



THE COLLECTED WORKS

LOADING INSTRUCTIONS

SPECTRUM 48K/128K, +2 CASSETTE

Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected. Ensure cassette is fully rewound and zero your tape counter. Type LOAD™ and press ENTER. Press PLAY on the tape recorder. The required program will then load automatically. Each game is individually loaded so for the second or third game on each side (as applicable) stop the recorder after the preceding game has loaded and switch off the computer. Turn on again and repeat loading procedure. You may find it worthwhile for those machines with tape counters to make a note of the count or reference on the cassette player. For ease we have included a grid for this purpose.

PSSST	<input type="checkbox"/>	Lunar Jetman	<input type="checkbox"/>
Cookie	<input type="checkbox"/>	Sabre Wulf	<input type="checkbox"/>
Tranz-Am	<input type="checkbox"/>	Knight Lore	<input type="checkbox"/>
Atic Atac	<input type="checkbox"/>	Alien 8	<input type="checkbox"/>
Jetpac	<input type="checkbox"/>	Nightshade	<input type="checkbox"/>
		Gunflight	<input type="checkbox"/>

NOTE: For Spectrum +2 users – After each game has loaded a series of 3 consecutive sound bleeps indicate the end of the program loaded (1st bleep) and the beginning of the next game to be loaded (3rd bleep). There is a 5 second gap between the end of the program and the first bleep. Also a 5 second gap between the 3rd bleep and the start of the next program.

SPECTRUM +3 DISK

Turn on the computer, insert disk, and press ENTER. The game will load automatically. Refer to menu for running order.

PSSST

All he has to do is figure out which spray kills each insect outright, as the wrong spray will only stun them momentarily. If Robbie leaves his plant unattended the insects will swarm all over it, eat the leaves and the plant will wilt, shrivel back and die. Little vermin. Leave my plant alone. Oyl My plant's dying. No! No! Nasty bugs sucking the life from my Thyrgodain Megga Chrisanthodil, making her shrink, wilt and die. I'll soon put a stop to their little game, quick Spray-O-This'll sort 'em out. There! Take that and that! Ha! Ha! Musn't die, musn't die. It's got to flower, it must do. It said on the packet "takes between two and five minutes to grow", it can't be much longer, won't be long now.

Why! you little Quickly get the Super Space Slug Spray and then the Leech Laser. Quick, quick. They breed so fast, can't hold them back for long. Hurry! Hurry! Arrggg

GROWING INSTRUCTIONS

Plant these seeds in good soil, growth can be speeded up by collecting all compost bags, keeping young shoots free from all garden pests and by looking after the leaves, which collect sunlight. Remember, the more leaves the plant has, the faster it will grow. As the young shoots give off an exotic aroma, the plant is especially prone to and will in fact attract hordes of

Interstellar Space Slugs, Scuttling Leeches and Menacing Migdes. Use of correct repellants will prevent all of these attacks. Please note: Only approximately 20% of all plants will blossom and reveal Robbie's Ultimate dream. Growing time approximately 2 to 5 minutes.

CONTROLLING YOUR ROBOT

Your robot is fully controllable using either the keyboard or a joystick.

KEYBOARD CONTROLS

LEFT – Robot will move left by using the 'Q' key on the third row.
RIGHT – Robot will move right up using the 'W' key on the third row.
UP – Robot will move up using the 'E' key on the third row.
DOWN – Robot will move down by using the 'R' key on the third row.
FIRE – Robot will fire the various spray cans using the 'T' key on the third row.

LUNAR JETMAN

Desperate to regain the lost minerals, the aliens initialise their ancient attack mechanisms. All round, huge missile installations erupt from deep within the bounds of the planet, surrounded by their own strategic defence stations. Their huge linoleum shelled missiles glisten in the distant sunlight as the multitrionic warheads Auto-arm and poise for attack.

With no hope of help from the nearby and unaware Earth, JETMAN has to destroy all of the installations, single-handed before the imminent destruction of his home planet. Using only his Hyperglide Moon Rover to carry the strange equipment and supply Bridging units, with any other equipment he can find to complete his mission.

PITY HE CAN'T FIND THE OPERATION MANUALS!

CONTROLLING YOUR JETMAN

Your JETMAN is fully controllable using either the keyboard or joystick and keyboard combined.

KEYBOARD CONTROLS

LEFT – JETMAN will fly, walk or drive left using the keys X, N.
RIGHT – JETMAN will fly, walk or drive right using the keys C, M.
FIRE – Any key on the second row may be used to fire Quad Photon Laser Phaser, rapid fire can be obtained by continuous hold of the fire key, e.g. A, S, D, F, etc.
THRUST – Any key on the third row can be used to thrust JETMAN's Hydrovac JET PAC, e.g. Q, W, E, R, etc.
PAUSE – The whole game can be paused using the O key.
PICK UP/DROP JETMAN can pick up or drop a piece of equipment using either the Z or SYMBOL SHIFT keys.
ENTER/EXIT JETMAN can enter or exit a piece of equipment, i.e. the Hyperglide Moon Rover using the CAP SHIFT or BREAK keys.

HOVER Any key on the numbers row, from 1 to 9 can be used to hover JETMAN whilst in flight without the need for thrust, e.g. 1, 2, 3, 4, etc.

JOYSTICK CONTROLS

JETMAN can be controlled using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Thrust, Hover and Fire commands.

SCORE LINE

The Score Line displays:
One and two player scores
One and two player lives left
Highest score obtained

Various game options are available including:
Joystick and keyboard combined/keyboard select 1 or 2 player options, upon the start of the game.

ATIC ATAC

THE CASTLE

Now that you have been trapped in the evil haunted Castle, your object is to find the Golden Key of A.C.G. and escape via your only exit, the Main Doors.

The Castle consists of 5 floors, including the 'Atic' and the caverns, which contain countless rooms. Within the many rooms you may find furniture, food, drinks, objects, Ghosts, Ghouls and Monsters. Eat and drink sparingly so that you do not deplete your food supply. Collect and utilise any objects you find to your best advantage, be wary of slamming doors and working trapdoors which will try to trap you and avoid contact with all the Ghosts and Monsters, as each of these will use their best endeavours to hamper your search.

YOUR WARRIOR

Each of the characters, Knight, Surf and Wizard, are armed with their own specific weapons, individual movement type and use of one set of secret passages, unbeknown to the others.
GOOD LUCK.

CONTROLLING YOUR WARRIOR

KEYBOARD CONTROLS

LEFT – Your Warrior will move left using the Q key.
RIGHT – Your Warrior will move right using the W key.
DOWN – Your Warrior will move down using the E key.
UP – Your Warrior will move up using the R key.
FIRE – Your Warrior will use his weapon when the T key is pressed.
PICK UP/DROP – Your Warrior can pick up/drop an object using the Z or SYMBOL SHIFT keys.
PAUSE – The whole game can be paused using the CAPS SHIFT or SPACE keys.

JOYSTICK CONTROLS

Your Warrior can be controlled by using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Up, Down and Fire commands.

TRANZ-AM

Possessed for too long by the 'Deadly Black Turbos', the 8 cups remain hidden throughout the land, their strange inscriptions long since forgotten and their locations reverently protected. Your Chance ... A Super Blown Red Racer equipped with technology far advanced. A last chance with a weapon, whose power far surpasses any Black Turbo. One press and a massive engine thunders into life, the shrill rumble from the exhausts and the hypnotic whirr beckon the Deadly Black Turbos. The noise reaches crescendo and in one sudden lurch the Red Racer splits forward across the land at incredible speed, in the last great battle of your life.

Use your skill to outwit and crash the Deadly Black Turbos and the instruments to locate and collect the 8 Great Cups of Ultimate before you run out of fuel.

CONTROLLING YOUR RED RACER

KEYBOARD CONTROLS

TURN ANTICLOCKWISE – using the following keys, Z, C, B, M.
TURN CLOCKWISE – using the following keys, X, V, N, SYMBOL SHIFT.
BRAKE – using any key on the second row, e.g. A, S, D, F etc.
ACCELERATOR – using any key on the third row e.g. Q, W, E, R, etc.
PAUSE – the game by using the CAPS SHIFT key.

JOYSTICK CONTROLS

TRANZ-AM can be controlled using Kempston Competition-Pro Joysticks.

JET PAC

But! as you don't often get the chance of a free trip across the Galaxy, and space travel is, oh, so expensive, now is your chance to get rich! You might as well just stop off on several planets on your journey, collect the odd sack of precious gems, elements or gold, and take them back with you.

SOUNDS SIMPLE DOESN'T IT!

But! before you go and make yourself the richest person in the whole Universe, you must remember to refuel your Spaceship, every time you land on a planet, with 6 fuel pods. Any other goodies you collect are yours to keep. Upon landing, you will find yourself equipped with the very latest Hydrovac JET PAC, which can automatically air lift almost any rocket stage, fuel pod or valuables, you care to land upon, and release them over the rocket ship base, plus megga powerful Quad Photon Laser Phasers, to blast any nasty, mean, little aliens who might object to your visit

And my! do those aliens get upset when you collect all of their valuables, and sneak off, without so much as a by-your-leave.

CONTROLLING YOUR JETMAN

Your Jet Man is fully controllable using either the keyboard or a joystick.

KEYBOARD CONTROLS

LEFT – Jet Man will fly or walk left using alternate keys on the bottom row, e.g. Z, C, B, M.
RIGHT – Jet Man will fly or walk right using alternate keys on the bottom row e.g. X, V, N, SYMBOL SHIFT.

FIRE – Any key on the second row may be used to fire the Quad Photon Laser Phaser, e.g. A, S, D, F, etc.

Rapid fire may be obtained by continuous hold of the FIRE key.
THRUST – any key on the third row can be used to thrust Jet Man's Hydrovac JET PAC e.g. Q, W, E, R, etc.

HOVER – Any key on the numbers row can be used to hover Jet Man whilst in flight without the need for thrust, e.g. 1, 2, 3, 4, etc.

JOYSTICK CONTROLS

Jet Man can be controlled using the KEMPSTON Competition-Pro Joysticks.

SCORE LINE

The Score Line displays:
One and two player scores
One and two player lives left
Highest score obtained

Various game options are available including Joystick/Keyboard select and 1 or 2 player options, upon start of game.

ALIEN 8

The planet's final end draws near as the last, most vital piece of equipment is loaded aboard, activated and the hatchways closed. The ULTIMATE evolution ALIEN 8 cybot whirrs into an artificial cybernetic rush of intelligence. All hatchways are sealed, as the starship prepares for its long uninterrupted journey into the inky void of space.

THE JOURNEY

Aeons pass and still the ALIEN 8 unit is functioning perfectly, gliding swiftly and silently around on multi-sealed-thermoion bearings in waxolight shrouds. The very pinnacle of robotic development from a now long dead planet, on its immense task of keeping the cryogenically immersed cryonaughts activated by preserving and maintaining their life support systems and waiting

The long journey is near completion as the central computer alerts you to the nearing of the predestined solar system. The dust of aeons lies heavy on the ageing data banks of the central computing core, tired from centuries of repetitive computing and re-computing, at last activating the final sequential landing operations.

The craft begins its final slowing sequence several hundred light years from the destined planet and as, almost immediately the starship slows to sub-hyper-warp speeds, is open to attack.

All the starship main defence systems have remained unactivated, as the reverse polarity negative-ion thrusters battle and strain to halt the enormous bulk of the ship.

The main computer reports Alien penetration in almost all areas of the ship and all life support systems have become damaged and deactivated. All cryogenic systems must be reactivated before autophase thrusting systems manoeuvre the ship into its semi-cyclic planetary orbit, at 0 light years from the planet.

Your programming insists that you complete the mission and restore all cryogenic life support systems to operation.

INSTRUCTION MANUAL

THE STARSHIP

- The starship is at risk to Alien intrusion at lower than hyper-warp speeds. As lesser beings have not yet developed the mental ability to contemplate travel at this speed, hyper-warp is relatively safe and untroubled. Once the starship's speed falls below hyper-warp speed, upon its approach, at several hundred light years from the planet, it will become vulnerable to attack and Alien intrusion.
- Once the starship has slowed down into sub/hyper warp speeds, and enters semi-cyclic orbit the ship will not have enough fuel to enable recovery to be made.
- The starship is equipped with indestructible multi-control directional robdroids.

ALIEN 8 PROGRAMMING

- All cryonaughts must remain activated.
- Locate and recover all thermolec valves and ALIEN 8 replacement packs.
- Ensure all thermolec valves are in correct socket, to ensure continuing reactivation.
- Locate and activate all cryogenic chambers.
- All cryonaughts must remain activated prior to the planet being reached, for them to effect the final landing sequence.
- You have been issued with 5 initial replacement packs, other packs may be located throughout the starship. These will prolong your existence upon damage by collisions etc.

CONTROLLING YOUR ROBOT

KEYBOARD CONTROLS

LEFT – Alien 8 will turn left using the Z, C, B and M keys.
RIGHT – Alien 8 will turn right using the X, V, N and SYMBOL SHIFT keys.
MOVE FORWARD – Alien 8 will move forward using any key on the second row e.g. A, S, D, F etc.



THE COLLECTED WORKS

HISTORY

When Jetpac and PSSST were released in 1983, very little was known about Ultimate Play the Game, the creators of these two Spectrum masterpieces. Based in Ashby-de-la-Zouch in Leicestershire, Ultimate was wholly owned by two brothers – Chris and Tim Stamper with Tim's wife Carol. With one or two other "software engineers" they set up to create "arcade quality graphics" – superior to any other game at the time.

Ultimate's first releases were even more surprising in that they were packed into only 16K of memory. Cookie and Tranz-am quickly followed with the complex 48K games Lunar Jetman and Atic Atac hot on their heels.

Between 1983 and 1986 Ultimate had an unbroken chain of 14 Spectrum hits with overall ratings averaging 93% for most of those reviewed by "CRASH" Magazine. They became the magazine's most highly praised software house of their time.

During this period the company maintained press silence which gave them an aura of mysticism. "CRASH" were perhaps the closest to that elusive interview after running several competitions, but the interviews never came.

Each Ultimate game was eagerly awaited and if the forthcoming release was delayed for any reason, consumer response was phenomenal.

Knight Lore introduced an entirely new three-dimensional concept with superb animation called Filmotion which was revolutionary in that it brought about the isometric 3-D arcade adventure.

By the end of 1985 Ultimate's magic seemed to be waning, although the company's profile remained high until well into 1986, the flair seemed missing as many CRASH readers' letters referred to the similarity of the later Ultimate titles.

From small beginnings as two arcade game designers Chris and Tim Stamper changed the face of Spectrum games and 11 of their greatest hallmarks are included in this package.

ULTIMATE – The Interview (CRASH – April 1988)

WHY ULTIMATE FADED

I started with the most obvious burning question: why did Ultimate disappear about 1½ years ago? Perched on the edge of a massive desk, Tim Stamper, who acts as the company's business spokesman, thought for a moment and then corrected me slightly.

"I think for us, as the main development team, possibly 2 years ago was the time. It wasn't really conducive to company expansion to carry on producing on the Spectrum – unless we went along the budget route."

That's what people said at the time: that Ultimate had gone as far as it could with the Spectrum. But what about the 1987 games like Bubbler and Cyberun? Tim insisted that was the

post-Stamper Ultimate's work.

"They were not really our involvement. We said "Ultimate, if you're developing on the Spectrum, carry on doing that – we're still the majority shareholders in Ultimate, so we still take an active interest in the company."

Chris – the quieter brother, who concentrates on coding – broke in: "What was the last one we developed as a team? It was Gunfright I think. Everyone was copying our Knight Lore concept, so we thought we'd do one as well! Get a little bit of the action!"

But even before Gunfright, Ultimate had come in for magazine criticism – Sabre Wulf is a copy of Atic Atac, Alien 8 is a copy of Knight Lore, and so on.

"It was funny to read the reviews", recalled Chris. "A lot of the earlier reviews were actually incorrect. It never really affects you. You know whether the product's good or bad.

"I think the only criticism we would be aware of was the sales and the sales were very good."

Tim observed: "CRASH always gave us fair reviews, but with some of the other magazines, if we didn't advertise, the product got a bad review – and I was actually told by a few of the other companies that they thought the problem existed as well – and I'm sure it's still there now."

"So we steered clear of talking to anyone, and if they liked the product great, and if they didn't I wasn't bothered because if the sales were there people were buying it."

FANS

Most software houses get as much criticism from letter-writing players as they do from reviews. But Chris said, "We had hardly any letters written to Ultimate which actually complained. We had tremendous fan mail, though, 50-60 letters a day and had to have someone fully employed just to deal with it."

Talk of fan mail prompted Tim to make a point. "I think we had an opportunity to capitalise on the sort of fan club Ultimate created. So many people wanted more information on Ultimate and sweatshirts and caps and that.

"We could have expanded, like some companies did, with a large fan club and giveaways and posters to buy, and we could have said "If you like Ultimate, buy the games, buy sweatshirts, but in fact we gave them all away.

"If anyone asked us for a sweatshirt or a cap we said "Well you can have it ... or posters". We were just interested in seeing the software out there and getting fair reviews."

QUALITY CONTROL

Today's software houses, anxious to keep buyers happy with bugless games, regard playtesting as essential. But despite Ultimate's string of hits, the Stampers never employed hordes of young playtesters as the old Imagine used to.

"We rely on friends and friends of the family", said Chris, "usually people a lot younger than ourselves, to play the game. We like to see their reaction to the game from fresh. It's very easy for us to see what the problems are when they start to play the game. Basically we're all arcade players and we're all arcade addicts."

No game is perfect, and with hindsight the Stampers can often see something they should have done better.

"But when we've finished a game, all we can see is all the hard work that went into it. It takes a long time before you can look at it with a different eye, you always remember all the problems and all the concepts that were thrown out, all the stages of development.

"It's easier to look at a product you haven't worked on, because you can look at it with an open mind. It's so difficult for us to

criticise or comment on our own games."

MYSTERY

A mystery in one Ultimate game always annoyed even the label's staunchest fans-so I demanded the definitive company answer. "Was there ever a trailer in Lunar Jetman?" I asked.

After a cautious silence, Tim replied, "Well I never got far enough! I once saw a picture in a magazine with a trailer." Yes, I told him, that was in CRASH. A reader sent it in, but obviously it was a hoax – or was it? I added that the graphics looked very authentic. Tim merely laughed.

"I wish they had contacted us!"

And so mystery was Ultimate's fifth name. Was it a conscious policy to be mysterious? Was it seen as good PR?

"No, it wasn't", said Tim, "That's the way it turned out, we were so busy producing a few products a year and making sure they were right. I think while we were full-time Ultimate, we only had two Christmas mornings off and that's how hard it was.

"We worked seven days a week, 8am till 1 or 2 in the morning. I don't feel it's any good having engineers who only work 9 to 5 because you get a 9 to 5 game, you need a real input.

"And the day a product was released the phone would just be red hot with all the distributors ringing. It was really bad ..." His voice trailed off.

"I prefer it here without those sorts of pressures", Chris added. "It's just a development place, the atmosphere for development we have in this place is excellent. It's a nice rural setting with chickens all over. It's a farmhouse and we want to keep it that way because it gives you something to refresh yourself."

"It's good for development rather than being stuck in the middle of some suburb or city centre."

RARE

The Ultimate software label has been largely dormant since mid-1987 and though the Stampers still have an interest in it, 2 years ago they formed a new company, Rare Ltd. and moved from Ashby-de-la-Zouch to the nearby village of Twycross. It's there that the Stampers are working on a new generation of games and it was there that they gave CRASH the Ultimate story.

Twycross is a tiny Midlands village perched on the borders of Leicestershire and Warwickshire, known only for its zoo. Sitting on the western edge of the village is a very large 18th-century mansion, part of Manor Farm.

This is the home of Rare, protected by rambling outbuildings, barns and a crowd of noisy cockerels and chickens. It's an elegant though rather dilapidated building, gradually being repaired by the Stampers, and its calm, very country-English exterior belies the power of the technology within.

The inside is half-finished, but in the board room a row of clocks on the wall shows the times in Japan and America – all part of Rare's international market.

And what illuminates Rare's operation is the Stampers' intimate working knowledge of their hardware. Very little equipment in the mansion is as it came from the manufacturer; even the modest Amstrad PCs have been given vitamins. That's the style of the two former coin-op designers, of course, and it was their technical knowledge of the Spectrum as much as their imagination that kept Ultimate playing the game so long.

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Our expressed thanks to Roger Kean (of CRASH) for the use of this material.

Ultimate Play the Game – The Collected Works.

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ULTIMATE – THE COLLECTED WORKS – HINTS SHEET

JETPAC

By positioning Jetman on the top right of the screen on the platform and leaving him there, the aliens cannot kill him and your score will amass.

On the first three levels, by staying on this platform, fire left and right rapidly, leaving the platform only to collect fuel, jewels and gold. On level 4 by standing on the left hand side of the platform in the middle, the aliens will not hit you, they crash and you collect many points.

GUNFRIGHT

Between killing each round of outlaws you will receive a bonus of \$2,000 and then you have the chance to get more money by shooting the money bags, gradually this screen gets faster. At the beginning of group 3 bandits a new monster appears, Tumbling Weed. Just to make matters worse the fine also increases. As you progress through the game, the reward for bandits increases. The first bandit is worth \$350, the second \$700, the third \$1,500, the fourth \$2,000 and so on.

PSSST

After getting past the first level and the slugs, you will need two different cans of spray but you can't hold both at the same time. So put one above the other in one of the corners, it makes them easier to swap over. Also, get the grow-bags, water cans and fly swatter.

NIGHTSHADE

It is worth learning which antibodies kill which nasties because if you use the wrong antibody the creature will either double itself or change into something even worse. If you press Z then your view will change – this is undocumented, but it does work. Throughout the maze there are four extra weapons. These are used to destroy the four big nasties that are pictured at the bottom of the screen. When you are near a monster and you have the weapon needed to kill it, then that object will flash. To destroy the baddie just throw the object at it. If you miss don't worry because the object will just fly past and you can go and pick it up.

TRANZ-AM

When you are being chased by the crazy black cars your engine will overheat and slow you down. Hide behind a tree, stone etc. and you will cool down while the chasing car cannot usually get you until it has hit the obstruction five times. This gives you the time to cool down and escape.

COOKIE

On the Colonel Custards, if you stand at the top and fire down you will knock everything into the bowl, including Mike the Pikes and Tin Tin Cans, which comes out of the bin, but you will eventually fill up the mixing bowl. Terry Tacks, Bernie Bolts and Wally Washers home in on you, so watch out for them. Before a nasty is thrown out of the bin, a thing will pop up. If you throw a bag of flour at it, he will not throw a nasty out. It's best to do this on the higher levels.

LUNAR JETMAN

If you run out of fuel, all you have to do is get back into the Moon Rover and you fill up again. After you have progressed past level 10 it is possible to find a trailer for your Moon Rover which will hold three more implements.

To fill up holes:

1. Keep fingers on the right key, pick up/drop key and enter/exit key.
2. Continually press right key. Then Exit key (presumably you are in the Moon Rover).
3. Press pick up key, walk right a bit and press it again. Walk left. Press enter key. You are now back in the Rover with a filled up hole in front of you.

Alternatively you needn't fill the holes in at all. When you reach a hole, hold down a key for the direction you wish to go in, then continually exit and enter your Rover. Each time you do this, the Rover will move a little more over the hole.

Once you are over the hole, remain in the Rover and continue on your way.

ATIC ATAC

The three parts of the ACG key are to be found on different floors and the only part that is always in the same place is the third part of the key. But it is deceptive as it resembles a golden cup. The spanner kills Frankenstein and if you have the cross you're safe from Dracula. If you drop the leaf in the room where the Mummy is, he will eat it and then go after you. If you drop the chair in the room where Quasimodo is, he will move on top of it and then you can go through the blue door. After a very lengthy period, he will go back to guarding the door.

There are no yellow doors in the caverns, so you can leave the yellow key upstairs. That is if you can find it! The yellow key is always in the room with four doors, all yellow. You get in by a trap door from above – too complicated to explain. But you must get the yellow key to be able to get up to the attic which is blocked by a yellow door. There is always one part of the ACG key up there on the top floor.

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