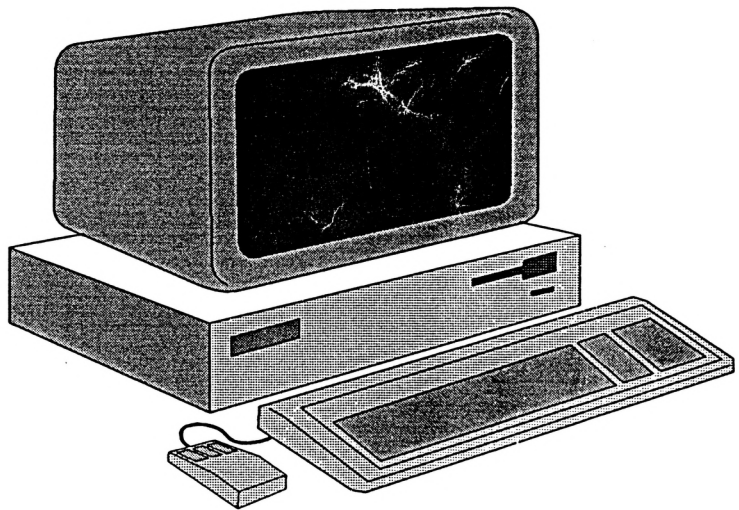


Krash

Price £1.50
Issue 1
March Edition



Welcome to the first ever issue of KRASH. My name is Karl White and I edit, write for, as well as publish this magazine. As you could probably imagine, I could probably do with some help, especially in the form of tutorial pages, so, if you are interested, write to: **Bryn Trefor,**
Llandecwyn,
Gwynedd,
LL47 6YR.



Get in there and read

Contents:

Reviews, Old and New

Listings

News

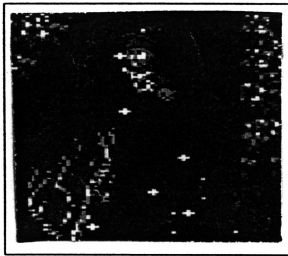
The World Of P.D.

And much, much more.

Yippee!

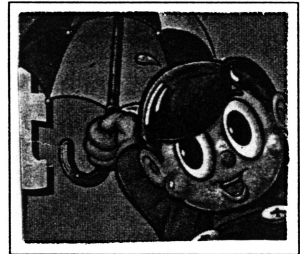
After months of promising, I have finally released KRASH magazine. You might have heard of KRASH printers but now I can officially say that KRASH magazine has been released.

Read on for:



Game Reviews

Game Re-Reviews

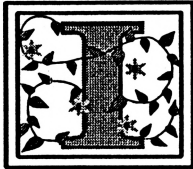


DATA·91C9ED5BA7912AA991CD,060
DATA·F0BBFE00C03E0132AB91,051
DATA·32A1913AA6913C32A691,047
DATA·C93E01CDEBB2AA991ED,05B
DATA·5BA791CDEABBC9000000,04C
DATA·02010032003200003E00,00A
DATA·327D9232009332A19132,03A
DATA·A29132A3913E0132A591,044
DATA·327C923209933E0232A4,032

Listings

News

...rary.
...binary tel.
...NOR, NOT, and A
...ies. The microchip, the
...volution in processing power...
...size and speed. Whereas before
...hip, though performing the same
...full of valves, etc, has hir
...vely microscopic...
...trents (to h
...ch s'



If you need to write in for anything at all, for example, letters, competitions, help, listings or anything else (is there anything else-KAZ) write to me on the address below.

'KRASH'
Bryn Trefor,
Llandecwyn,
Gwynedd,
Wales.
LL47 6YR.

Any competitions in KRASH at any time will apply to this address.

The same address applies to ordering public domain software from KRASH P.D and KRASH Printers. (Software from KRASH P.D is not yet Available, but KRASH printers is, see the ad in later pages.)

**THIS ISSUES
COMPETITION.**

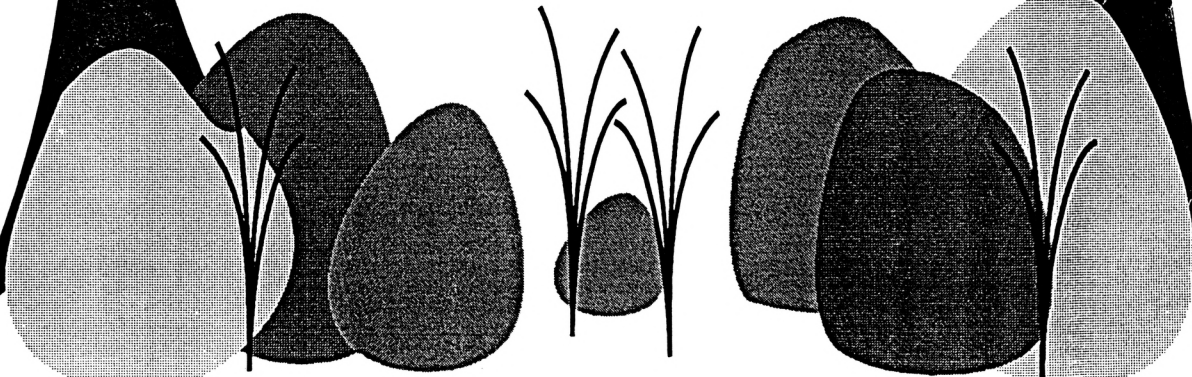
Think of an imaginative sentence that KRASH could stand for.

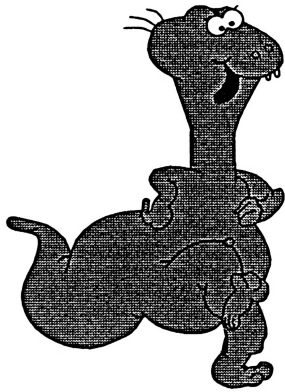
EG. Karl is Really Ace
Super and Hype.

The best 3 will receive a copy of the P.D. program AMIGA GRAPHICS 1.

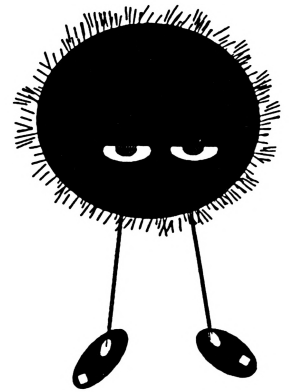
Do Not Forget to :
Include Name+Address
Enter the competition.

Good luck in the compo, don't worry, you've got till ish 3.



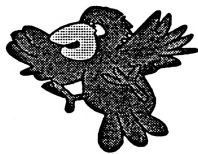


BUDGET REVIEW

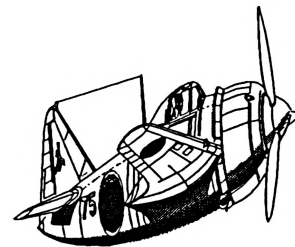


RAINBOW ISLANDS

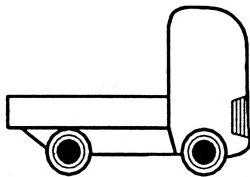
First thing I can say about this game is COLOURFUL. I still can't figure out yet 'WHERE IS BUB AND BOB IN THIS GAME? I'VE



SEARCHED HIGH AND LOW! You lot out there probably know but I don't.



Rainbow Islands is a fairly old game but its worth reviewing. For those of you who don't know, it's a platform game that involves a little geezer jumping up to the top of the island killing things with rainbows, (hence the name), but before the island becomes totally submerged.



There are three hills to each island, and on top of the third 'hill' there is a boss. The first boss is a giant spider, that likes dancing the Russian 'polanski' dance, the second is a helicopter and the third, no, i dont think i'll spoil it for you.

The enemies on each island coincide with the name of that particular island. For example, there are tanks, missile launchers and dustbins (eh!- KAZ), and planes, etc, on the combat island. So I wonder what sort of island would have bats, vampires, and garlic, etc.

All in all, this is a very good game and it's well worth the £3.99.

Classical Review.

Classical Benjamin

TURRICAN

Turrican is a whopping great game. Each level seems like it's hundreds of miles long and it seems as though there are 50 levels. It is a fairly easy game with clean smart graphics. The sprites are small but extremely clear, unlike it's sequel. A bit of 'jiggery-pokery' was obviously used because it was in either mode 1 or 2 but it had a great whack of colours, this does nothing but improve the great presentation it already has.

One slight flaw in this game is that it can get very tiresome. As you near the end of the first level, you have a big decision bouncing around in you head,

do you turn it off and load up 'Super Cauldron' instead, or do you carry on. If you decide on the latter then you might become totally hooked onto this game.

This game has great graphics and almost perfect scrolling, one minor drawback to the scrolling is that it tends to slow the game down a bit. But don't let that put you off the game, I think, overall, it is a great buy and I certainly wish they still made games this good. WELL DONE!

If you do decide to take my advice and buy this game, then you have made a great decision, but I very

strongly recommend you buy the disc version (If you have a disc drive) because the disc version takes a while to load, so i'm sure the tape version will take longer than the Lords Of Midnight.

Well I think I have covered just about everything so before you make the final decision heres our Graham for tha qui.... (Don't Bother-KAZ)

Summary:

7

Excellent graphics but it tends to drone on.

X KRASHED

You know how it is, you buy a game and it's either bug ridden or it takes years to load, or its just plain crap. Well, here it is, your indispensible guide to software.

DOUBLE DRAGON (Disc+Tape)

First of all you might have seen a grab of DD, and decided you like the look of it, but you may be very dissapointed.

Double dragon is super slow, the graphics is stodgy, but the definate loser is the scrolling. It seems to move at an inch a time.

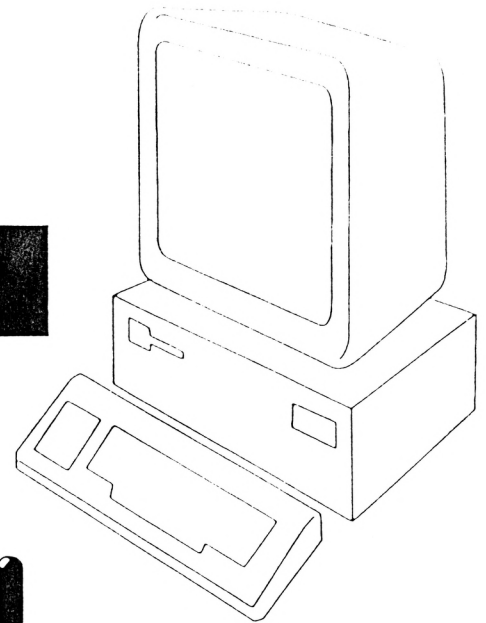
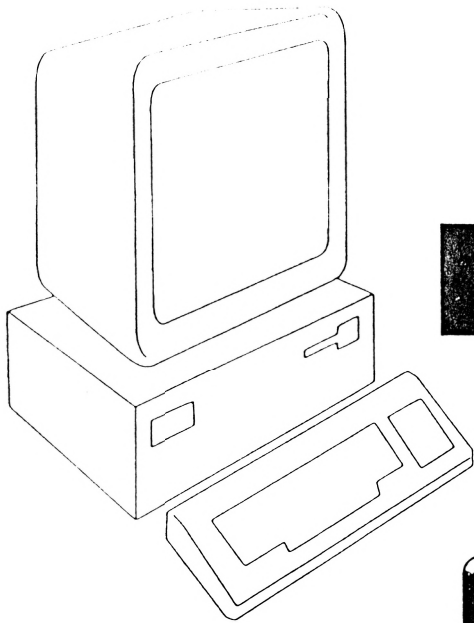
The gameplay is almost okay, but the graphics and effects let it down a lot. It does take a while to load from tape, but its better from disc.

Verdict: ~~OOOOOO~~OOOOOO

COUNT DUCKULA II. (Tape)

I take back all I said about DD. Double dragon is FLASHBACK compared to this. This is slow, and more to the point, boring. If I said this was a speccy port, that wouldn't be enough. A VIC20 port would be closer to the point, or even an ATARI2600 (Aaaaargh!-KAZ). My advice is to not touch this with a ten foot barge pole.

Verdict: OOOOOOOOOO



DO YOU RUN A FANZINE OR PD LIBRARY

If the answer is YES, then your advert
could be here.

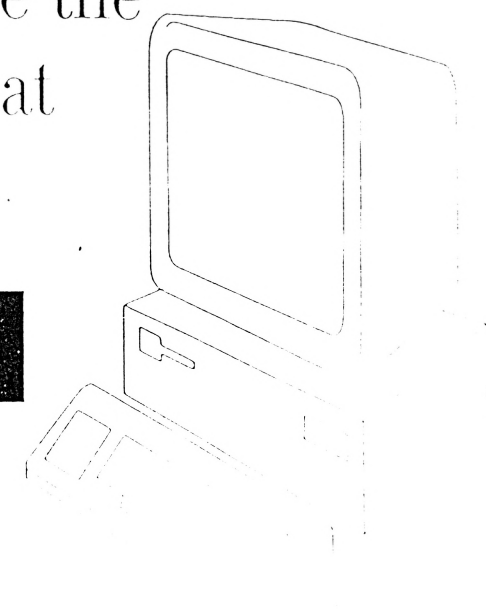
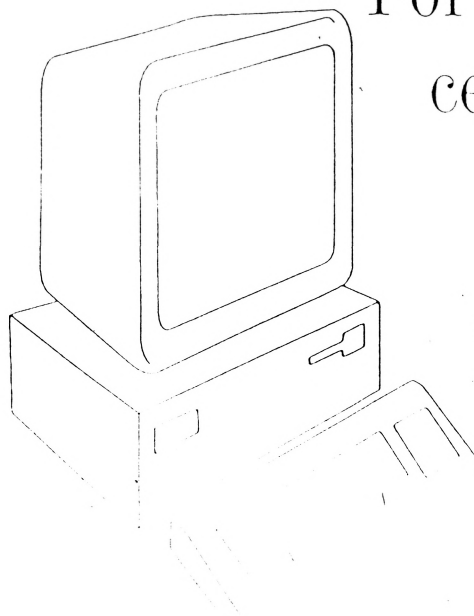
For: £2 You could have a double page.

£1 You could have a single page.

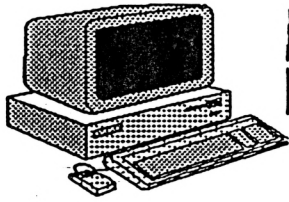
60p You could have half a page.

40p You could have an A6 ad.

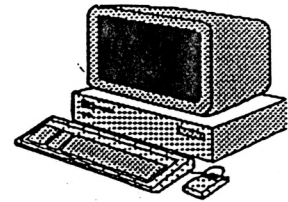
For £3 you could have the
centre pages for that
added attention



Krash



PRINTERS



Plain page of text	50p
Page of text with pictures	50p + 5p per picture
Page of text + fancy headline	60p
Page of text + pictures + headline	65p + 5p per picture
2 pages on separate papers	£1.05 + 5p per picture
2 pages on same piece of paper	95p + 5p per picture
Page of text + colour picture	50p + 20p per
Page of text + colour headline	80p
Page of text + colour headline + picture	80p + 20p per picture
A4 poster B+W	50p
A4 poster Colour	£1
A3 poster B+W	90p
A3 poster Colour	£2

```

10 MODE 1
20 PRINT " TTTTTT EEEEEEE XX XX TTTTTT "
30 PRINT " T T T E XX XX T T T "
40 PRINT " T E X X T "
50 PRINT " T EEEEE XXX T "
60 PRINT " T E X X T "
70 PRINT " T E XX XX T "
80 PRINT " TTTT EEEEEEE XX XX TTTT "
90 PRINT:PRINT
100 PRINT "-----":PRINT
110 PRINT:PRINT
120 PRINT " WRITEN BY:"
130 PRINT
140 PRINT " PHILIP LAKIN"
150 PRINT
160 PRINT " & "
170 PRINT
180 PRINT " MODIFIED BY:"
190 PRINT
200 PRINT " KARL WHITE"
210 CALL &BB18
220 MODE 1
230 ' -----
240 ' TEXT EDITOR (c) PHILIP LAKIN
250 ' MODIFIED GREATLY BY KARL WHITE
260 ' -----
270 ON BREAK GOSUB 300
280 MODE 1
290 DIM A$(52)
300 INK 0,0:INK 1,26:PAPER 0:PEN 1:BORDER 0:CLS
310 LOCATE 15,1:PRINT "OPTIONS:"
320 LOCATE 15,2:PRINT "-----"
330 LOCATE 13,4:PRINT"1. CREATE TEXT"
340 LOCATE 13,5:PRINT"2. PRINT TEXT"
350 LOCATE 13,6:PRINT"3. SAVE TEXT"
360 LOCATE 13,7:PRINT"4. LOAD TEXT"
370 LOCATE 13,8:PRINT"5. SHOW TEXT"
380 LOCATE 13,9:PRINT"6. INFORMATION"

400 LOCATE 13,13:PRINT"Menu Selection: "
410 opt$="":WHILE opt$="":opt$=INKEY$:WEND:GOTO 420
420 IF opt$="1" THEN 500
430 IF opt$="2" THEN 620
440 IF opt$="3" THEN 740
450 IF opt$="4" THEN 840
460 IF opt$="5" THEN 900
470 IF opt$="6" THEN 1010

490 GOTO 410
500 CLS
510 IF B$="" THEN 550 ELSE 520
520 PRINT "YOU CANNOT EDIT THE TEXT."
530 FOR ZZ=1 TO 10000:NEXT ZZ
540 CLS:GOTO 310
550 MODE 2:PRINT:PRINT""
560 PRINT" START"
570 FOR WORD=1 TO 52
580 LINE INPUT A$(WORD)
590 NEXT
600 PRINT" END"
610 MODE 1:GOTO 300
620 MODE 1
630 PRINT"PRINTING....PLEASE WAIT"
640 PRINT £8,CHR$(27);"E";
650 PRINT £8,CHR$(27);"G";

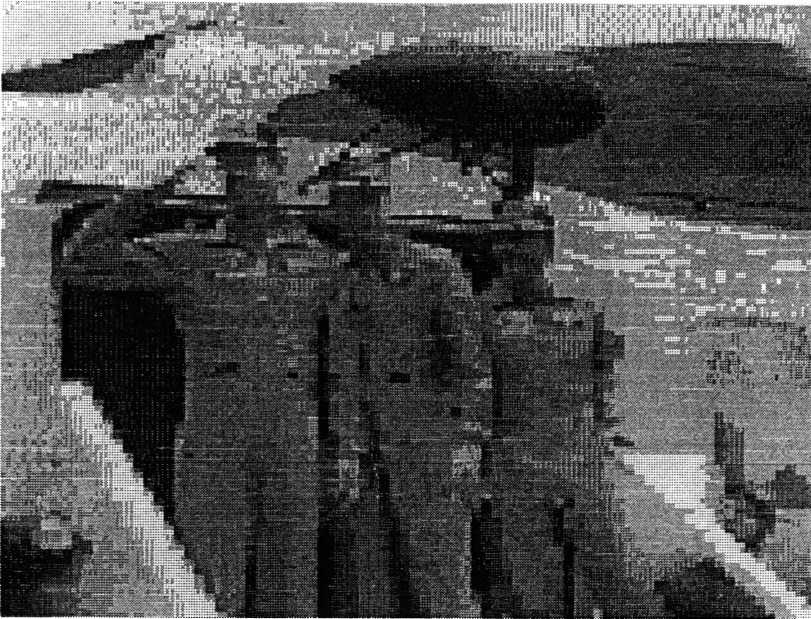
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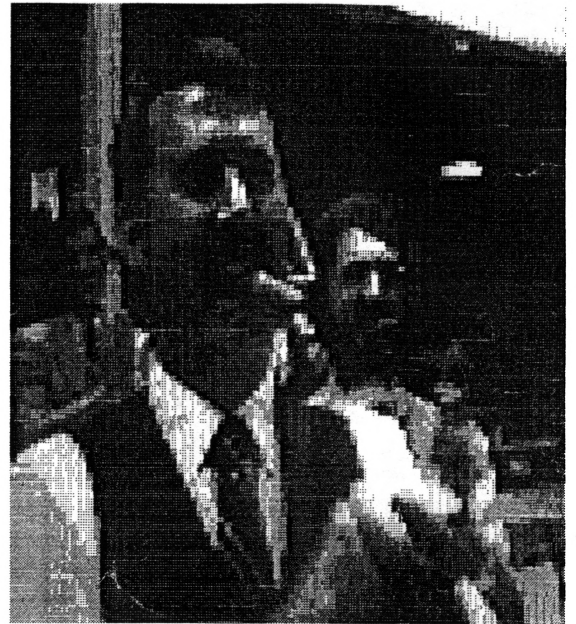
660 FOR WORD=1 TO 52
670 PRINT £8,A$(WORD)
680 NEXT
690 MODE 1
700 PRINT"PRINTING....FINISHED"
710 PRINT"Press Any Key To Return to Options"
720 PRIN$=INKEY$:IF PRIN$="" THEN 720 ELSE 300
730 END
740 INPUT"Are You Sure? ",sure$
750 IF UPPER$(sure$)="N" THEN 300
760 IF UPPER$(sure$)="Y" THEN 780
770 GOTO 300
780 FOR WORD=1 TO 52:OPENOUT "word":WRITE £9,A$(WORD):NEXT
790 CLOSEOUT:PRINT"Data Saved"
800 PRINT"Press Any Key To Return To Options"
810 SAV$=INKEY$:IF SAV$="" THEN 810 ELSE 820
820 GOTO 300
830 END
840 FOR WORD=1 TO 52:OPENIN "word":INPUT £9,A$(WORD):NEXT
850 CLOSEIN:PRINT "Data Loaded"
860 PRINT"Press Any Key To Continue"
870 LOD$=INKEY$:IF LOD$="" THEN 870 ELSE 880
880 GOTO 300
890 END
900 CLS
910 IF a$="" THEN 920 ELSE 940
920 PRINT "THERE IS NO TEXT TO SHOW."
930 FOR ZZ=1 TO 10000:NEXT ZZ:CLS:GOTO 310
940 FOR WORD=1 TO 52
950 CALL &BB18
960 PRINT A$(WORD)
970 NEXT
980 MODE 1:PRINT "PRESS ANY KEY TO RETURN TO OPTIONS"
990 SHOW$=INKEY$:IF SHOW$="" THEN 990 ELSE 1000
1000 GOTO 300
1010 CLS
1020 PRINT"    TEXT EDITOR made by Philip Lakin          and modified by Karl White."
1030 PRINT"(c) 1992 "
1040 PRINT""    TEXT made by Philip Lakin          AND modified by Karl White."
1050 PRINT"You can only create text once. If you"
1060 PRINT"write a story then save it you can't"
1070 PRINT"go back to edit it or change it"
1080 PRINT""
1090 PRINT " You can create text,save the text you have written,load written te
xt,print    the text that is in the memory, and you
can show the text thats in the memory.
1100 PRINT"Press any key to return to OPTIONS"
1110 INFO$=INKEY$:IF INFO$="" THEN 1110 ELSE 1120
1120 GOTO 300
1130 END

```

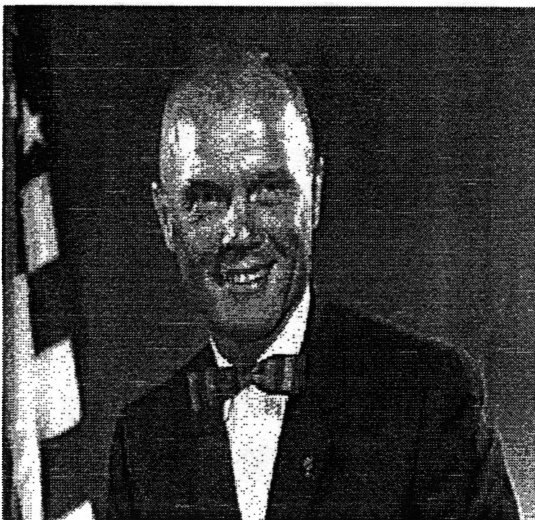
CAPTION PAGE



Now we're down, we can buy a copy of KRASH



Congratulations on issue one



Hey, I like that mag



Yes! and he ate my copy of KRASH this morning



Bloomin' weightlessness!

This is the page where I challenge you to write better captions than me.

If you think you can, pop me a letter and the best one in my view gets 2 free copies of KRASH.

Or you could send in a picture and your caption, and I might put it on this page one issue.

So if you want to write in, mark you letter and write to the P3 address

GAMES FOR SALE

*All originals
Boxed with instructions.*

Phone for details

(0341)281417

Master System

FOR SALE

Console itself

2 Joypads

1 Light Gun

All Necessary leads

2 Built in games

A few other games

Phone: (0341) 281417

'verts

From next issue, this section you will be able to place private adverts in FOR FREEEEE! Doesn't that sound nice? No catches! Nothing except 20 quid(NOT!) so if you wish to place an ad in here, write to the address on page 3 marked 'VERTS

To Buy Or Not To Buy THE WORLD OF P.D RECOMMENDED LIBRARIES Demon PD



I have found through swapping with demon that David was very helpful. He can be very quick, most of the time.

David long has a particularly large library to which he regularly contri-

-butes his own soft-ware. He is one of the few people (Apart from my very good self) that adds to the PD scene. David also used to write for PRESTO NEWS (May it Rest In Peace)

Presto PD

I have used Presto a few times and found it a very good library with a great many programs, games and demos in the library.

I have also heard from a reliable source that Matt is passing over to

Quantum for a while, whether or not it is true, I do not know.

I have briefly met Matt Gullam when he still lived in Neath and he seemed to be a very friendly chap.

He is fast in response to orders, Presto is a good choice

Robot PD

I have only used this library a few times, so I cannot guarantee what I say will still apply, but Richard wasn't the fastest of people to return my orders, but he has a large choice. Saying that though, he isn't as slow as some libraries.

Richard is a very important person in the CPC scene. His programs range from cool utilities like WORKTOP, to little machine code routines.

Richard Fairhurst is also responsible for Technical Forum in Amstrad Action, so Richard, Do you want a job?

Issue TWO

NEXT ISSUE WE HAVE:

All the same reviews and news,
Listings, letters and captions.

PLUS

We find out the best of the best
footie games

