Issue Two, the untold story

We've made it!!

n issue 2, we take a look IN DEPTH at the footie games on offer. These include GAZZA II and EMLYN HUGHES. We also look at more PD libraries, and ask, 'are we getting value for money?'

We also have a new section for the fanzine, A Letters Section, this is only due to the fact that nobody knew about the first ish before it came out; so they were hardly going to write



in.

You have probably noticed the change of design (already-KAZ) since I decided to move to a better computer. My equipment now, is; a 486DX Aries PC, a Brother HP Laserjet III, and the software I use is MICROSOFT PUBLISHER, (don't try and say all that on one breath-KAZ), this is all a little leap up from the A5000 I used to use.

If you read the last issue, you will have noticed, this issue, there are a lot more words for your money, this has not increased the price, but just increased the quality of the fanzine.

Before I go, here are a few 'Thank You's'. I would like to



I do NOT look like this.

thank Mr Bedwyr Williams, Mr John Roberts, and everyone else who have anything to do with Harlech Resource Centre. without whom, I could not reproduce these quality pages.

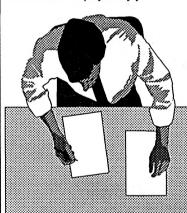
Well. I hope you enjoy reading issue 2 of KRASH, and I hope you subscribe and read forever, and ever, and ever, and ever, and ev.....

One last word, if you wish to contribute to KRASH, write to the below address with sample. I will then reply to those who appeal to me. On with the address, write to me, Karl White Read KRASH forever'n'ever

At last, another ish

BRYN TREFOR, LLANDECWYN, GWYNEDD, N.WALES. LL476YR.

Now I will let you get on with reading KRASH and I hope you enjoy.



INSIDE

The best footie games

Ed-words

More Captions

More Competitions

More Magazine



Words from the ED!

Natter, chat, oops!

ell, here we are, issue Two, we've not been sued, we haven't gone bust, nor have the computers melted under the heat, so we can safely continue with the fanzine.

If you haven't yet sent in for the competition in issue 1, or if you havn't seen it, you still have time to enter. For those of you who want a repeat of the question, here it is.

WHAT COULD KRASH BE AN ACRONYM FOR?

An example of this could be 'Karl is Really Ace, Super and Hype'

You have until next issue to send in. The prize for the best is a copy of Amiga Graphics and 5 free copies of KRASH. Two runners up will win one free issue of KRASH.

Any letters, caption results, or anything else you may wish to send in for, just write to the

address below.

Whatever you send in, could you please mark it. This helps me process it alot quicker. For example, a letter for the listings letter you could write:

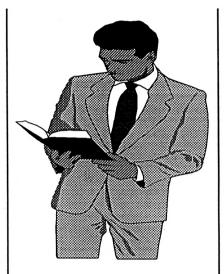
LISTINGS, KRASH, Bryn Trefor, Llandecw.....

Also, if you have any suggestions to make about this fanzine, write in, do not be afraid to write in and have a real go at me. (What do you mean you won't be afraid?)

Any way, you have been waiting for the address, so here it is:

KRASH, Bryn Trefor, Llandecwyn, Gwynedd. LL476YR.





A few letters have been sent to me regarding some PD libraries. Not many have been sent in, but those that have, have had a bit of a natter and a whinge.

One of the libraries that have been whinged at is PRESTO PD, and that Matt has been a little slow. But, i have found PRESTO PD very good. Another is COLROB, for the same reason.

On a lighter note though, there are some libraries that have been praised by some people. The favourites being: Dartsma; Demon; and, believe it or not, PRESTO.

Well thats just about it from Edwords, so just read on and enjoy the rest of



Have your say, and natter

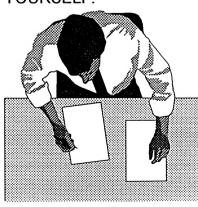
o you think there is any chance of adding a tutorial page for BASIC or Machine code to your magazine?

I read the first issue but it was a little empty, do you think you could build it up at all?

Paul Woodchester.

IN ANSWER TO YOUR FIRST QUESTION, I WILL HAVE TO LEAVE THAT TO THE READERS, OTHERWISE I SUPPOSE I WILL HAVE TO DO IT MYSELF, GIVE TWO ISSUES AND THERE'LL BE ONE.

FOR THE SECOND QUESTION, I DO NOT NEED TO ANSWER, JUST SEE FOR YOURSELF.



Hello, well done on the magazine, i wish you luck in the future issues, but any chance on a page to teach BASIC, i'm a little bad at it myself.

Sharon Lee.

SORRY, BUT YOU'LL HAVE TO SEE THE REPLY FROM THE LAST ANSWER FOR THAT.

I've thought of some 'off the record' answers to the competition set in issue one. They are:

Kites Really Are So High,

Kings Rule And Servants Help,

Kittens Roll And Splash Haround,

I hope these give people some idea of what to send in. Thanks for the mag, bye.

Kevin Rollands
I THINK THEY SHOULD

BE THAT OFF THE RECORD, I MIGHT ENTER THEM AS THEY'RE SO GOOD, WE MAY HAVE A POTENTIAL WINNER HERE.

There have been many enquiries about the listing last issue. Lines 390 & 480 were supposed to be missing, in the actual program, there was an option 7 which loaded up another font.

Also, if you get Amstrad Action, and you have the speech simulator, you can add:

965 |SAY,@A\$(WORD)

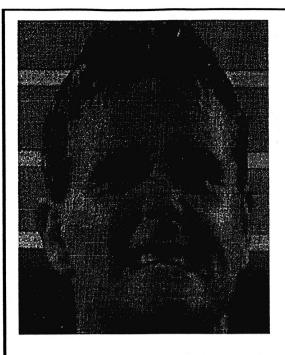
This will make the computor read your story when you select the show option, by the way, line 1040 should be deleted as it just prints:

00000

on the screen.

Last thing if you wish to send a letter, competition entry or listing in, send it to the usual address.





Shoot!!!

Gazza II

Gazza II is probably the most, dare I say it, SEGAish footie game out of all of the others. What it lacks in the 'Footie Manager' side, it makes up for in playability.

The parallax scrolling on this game is good, a little jumpy, but good.

One minor flaw, hardly worth mentioning really, is that the goalies seem like robots, to score, you run at them at a 45° angle and shoot.

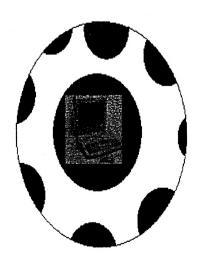
Emlyn Hughes International Soccer

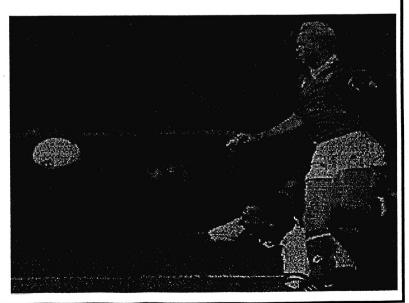
This game has, what Gazza II lacks. A desktop, managerial side to it. You control all the players abilities, their strips, and whether or not he replaces the goalies with computers.

The serious downside to this game is the sound, graphics and worst of all the scrolling.

The SFX sound are hopeless. But at least they tried to do what many consoles are a bit uneasy of doing. They have tried to have the sound of the crowd cheering as the near the goal, etc.

I tried to play a full game, but the control of the players stopped me.





Classical Review Classical Benjem CKUCKIE ECC

Everyone (nearly) has either got, or has heard of this game. If you haven't, where have you been, MARS??? This game is one of the most addictive games ever out on the Amstrad.

If you want a game with pure originality and gameplay, then this is cool.

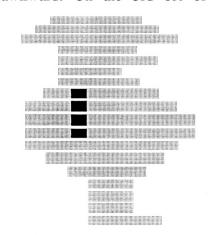
This is the sort of game in which you gat really far, die, are not given a password, but you still think "Hey! Who cares?". I find it simply impossible to get angry with this game.

Just to give me a bit of a chance, when I play, I usually select 4 players.

On the first 7 levels, you have little blue chickens that kill you if you touch them.

On the second, you have a big yellow bird that flies out of it's cage and aimlessly tries to follow you around the screen.

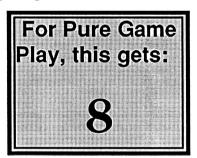
Now this is when it becomes awkward. On the 3rd set of

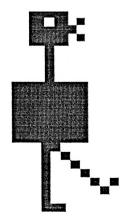


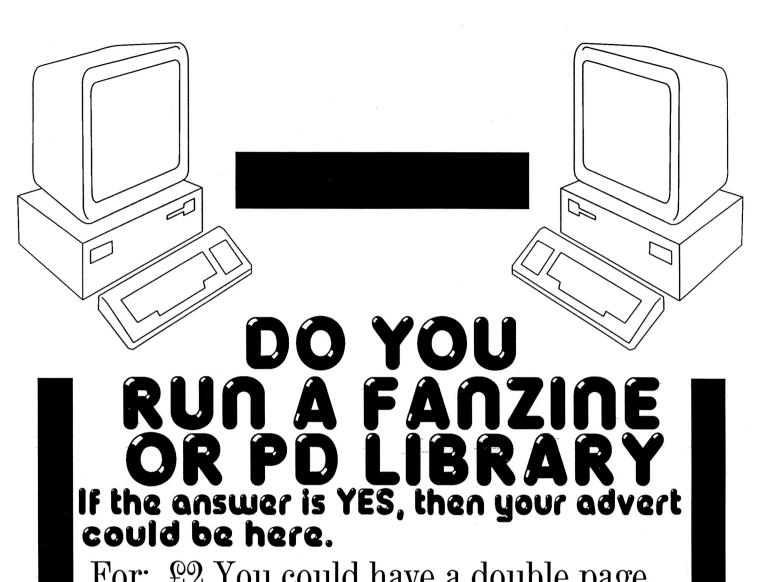
levels, not only do you have this enormous bird, but you also have the blue chickens walking around as well, from the first level.

The game play in this game is

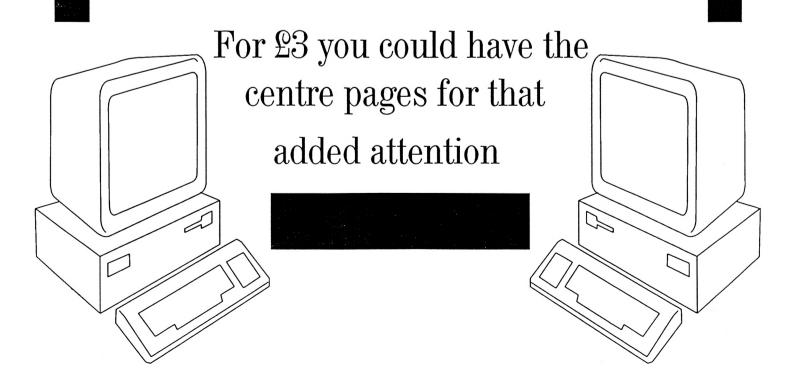
purely brilliant. The graphics arn't much, but look at Jet-Set-Willy, the graphics on that was not excellent, but it was a good game.







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·

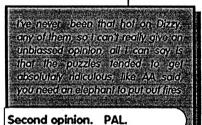


More good'n'bad games are reviewed, don't you feel a little dizzy?

Have these games Krashed? Krash gives a Krash course in Krashing...

This issue, we look entirely at DIZZY games, a saviour for some, a disaster for others.

DIZZY I - THE ORIGINAL ONE



This was obviously the first, but it was also very good, (What's he on? - PAL) for a game with no inspiration from any prequels. If you didn't get it with an AA covertape then get a copy, just to see what it's like. X X X X X X X O O O

DIZZY II - TREASURE ISLAND DIZZY

For the second, it is probabaly just as bad as the very first one. The idea of the game is to get off a Treasue Island.

XXXXXXXX

DIZZY III - FAST FOOD

This is where the plot changed, in this you need to run around collecting food. There is not much to say, except that it is a very good game for the gameplay, not the plot.

XXXXXXXXOO

DIZZY IV - FANTASY WORLD DIZZY

In this, the plot has changed more, you, as Dizzy, must save Daisy, Dizzy's girl (oh aye - KAZ) you are given help from the Yolk Folk.

XXXXXXXXOO

DIZZY V - KWIK SNAX

This is very similar to Fast Food, except there is a much larger maze to run around in. There is a lot more to do in this Dizzy than some others, though lacking in a little bit of content.

XXXXXXXXOO

DIZZY VI - MAGIC LAND DIZZY.

This comes very close to 'Prince Of The Yolk Folk' (reviewed next ish - KAZ). The graphics and gameplay is excellent, there are many more obstacles to overcome, but some of the puzzles start to get stupid from here, but it is still very good.

XXXXXXXXOO

Next issue we review the last 6 of the Dizzy games, so far.....

These include Spellbound Dizzy,

Down The Rapids,

Prince of the Yolk Folk,

Panic Dizzy,

Bubble Dizzy,

Crystal Kingdom Dizzy





Plain page of text

Page of text with pictures

Page of text + fancy headline

Page of text + pictures + headline

2 pages on same paper

Page of text + colour picture

Page of text + colour headline

50p

50p + 5p per pic

60p

65p + 5p per pic

95p + 5p per pic

50p + 20p per pic

80p

Page of text + colour headline + picture 80p + 20p per pic

A4 poster (b/w)

A4 poster in colour

A3 poster (b/w)

A3 poster in colour

50p

£1

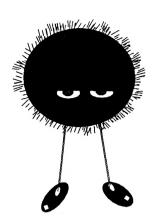
90p

£2

^{*} NOTE: all A3 posters come on two A4 sheets, these can be stuck together *



BUDGET REVIEW



Golden Axe

This is a brilliant conversion of the game from other formats. The music on the title screen is absolutaly wonderful. The pictures of the hero's and heroine (Not the drug! The female hero-KAZ) are very good, they used the high res mode to draw and display them.

The game itself is also good, all the game play is there, the graphics arn't bad either. I'm not going to say much about the scrolling, nothing at all in fact. The bosses are just as hard as they always were.

I do think the dragons you ride on are pretty cute, and those wierd dwarfs running about the screen dropping things are, well, wierd.

This game is a bit too hard, and since I ahve only played it on tape, which takes years to load, I do not know if they have added or removed any of the code, but it would obviousley take a lot les to load.

If you want a truly brilliant game that most people have already got for their Mega-Drive, Nintendo and have played in an arcade, then this could be the game you want. (Hands up everyone who said they wanted SFII instead)



Results and captions, here we go.

Give me captions, drool!

First of all we see what others thought of the last caption page.

No. 1 You'd have thought NASA would supply us with all our Amstrad Mags

LOU MAYNE

No.2 90% appearance, pity obout the content! (cheeky person!)

CHERRY WALL

No.3 Fifty four per-cent, he! hee!

PAL (oi! - KAZ)

No.4 'Radiation?' 'Yup!'

Terry Stone

No.5 (No captions, no-one knew what it was)

New Ones



KRASH NEWS

New column, like most of the rest.

Krash News

This is a small addition to Ed-Words section, here we talk about Krash it"s self.

Godl I hate Philip, so should you, he's just anounced that he's having his own column, says who, I certainly didn't, anyway, you'll probably see it next issue, unless it is hurriedly added to this issue, we'll see.

WHO'S boss?

First off we have a new staff writer, you may of noticed in the Krashed section a new reviewer PAL, his full name is Philip Andrew (Your dead pal - PAL) Lakin. You may recognise the name

as the contributor of the last listing. While on the subject of listings, very sorry, but there is no listing this issue. This is mainly because of the demand I have had. People have written in asking for issue 2, which was still not ready, so I (Don't you mean WE - PAL) have to rush it.

Anyway back to Philip, he lives in Dyffryn Ardudwy, (No post please - PAL), and has a 6128+ He is not so much a staff writer more a personal slave, (I don't think so - PAL).

One last thing, when you send in, could you please also send an SAE or, add an extra 50p to the price.

All cheques and postal orders should be made payable to Karl White, and they are all checked BEFORE the mag is posted, so I can't get any Rubber Ball cheques.

Krash is still looking for contributors, especially in the line of tutorial pages,. Also we have been a little short of listings, i.e none, so could anyone send 'em in?

'VERTS

Epson Printer, loads of paper, two ribbons, all leads - 120 quid

Tandy TRS - 80 model II, expansion drive, needs master disk - 50 quid

AA's 86+ and covertapes, all for 50 quid or 2 quid each.

Printer RX - 80 + Paper (Preferred) + wires and ribbons - 150 quid.

To Buy Or Not To Buy

The World Of P.D.

Recommended libraries

SHEEPSOFT

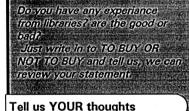
Wow! This expanding ever library is becoming absolutaly brilliant. The size, the value, the quality, it all adds up, and when it started, to think everyone was sceptical about it. After them myself, I found using quantity verv speed and valuable in comparison with many other libraries. 1 Highly recomend you use this if you must choose one.



DARTSMA

I can honestly say that this is an excellent library, although slow on occasions, but not always, you can also rely on finding new PD stuff here, Dartsma also contribute to the library themselves, you see, and the also get forign software. I can't say much about Dartsma as I havn't used them loads,

so most of this review has come from heresay.



QUANTUM COMPUTING

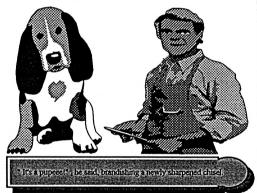
It has come to my attention, or rather Philip's attention that Quantum can be very slow. Now we are not here to boycott them, but, Philip's dear old 6128+ fell ill over Christmas and he tottled it off to Quantum Computing to make it all better again. Now, when it came to a week after the time it was supposed to be back, he phoned the, then, nice chaps only to find out that they had moved in with Matt Gullam, he phoned there, and has been ever since, waiting for the "it'll be there next week" to really happen.

Kaz's Page

I had one now Philip's copied.

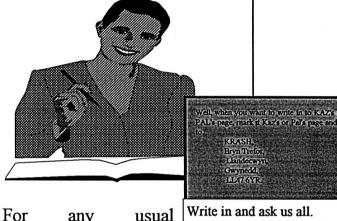
Hi, and welcome to KAZ's page, where I Karl White, get to write whatever I like, and where you can write in to complain about the all dreaded PAL.

After getting the idea of having a page of my own, Philip also thought it might be good to have one for himself too, I don't mind, but he insists on saying that it was his idea first.

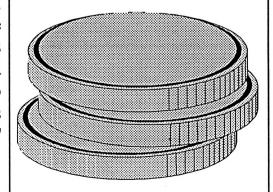


As you have probably noticed, there is a shortened caption page this issue, this is because it was very rushed, so there will be a much better one next issue. Also there havn't been many letters for the captions, so keep sendin' 'em in.

By the way, judging by the Brian Connley impression above, you can see my jokes arn't all that good, but if you think mine is bad, you ought to see Philip's then.



For any usual Write in and comments for Pal's or Kaz's page, send to the address on the box-out on the right of this page, otherwise, if you want to send personal questions, or letters to Pal's page, or want to use Pal's datin...Pen-pal agency, write to



Fal's Page

Hi, and welcome to PAL's page, where I Philip (Yes, I did mean to leave it out) Lakin, get to write whatever I want, and where you can also write in to complain about the all dreaded KAZ!

Well, where are all the letters which were promised to me, all the millions of letters that were supposed to come flooding in to me? (He copied me!)

Does any one out there want to find a new pen-pal? Below is a form, and when it has been cut out it is a handy size to write down all your personal details, and what you want out of a penpal, and bung it into an envelope, and post it to the below address.

Philip Lakin (KRASH)
Ty'n-Yr-Ardd,
Dyffryn Ardudwy,
Gwynedd,
Wales.

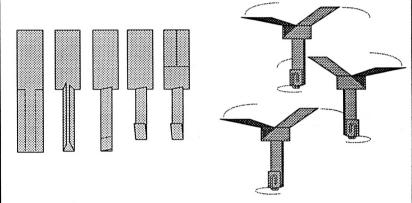
Pen-Pals Galore

Name:

Address:

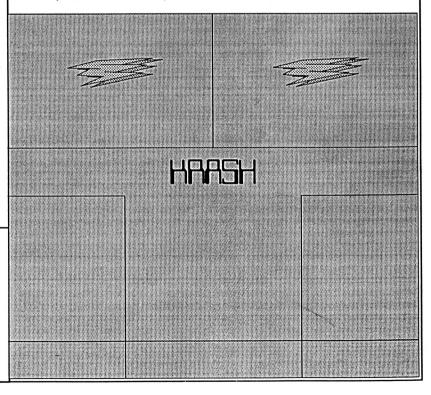
Age: Sex: Age of Pen-PAI; Sex of Pen-PAI; Computer:

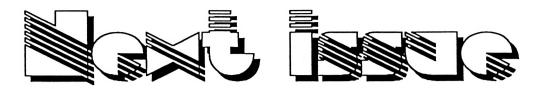
Instructions



THEPLANE

- -- Cut on the two middle horizontal lines, and fold in.
- -- Fold the bottom flap up.
- -- Cut the vertical line at top to create two flaps.
- -- For best results, attach a paper clip to the bottom
- -Drop and watch it spin!





1994

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More reviews,
More news,
More, er...me.
(oi, and me - PAL)
(oh! yes, damn! - KAZ)

