%

OVERALL 78%

76%

HOT SHOTS FROM THE HIT SQUAD



HIT NAMES • HIT GAMES • HIT SQUAD

ALL AVAILABLE NOW FOR: SPECTRUM • COMMODORE • AMSTRAD

THE HIT SQUAD • PO BOX 350 • MANCHESTER • M60 2LX

WOOAAAH! SPEED MACHINES!!

★ WIN A FABBY
FORMULA ONE
SKALEXTRIC SET!!
★ ACCOLADE GROOVE
SHIRTS TOO!!



SPEED AND POWER
Formula one racing is a world of power, passion (phwooar!) and performance and you could be getting a taste of it if you win the fast and furious first prize in this Accolade compo — it's a whizz-bang Formula One Skalextric set worth around £150!! Complete with cars, controllers and all the fiddly bits of track to slot together, you can have endless fun with this prize! Build the track through the dog kennel and help Puddles (woof, woof!) live up to his name! Disguise the racing car as a mouse and tease the cat! Disguise the car as a cat and give the mouse a fright! Hours of fun in your front room!
That's not all — ten lucky runners-up each win a new-style hip and happenin' Accolade t-shirt to swank off to... erm, well, to some hip and happenin' location! It's a bundle of booty to win and no mistake!

ROAD TO GLORY
To be in with a chance of winning one of the fabbo prizes on offer get on the phone and ring the CRASH Compo Hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: NEWSFIELD, TAKE A LOOK AT MY SPEED MACHINE, MATEY COMPO, CRASH, Ludlow, Shropshire SY8 1JW. And make sure your entries arrive by October 18!!

DIAL AWAY
0898 555 084

WIN A SUPER SKALEXTRIC SET!!
Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

Accolade is back on the race track with the thrillorama Formula One racing game *Grand Prix Circuit*! Leap into the hotseat of a lean, mean, speed machine and put pedal to the metal as you race around torturous tracks across the world! You can race for one of the world's top three teams — take your pick from

Williams, McLaren or even join up with the Ferrari team! Before you know it you'll be slithering through the curves of Monaco, blasting down the straightways of Germany, snarling through Japanese tunnels and more as you chase the title of the World Driving Champion!!

NEXT MONTH YOU'LL BE SHIVERING YOUR TIMBERS NEXT ISSUE 'COS IT'S NOVEMBER!!!

- ✧ Crikey! So it is! To warm you up there's hot action with all the latest games checked out in the reviews and previews!
- ✧ Not one, not two, not three but FOUR skill Specky games on the Powertape! Twice the action of any other Specky mag!!
- ✧ Game busting tips from Nicko! Loads of prizes in the great compos! And all the regular thrills and spills keeping you up to date on all the action on the Specky scene!

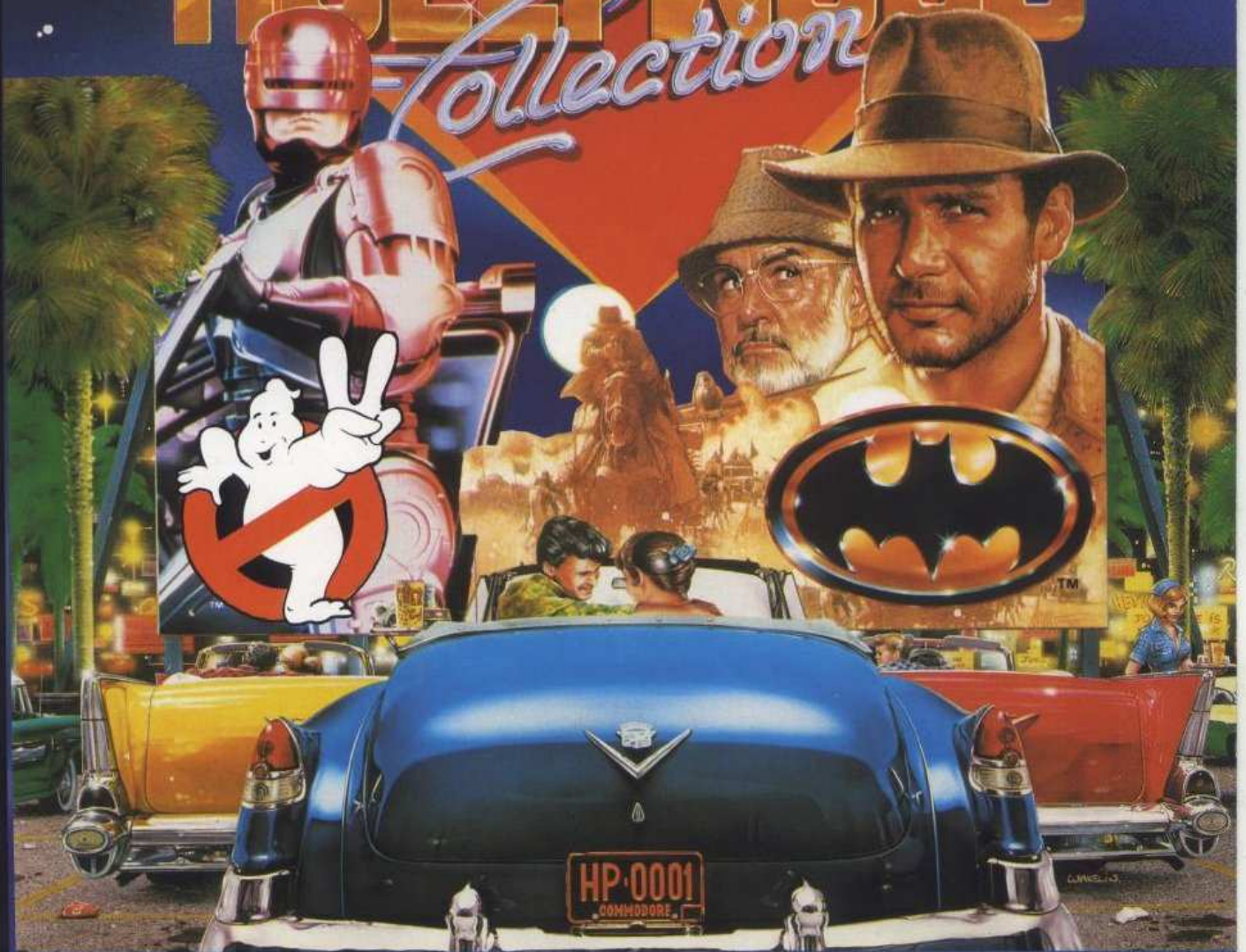
GET A TASTE FOR DANGER AS CRASH ISSUE 82, THE NUTTY NOVEMBER ISSUE HITS THE STREETS ON OCTOBER 18. JOIN UP WITH THE GANG 'COS THE NATION'S PLAYING OUR GAMES!!!



**THE COMPILATION PACK
OF MEGA STARS**

HOLLYWOOD

Collection



ROBOCOP



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

GHOSTBUSTERS II



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES



TM & COPYRIGHT © 1988 by Lucasfilm Ltd. (LFL) All rights Reserved.

BATMAN



TM & © 1984 DC Comics Inc.

AMIGA ATARI ST



**AMSTRAD
SPECTRUM
COMMODORE**

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

TM

ROBOCOP™ & © ORION PICTURES.COM. ALL RIGHTS RESERVED.



EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT

The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop! **ROBOCOP 2** has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. DETROIT IS FALLING APART - IT'S TIME TO PUT IT ALL BACK TOGETHER!

AMSTRAD · SPECTRUM · COMMODORE
ATARI ST · CBM AMIGA

