

Crash Garrett

An amazing all action strategy adventure in which dare devil flying ace CRASH GARRETT spins headlong into danger.

Los Angeles 1938: CRASH GARRETT and his longtime sidekick Greese Flanagan scrape out a reasonable living flying the rich and famous up and down the prosperous west coast of the USA. Things were going just fine until the fateful day when Crash stumbled onto a group of Nazi spies led by the repulsive Baron Engel von Krul.

Garrett aided by Cynthia Sleeze, Hollywoods top gossip hack, must stop the Nazis insidious schemes.

You control the action in this epic game which will take our heroes far from the bright lights of downtown Hollywood to pre war Berlin and then on to the Middle East.



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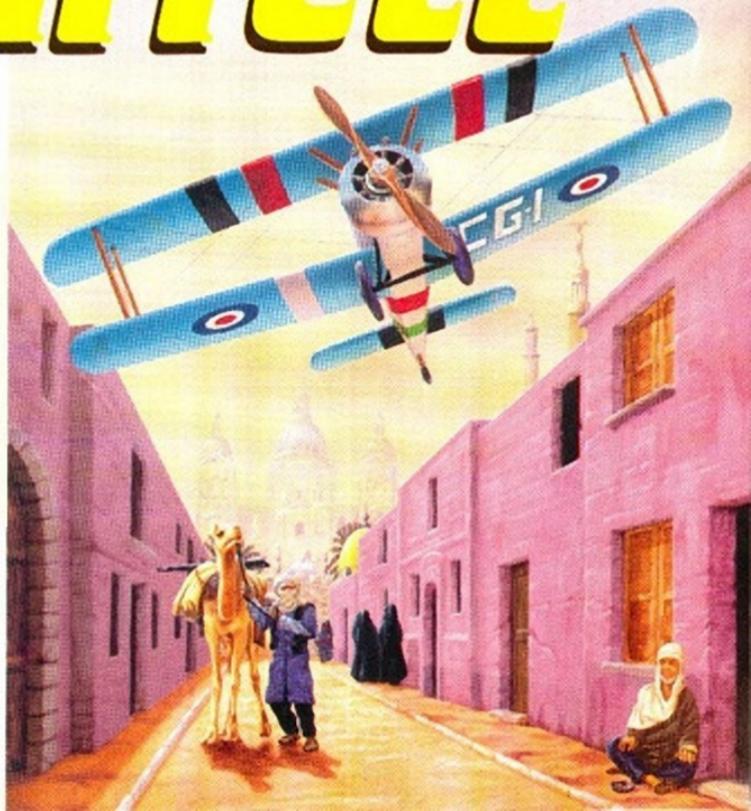
AMIGA

Crash Garrett

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COMPATIBLE



Crash Garrett flies the sole plane owned by Emerald Air, an air-taxi business Garrett runs with longtime sidekick Grease Flanagan. Based in Hollywood, Emerald Air deals mostly with people from the movie industry. Things are going pretty well: in a year or two they may be able to buy a transport and get into the lucrative freight business.

Garrett's lively love life also looks like settling down to cruise-speed. He's been spending a lot of time with Glory Streek, a no-nonsense working girl who's a production assistant over at Mega Movies. There's a hint of permanence about their relationship that would have appalled the Garrett of a few years ago! But the days of flying bootleg liquor, of break-ins, shoot-outs with G-men, gun-running and gang-wars are over. Garrett's gone legitimate and aims to stay that way.

Somehow, though, just as moths are irresistibly attracted to the light, a guy with adventure in the blood can't help smelling trouble when it's around. And trouble is a perfume he can't resist. This game, based on the Arbeit von Spacekraft film, is the perfect demonstration of this principle. (If you've seen the movie, don't worry: the game's got a few surprises in store!)

Life's looking up in the U.S. of the late 1930s. If the situation in Europe's sliding closer to chaos with every week that passes, why should Americans care? What many don't know is that Nazi spy and sabotage networks are being set up, even thousands of miles from Hitler's Berlin. The lurid and shocking plan revealed in the film (and in this game) thrilled the movie-going public, who believed it to be no more than a gripping tale thought up by imaginative Hollywood script-writers. How would they have reacted had they known just how close to the truth the story of CRASH GARRETT was? And if this episode in the eventful history of the 20th century remains relatively unknown to the public, it's probably because the Price Commission published its report on the very day president John Kennedy was assassinated in Dallas, Texas.

LOADING INSTRUCTIONS FOR CRASH GARRETT

ATARI ST
INSERT DISK 1 AND SWITCH ON YOUR COMPUTER.
CLICK ON DISK 'A' AND THEN MOVE THE POINTER TO 'FILE'.
WHEN THE SUB-MENU IS PULLED DOWN CLICK ON 'OPEN'.
MOVE THE POINTER TO 'CRASH PRG' AND CLICK TWICE.
TO STOP THE OPENING SCREEN/MUSIC PRESS ANY KEY.
INSERT DISK 2 WHEN PROMPTED.

PC COMPATIBLE
SWITCH ON YOUR COMPUTER AND INSERT THE SYSTEM DOS
DISK.
WHEN YOU SEE THE (A) INSERT THE GAME DISK.
TYPE: ERE EXE

THE GAME WILL LOAD AND YOU WILL BE PRESENTED WITH THE
OPENING SCENE THEN THE INFORMATION CONTAINED WITHIN
THIS BOOKLET CAN BE FOLLOWED.

AMIGA
SWITCH ON YOUR COMPUTER.
FOLLOW USUAL PROCEDURE AND, WHEN ASKED FOR WORKBENCH,
INSERT THE GAME DISK.
CLICK ON THE ICON 'CRASH'

THE GAME

As in the film, Crash Garrett keeps up a permanent dialogue with a "voice" in his head. He's the only one who can hear it. Nobody else even knows about it (luckily for Garrett!). The exact nature of this "internal friend" is a mystery to both Garrett and the voice itself. It started a few years back, when Crash was in a coma as a result of a serious headwound sustained during a less than glorious adventure (see the Torve interview with von Spacekraft, in edition

666 of LES CAHIERS DU SEPTIEME ART). As the player, you are the voice. You will have to guide Garrett through this adventure. One of your objectives will be to find out what the voice is and where it comes from... who you are, in fact! Other objectives will become clear during the story. You may very well achieve some important goals without actually winning the big one! Should that happen, then you'll have to come up with other ideas.

How to help Garrett.

When Garrett needs your help, he'll turn to you and ask. Type in your idea on the keyboard. Your message will show up at the bottom of the screen. Validate your idea by pressing RETURN or ENTER. The best way to get your message through to Garrett is to be clear and brief. Follow that advice and he'll pick you up loud and clear! If Garrett accepts your idea (he's a stubborn so and so and won't go for anything he doesn't like the sound of), he'll do it... A scene will unfold on the screen, describing what happens. At the end of the scene Garrett will turn to you again.

Moving around.

To tell Garrett where to go, just type something like: "GO TO GLORY'S", or "FLY TO HOLLYWOOD", etc...

As for Thorn's clinic, given its relatively complex layout and the number of different places, you must give compass directions, like "NORTH-EAST", etc... You'll see a "N" on the screen, so you can't get lost!

Objects

During the story, Garrett will come across things which may prove useful and which he may decide to pick up if you suggest it. All such objects are represented in the right-hand box on the screen.

Power

Not only must you, as the voice, guide Garrett's actions, you also have a reservoir of Power at your disposal. For the moment, you don't know where the Power comes from. It's divided into "doses", represented in the top left corner of the screen. Using a dose of Power helps Garrett do whatever he's doing more efficiently. To activate a dose of Power, simply validate your order by pressing the "S" key (Amstrad: "0" on the numeric keypad), instead of the normal ENTER or RETURN. If Garrett decides to turn down your idea, the Power won't be used.

Saving a game

To save your game, put a clean formatted disk into your drive. Then type "DISK" (instead of an instruction to Garrett). Validate with ENTER or RETURN.

To load a saved game

First load the game normally. Then replace the CRASH GARRETT disk with yours, and type "GAME" when Garrett asks you for your instruction. Validate with ENTER or RETURN.

To change tempo

If you want to modify the speed at which the game's scenes unfold, type in "T", followed by a number from 1 to 9 (1 is the fastest). For example: "T7". The default speed is 5.

LET'S GET GOING!

The events in the story take place over two days in May 1938, and the action starts in mid-flight. Garrett's taking Cynthia Sleeze, the famous gossip columnist (millions read her weekly "Hot from Hollywood" reports), to the little town of Lone Pine, where she's going to interview top star Shucks Shottaway on location for his new all-action western, "Let's lynch'em anyway".

The flight's going without a hitch, but Cynthia seems worried about something...

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