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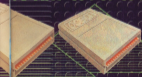
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The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!



THE SPY WHO LOVED ME

DOMARK

28 **007** returns in Domark's latest board game. You may not remember the movie but the 64 version is here now!

NAVY SEALS

OCEAN

32 Real-life tough guys. They're mean, they're on cam, and they're all set to kick ass on your 64!



THE HUNT FOR RED OCTOBER

82

GRANDSLAM

Join Captain Marko Ramius as he struggles to evade Russian and US naval forces in a bid for freedom!



SHADOW OF THE BEAST

OCEAN

92 The stunning Amiga game finally scrolls onto the C64 but is it another case of nice visuals, staine about the gameplay?

ROBOCOP 2

OCEAN

18 The film didn't set the world on fire, so just how does Ocean's latest cart-only conversion fare?



SUMMER CAMP

THALAMUS

90 What do camp, frodozard, a missing flag and a mouse called Maximus have in common? All is revealed within!



PLUS

20 DIPLOMACY

VIRGIN

Your chance to rule the world by negotiation, deceit and diplomacy in this version of the mega board game

49 HELTER SKELTER

AUDIOGENIC

For more bouncing ball barks and lifts as you look at the mouth trying

to look at the beakies in a bid for freedom? But remember, there too is a method to your madness

70 DAYS OF THUNDER

MINDSCAPE

It's gone into orbit sailing in the game of the film, but does it have a baby driver instead of a big one?

76 PUZZNIC

OCEAN

Looks like the objective in this colorful board-sticker - it might look like a

mouth of cat bones, but it's not just a ball of old hat's wailing great!

78 CYBERBALL

DOMARK

America's hottest ball game plays in this world famous coming

85 GOTCHA

KINGSOFT

If it's a surreal puzzle game you're after, look no further

95 PANG

OCEAN

Simultaneous two-player Bubble-Quest!

4

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How amazing is it to hear that Steve Curry looks at the games at the time?

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Amiga's top-selling... and you can get too!

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Amiga's hottest conversion for the Amiga 64... with the help of some special guests!

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These CF's questionnaire results in full!

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MOVIE MANIA



Throughout this, our special MovieTeIn issue, you'll find reviews of the latest games that are based on successful films. But there is even more to come. Darkman, the story of the mad scientist and his artificial skin problems, is being 64-ed by none other than Disney who are also working on Wings of the Apache, the game of the film of the helicopter gunship reputation that takes on the night of mercenaries fighting for South American drug barons. (Well, let's hope the game is less complicated than the plot.) Not to be left out are Disney, whose new software division is already developing the game version of the next Spielberg (Indiana Jones), Arachnophobia. Grandstream will be releasing Die Hard 2 in March (page 64) and since we reported Predator 2 in C&E, we've learned that Microsoft should have the finished game ready for March. OK, square eyes?



An unexpected box office hit - *Backdraft* - coming to a 64 soon.

SIXTH TIME AROUND

MicroAge are set to release Ultima VI, the latest installment in the longest running series of computer games in history. Origin Systems' greatest claim to fame is their remarkable series of computer roleplaying games. Ultima I, released in 1980, is the granddaddy of awards and success computer games and it caused such a stir that the company have never stopped coming. The games have got bigger and more complex over time (the Ultima world now has something like six different continents) but something is it and each game in the series normally spans several disks. Ultima VI can be played on its own, whether or not you've ever played any of the games in the series before.

The Godfather - the film that set the ball rolling 18 years ago - is a game soon!



MAFIA GAMES TO COME

US Gold have acquired the license for *The Godfather* series. The license covers the original film, its sequel and the latest film in the series, *Godfather II*, which continues the story of the Corleone family and life in the Mafia (begin in 1972). US Gold have said that they want to produce a series of games, not only based on the different films but designed for players of different kinds of games. All we know for certain at the moment is that two games are currently under development. One is going to be an arcade action game while the other will be an adventure game, possibly in the same style as *Mean Streets* (see C&E). The first game in the series is likely to appear sometime around June.

AWARD WINNING SPECIAL OFFERS

"I'm pleased to be collecting this award on behalf of the *Backdraft* and *Mail Office* who couldn't be with us today (due to spending time on page 63, while *Backdraft* is hard at work on 64). They're very special to all of us and I'm sure you look forward to seeing them!"





DINAMIC DEVELOPMENTS

Dinamic will learn the ropes of every C64 and 65-gamer's heart with the announcement that, from now on, they will only be producing C64 games on cartridge. Not only that but they will be converting their back catalogue of games to cartridge format as well! This should mean that among others, Gates (retired in EPF) should be re-released in this format soon. The first of their new games to appear on cartridge format will be the action arcade-adventure, *Narco Police*. Fingers crossed, we should be able to bring you a full review next issue.

Narco Police features a combination of arcade and strategy gaming in a 3D world drawn in high res graphics. The setting is a tropical island fortress defended by sophisticated computerised weapons systems where drug barons are manufacturing narcotics. You control three groups of futuristic anti-drug police agents who must mount a successful assault on the drug barons' base. Action scenes controlled via a joystick are followed by tactical decision making sections where direct computer commands have to be quickly issued in the seconds before the action starts up again. It all looks and sounds completely over the top. Come back next month to find out if it really is.

Dinamic's latest really smart *Narco Police* will be their first release on cartridge.

DOWN THE DUNGEON AGAIN

The next game in SSI's series of AD&D games is due from US Gold. *Death Knights of Krynn* is the direct sequel to *Champions of Krynn*. Adventurers should be prepared to take on the Draconian menace again towards the end of February. A conventional wargame called *Medieval Lord* is also currently under development. The game should be out next May or June so keep your eyes peeled for developments. One more game being developed by US Gold at the moment is *Magic Sword*, which is being converted from the Capcom original by Probe software, the team who programmed *Golden Axe*. But don't hold your breath, *Magic Sword* is unlikely to appear before next September!

Next 'n' title is sure to stay - another AD&D game is on its way



VIRGIN TERRITORY

New games will be coming thick and fast from Virgin Mastertronic in the new year. Their biggest game, *Judge Dredd*, has been delayed for some time but it's now expected that the title will be released sometime in late January. That should coincide with *Kix*, the company's 'sell' game of the vulgar but funny genre of the same name. (Speaking of which, check out CFS for an exclusive playable demo on the

PowerPeak tape. Meanwhile, check out Super Frames for details of some imminent Virgin Mastertronic budget releases.

Finally, a compilation due from the company in February will consist of *Shinobi*, *Ninja Warriors*, *Double Dragon 2* and *Dynasty Wars*. No price is available for this yet.

The Law (Dredd) is going to take his score on your side by February - but will that be interesting?



VIZ

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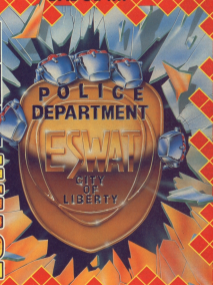
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Merry Christmas and Happy New Year, you joyfellow junkies. Now then, it's time to discuss the best laid plans of editors again. Last month we told you that doses of Warlock and Total Recall would be on this month's tape, along with the complete version of Inner Space. Well, we decided to hold onto Warlock until next month, for reasons best known to ourselves and when we get to see Robocop 3, we thought it was so brilliant that we swapped Total Recall for it. As for Inner Space, well, we never realised how packed this tape was going to be. There just wasn't room. The mega CFI PowerPack is brimming over with enough easy stuff to keep you frothing throughout the festive season. From Disneyland we bring you Lotus Esprit Turbo Challenge, courtesy of Gremlin and, of course, Ocean's Robocop 3.

After your idealistic flights have been well and truly fixed, take a look at our first full game - *Beamer* - one of the scrummiest games ever to appear on the 64 (if you haven't tried it, take a look and see for yourself). The same can be said for *Beyond the Forbidden Forest*, our second full game, this month. All in all the CFI PowerPack is more of a sack-buster than a stocking filler!

POWER PACK

Wanna be a great archer, the law enforcement weapon of the future, driver of a £46,000 racing car? How about being a tennis ball...

**FULL
GAME**

BEYOND THE FORBIDDEN FOREST

COSMI



The evil demogorgon lives in a cavern protected by hordes of terrible creatures. As the greatest archer of them all, it is your mission to hunt her down and destroy her. To do this you must first make your way through the Forbidden Forest and then beyond - to her lair. Oh, your way, the demogorgon's grotesque pets will do their utmost to fry and bog you (and get something fresh for their dinner in the bargain). So the game takes place in two locations, the first is the forest. The second is the underworld. You can only see



The grey bars sticking out of each side of the screen indicate the elevation of your bow. Reading them takes practice.

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

Get back and enjoy this stunning demo from Gremlin's latest licensed racing game.

The final version is almost ready as we write this, but the lads at Gremlin have given us a special taste of the split-screen action to come and we, of course, have passed it on to you. Look forward to a full review next issue.

The final version of Lotus Esprit Turbo Challenge will have a split-screen like this, so two players will be able to compete simultaneously.

DEMO



Save into the underworld once you have defeated all the monsters in the forest.

As time and again are your only means of defence it's a time to explain how they work. Move the joystick up, down, left and right to move your character into and out of the forest or left and right on the screen. Press the fire button until the box in all the corner elevations (markers in the screen border indicate the box's elevation). Hold both the fire button down and move the joystick to aim at a creature. Let go of the fire button to shoot. Beware: It is possible for a care-less arrow to shoot himself!

The function keys are also used in the game. F1 gives you a count of your remaining arrows and pauses the game. F2 continues the game from the message "The game is lost" and the resurrection screen (you're allowed a number of resurrections during the game).

For every creature you kill, you will be rewarded with golden arrows. You receive one golden arrow for each creature killed in the forest. When you move to the underworld, you will be rewarded with double the golden arrows you collected in the forest. However, every time you're resurrected, you lose half your remaining arrows. You lose a golden arrow for each arrow fired in the underworld. You lose two arrows for being knocked out by a bat and you lose two



You can move your marker in a variety of gridly ways. Here, it's the giant scorpion who splits your bow.

golden arrows if the demogorgon kills you. If you lose all your golden arrows, you turn to stone and that's that. Start a new game. You start all your golden arrows for fighting the monsters in the second part of the game, in the underworld.

HOW TO AVOID BECOMING MONSTER LUNCH

THE GIANT SCORPION You'll have to get five successful hits on the scorpion before it dies. Unfortunately, if you remain planted to the spot and try to fire five quick shots at it, you'll be scorpion-gone. The scorpion is a fast beast (it's got lots of legs) but it isn't very good at turning corners (a bit like Andy really). Put some distance between you and it and then fire. Whether you score a hit or not, the scorpion will then charge after you. When it gets close (but please, not too close) turn and run to one side. You should then have an opportunity to shoot at it again. Repeat this process five times and the scorpion will disintegrate. You will then receive your first golden arrow.

THE WORM A giant worm burrows a network of tunnels beneath the forest floor, occasionally bursting through the undergrowth to catch dinner in its enormous

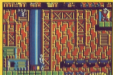
ROBOCOP 2 DEMO

OCEAN

Yep, slam that joystick into port 2 again



Work your way through the drag bar on a factory, collecting ghosts of Mike as you go. Shoot the bad guys but keep an eye out for the hostages — shooting them won't do anything for the police force public image. Use elevators and platforms to get to the other side of the factory but watch out for



The elevator-like gate in the left is a pile driver of the Mike-resurrecting variety in this case, it's just missed. A Shotgun (top right) says no prayers of Mike's.

the pile drivers and machinery, both of which are powerful enough to burn you into Robocop. That's all there is to it!

By the way, remember to wind past the second part of *Revenge of the Forbidden Forest* when you want to load this wonderful demo.

Revenge in cyber-dark mode



In this case, Mike, you're got plenty of ammunition, but you have to remember not to use it on hostages. Shotgun says: Robocop, five points

Makes this is what it's all about

These rotating eggs are deadly to anybody wearing blue (Robocop). Don't let them and you'll be boiled-out of the screen

The factory is filled with a number of elevator shafts like these. As this shot shows, most of them are guarded by badies

mouth. Again, it should take five shots to kill this beast, but you have to be fast. It burrows through the ground quickly and then disappears. If you take too long to get all five shots on target, it will eventually find you and eat you.

THE DRAGONFLY This looks like a mosquito that's been eating too many breaded wheat. It moves fast and it catches you in its legs, you're a goner. It's very agile and can easily dodge shots. However, it only takes one shot on target to destroy the monster in a puff of smoke.

THE CHEMIST This terrifying mythological beast is the most deadly creature you will encounter in the forest. You will have to hit it many times to kill it and put it in a tank than the scorpion and more agile than the dragonfly. Expect to see the game over message the first time you fight it. Good luck.

THEY KEEP COMING

Don't make the mistake of thinking there is only one of each creature for there are many more. In fact, the further you venture into the forest, the tougher the beasts you face, even if you've fought and killed one of them before. Only the most docilest creatures live beyond the edge of the forest and you have at least four waves of monsters.

THE UNDERWORLD

Eventually, you will be transported to the underworld by the demogorgon, presumably because she doesn't like what you've been up to with her pets. When the second part of the game loads, you find yourself in an enormous cavern and it is through this you must travel to reach your final destination. The underworld is populated by more creatures controlled by the demogorgon and you will have to defeat these too.

FULL
GAME

THE BATS The first screen to which you're transported is infested with bats who will attack you several at a time. It might not seem a tall order but you can't see them until they're in an opening in the back wall of the cavern in which you can run. Bats will not attack you while you are there, which means already and you will see that one of the bats is golden coloured. If you kill the golden bat (one shot will kill it), all the others will vanish. You don't get golden arrows for killing bats. However, you lose five arrows if they kill you and you have to be re-equipped.

THE MYERS In another cavern, beyond the one in which you fought the bats (which is now a safe place), there lives a four-headed, fire-breathing monster - the Myrs. Each of the Myrs's heads breathes fire and the beast can only be slaying once you've severed a head. Kill one head of them (you have to go in a tunnel behind the monster and shoot it from there). In fact, though the Myrs is the toughest alien,



You get smaller the further you venture into the cavern. You can control the screen left or right as marker how far in you are.

any you have not faced, there is a small gas between each of its heads in which you will not be harmed by the flames. (Though they'll burn you if you're too close; you'll be able to feel your eyelashes singeing). When you have wounded all of the Myrs's heads, the four demoniacs will turn to stone.

THE DEMORGORGON Nobody told you you'd need an extra pair of trousers on this quest but you'll wish you'd bought them with you when you meet this baby. The demorgorgon runs out of an enormous pit looking like somebody just mixed a load of monster heads and stuck them together with their eyes when the head of a dragon, shoulders of an ape, reptilian arms and the torso of a giant praying mantis. It's the monster who's so miserable, who looks worse than Ben. The beast's heart is in its throat, which is about par for the course with a monster like this. It's the heart you have to aim an arrow into in order to kill it. There are only two problems. First of all, something looking not a little unlike foliage acts as a kind of armor plate around the heart, so you'd better be a good aim. The other problem is that the demorgorgon's eyes (which) both of plasma (probably a habit she picked up by looking in the mirror) and these beams try people like you.

Your best chance is to snare her fire to one side (having already made a guess at the direction you're going to need for your shot) and then run diagonally across, in front of her, to the other side. Fire just as her heart turns towards you again. With one direct hit, the demorgorgon will explode and the world will be rid of a major pest. You will find yourself back on the surface of the world, a hero.

BOUNDER

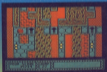
GREMLIN

Whack your
shaft into
port 2

CTRL - Pause

Land on
these areas
before the
bosses

One of the best games to come from Gremlin has finally bounced your way into us. What you have to do is control Bounder (he's the little brown ball-shaped dude) on his bouncy journey through life. Life, for Bounder, is a long and lovely road marked out with hedges. But just as you'd expect, the road is full of pitfalls and other hazards. So if you'd like Bounder to have a long and happy life, remember this: IF IT GETS GREY THEN AVOID IT!



This shot catches the handsome Bounder in mid-air, before he's back landing. To avoid these as they spin back and forth, timing is crucial.



The higher your lands ball bounces, the longer the amount of time in the air when you jump. They give you time to make longer jumps and, if you're feeling confident, a few fancy acrobatics. Whippersnapper! (RMP)

Misses with arrows or give you holes the amount of time in the air when you jump. They give you time to make longer jumps and, if you're feeling confident, a few fancy acrobatics. Whippersnapper! (RMP)

ALIENS

Bounder isn't alone in his world. Man, he's got aliens to keep his company. Some are friendly - some are not. The bad guys include Monoculoids (SOX), Mosaic Birds, Chameleon Demos, Phoenix, Coins and Excesses. Yeh, don't go near 'em. You can get friendly with Bonus Bugs, Copyright Cats, Triclops, Moving Platforms and Jump Bombers. They're all really worth visiting if you want Bounder to get on in life.

QUESTION
MARKS

Makes with question marks give you mystery bonuses: some good, some fair but most of



them bad. Planning and mapping will help (use the pause key to help you map the screen), by the way. There's a rather useful bonus stage after the end of each level. Bounder can do many question marks as possible - clearing all of them will earn you a bonus. Each jump uncovers bits in your bonus stage.

Christmas is ruined cos
me tape won't load!

That's what you'll be thinking if this cover tape doesn't do the bit when you start it into your cassette deck - but it isn't true. What happens when we print these tapes is that a few bad bits get through but we keep a few good ones to one side just to deal with this problem. So, if your tape gives you grief, send the rebellious recording and an SAE to: CF Tape 4 (Bounder) Refusals, Able Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF1 4UD and we'll send a replacement as fast as we possibly can!

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Anticipation shots shown
Features taken from April 92
and Commodore Antiga versions

Features may vary
depending on format



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Your words will be heard throughout the game. You have to speak to your car.

THE PRESIDENT

Quite simply an exciting product.

1992

The original car game. Venetta and the other car games are available on any computer you own. Venetta is the only game that gives you a car to drive through. The same burning wheels you see full throttle in Venetta will work on any computer you own.



When you get your hands on a hot new car, you want to use it. Venetta is the only game that gives you a car to drive through. The same burning wheels you see full throttle in Venetta will work on any computer you own.

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IMPULSE



WOW!! CF's crazy new ratings system explained in full!! (colour)

WE'VE GOT THE POWER!



Who reviews the games in COMMODORE FORMAT? What are all those strange little pictures for? And just what is a Corker? Confused? Read on and all will become clear...

We thought we'd keep up with CF's movie tie-in theme by asking our reviewers what their favourite films are. Surprisingly, we even got some sensible answers...



Steve Jarratt

CF's esteemed (or abashed?) Editor is a real movie fan. Anything with special effects in and he just goes at it with gusto. Fave revs are Aliens, The Abyss, Close Encounters (not the 10-inch re-rele, though), the Star Wars movies, the Indy movies, E.T., and again, and the one about Swedish Schindler's List... thanks SL, that's enough films for now.

Sean Masterson

Sean is a real science fiction buff. This is the man who saw Star Wars every week for a year while it was on at the cinema. Faves? "It has to be Star Wars, the Kids, E.T., and Aliens." Well, Sean, that just happens to be the last few films he's seen. We don't call him Master Galactic. Sorry for nothing, you know...



Andy Dyer

CF's answer to Tom Cruise, staffer Dyer is about as cool as you can get. "E.T., The name of the Rose was brilliant," he says. "I like the Indiana Jones films, et...

what else. Hello Golly," he says giggling stupidly. Yes, fine. Now push off and do some work - and do it faster.

Gordon Houghton

Gordon may doesn't watch movies, but they're his stuff. However, if he did (and we're not saying he does, mind), if he did, his favourites just might be "Alien,



The Thing, Robocop, The Fly, The Name Of the Rose (and you have you and Andy been swapping film titles?), ... and I can't think of any more." Thanks Gordon. You can let go of my throat now.

Kati Hamza

Kati has a rather wide spread of film favourites, ranging from The Sound Of Music (bring us to The Last Temptation of Christ (slightly dubious religious film), via The Big Blue (Rosario Argento's underwater), and ending up with Star Wars. This other means that she has an incredibly varied range of intellectual interests and cinematic tastes - or she just can't make up her mind. We favour the latter.



CONSOLE OWNERS!

Whenever you see the logo you can be sure the game is compatible with the C64 AND the C64GS console!

Commodore Format's review system is sublime in its simplicity, not for its half-baked ratings which no-one understands. Listen, it's really simple. Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarise the main points (good and bad) of the end.

CF RATINGS



- When you get to the end of a review you see an of these (eyes lol). This is a Powermeter and in it are all those summarized good and bad points about a game.
- Think of it as a smile which is filled up by good points and emptied by bad ones. The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. When the two parts meet, we put the rating. The highest rating would be 100% if we had nothing (bad whatever) to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.
- It's a really, really good game and it gets over 90%, it's a corker!
- And if you don't go out and buy it, you're plain stupid. Okay?



ICONS

To make things nice and easy, we've knocked up some 'tell-at-a-glance' icons (things as you can tell at a glance what standard features each game contains). They are:



FACE - Number of players, the more heads, the more players there can be.
KEYBOARD/JOYSTICK - Control: keyboard, joystick or both.



MOUNTAIN - Tell you that you can choose different difficulty levels.
OCTOPUS - Multitask if the octopus is here, the game's in beta.



GOALIE'S SHIRT - Save options if there is one, it gets the goalie's shirt (oh duh, that one).
BUCKET - This means you get the chance to gloat by putting your name in a high score table.



PAUSE - Yep, there's a pause mode (green).



Following on from the shut-busting original, *Robocop 2* places you back inside the tin in the vestiges of Alex Murphy. This time he's on the trail of a vicious Detroit drug ring which is putting 'Nuke' to the test of the city.

The game initially follows Murphy's efforts to track down the villains through old forest sections of their Nuke plant on the Forest River, while destroying Nuke centers and rescuing hostages. *Robocop* has to stomp across horizontally scrolling scenes, making his way across platforms and avoiding bossy traps and hazardous machinery. Huge metal crushers glummed down the roof and threaten to flatten the stainless one, rolling oil drums have to be jumped over, death-bringing electric sparks leap between electrodes, melting logs.



The physical part of the Nuke plant. The console layout allows for quick access to your beloved Nuke in order to spin around in the memory game sub-game.



Don't mistake the game, *Robocop* gets up to third leading by a considerable margin (Shelley) and

The city is suffering from Nuke - a deadly drug being pushed by psychotic criminals. You'd think that with Robocop on the streets, that wouldn't be a problem. But the drug baron behind the illicit enterprise, Cain, undergoes a surprising career change. He joins the police force - as



ROBO



tip up the urinary and conveyor belts carry our hero towards certain doom.

Robocop's jumping abilities have to be employed to avoid most of these hazards while the gun takes care of the more humanoid-shaped problems. As bolts a three-foot copper, *Robo* is slightly tricky to control with poor acceleration and some horrible inertia - it really feels like this guy has a weight problem!

There are collectibles to... er...

collect, and these include weapons power-ups (bullet, three-way fire, submarine and foot seekers), temporary invincibility, extra time and cans of baby food to replace *Robo*'s lost energy. Everything you'd expect from a first class platform game is there. The final

continued in this vein through another factory complex, until *Robocop* meets the drug lord Cain in a single screen shoot out to the death. After a head to head battle with Cain, *Robocop* must then advance to the City center where *Robocop 2* (commented by the recently damaged Cain) is being unveiled to the people. Then it's on to the final showdown with the madman machine...

Conveyor belts carry our hero towards certain doom

Cain's efforts are cartoonish, visuals are bold, very brightly colored (bordering on gaudy) and the characters all have a very cartoony feel.

The game's console heritage (it was originally designed for the Nintendo System) shows through in the presentation and game-

Practice makes perfect. Er... perfect

To complete each level you have to destroy more than 50% of the Nuke vehicles. If you don't, rather than simply end the game, you get sent to the firing range for practice and to have your weapons recalibrated.

You have to blast the "villain" cut-outs which appear from behind buildings and at openings, while leaving innocent bystanders in one piece. Extra time, extra ammo and bonus-point Nuke vehicles can be added but if you fail to reach the set number of targets before the time ticks over, you have to attempt the firing range again. Fail a second time, and you return to the test level to try again.



In Cain's Nuke-a-plain things are looking pretty hairy for *Robocop*. The conveyor belts are really deadly.

We can rebuild him



After RoboCop has been captured, dismantled, rebuilt and reprogrammed, you have to correct his malfunctioning instincts. This is accomplished by accessing a computer terminal and completing a shifting tile puzzle sub-game where Murphy's jumbled parrot has to be reconstructed.

By moving the spinning arrow (nice effect!) to the chosen file and pressing the fire button, the file moves into the adjacent, empty square.

Repeat this in the right order and it's possible to rearrange the files so that the face is complete once more. You only have 30 seconds to do it in, and success is rewarded with bonus points.

ROBOCOP 2

It's a corker!

Why. There are loads of secret levels which you'll just have to find by trial and error, and the game-

play is tricky, entertaining and very addictive.

With 12 different levels, sub-games and shoot-outs (check out our panel pieces on these), RoboCop 2 looks all set to carry on the phenomenal success of the original.

STEVE



After each level an information screen such as this one provides the details of RoboCop's next mission.



Aha. A hidden Mike stone. One of these Mike cartons for a badly placed bonus (not to mention feeling pretty darned clever to boot)

Read this

If you're having difficulty loading the RoboCop 2 demo from the CPM PowerPack, check out inside info. The tape demo has a sensitive loader and inside info tells you how to get sensitive loaders working when it seems they rather wouldn't.

Game
Maker
Cartridge

RoboCop 2
Ocean
£19.95

POWER RATING

THE DOWNERS...

■ Slightly graphics less attractive

100

90%

- Different worlds and puzzle sub-games break up the action and keep boredom at bay
- Hidden levels provide extra reasons to go exploring!
- Inertia-heavy control really adds to the feeling of piloting the part of RoboCop
- 12 challenging levels to get to give users an evenly paced game
- Backdrops are heavily detailed and feature lots of nicely animated hazards
- Addictive mixtures of tricky platform action and head-to-head shooting scenes
- Thrilling series of shoot-outs keep up the action

...AND THE UPPIERS

ROBOCOP 2 THE MOVIE

This tale follows RoboCop on the trail of drug lord Cain and his cronies. The villains manufacture the evil narcotic 'Flax' and push it to the playground of Detroit. After a disastrous flame-out, RoboCop is captured and dismantled. OCP doctor Juliette Paxx wants to bring in her own, nastier version of Robo. She reprograms RoboCop with irrelevant directives so that he becomes useless.

RoboCop plugs himself into the police databases and restores his emotions and mind back to the way it was. He locates Cain and puts him in hospital. Paxx pulls the plug on Cain and slams his grey matter in RoboCop 2 - a move that OCP-008 would doubtless do at the nearest sign of him.

Unfortunately, Cain - or what's left of him - is still addicted to Flax. One whiff of the stuff sends RoboCop 2 on the rampage. Our final conflict - a big punch up and a well-deserving, excessively violent and lacking the humour of the original, RoboCop 2 didn't have so much of the Flax. In that case, it looks like at least one OCP screen got the best use of the deal.





DIPLOMACY

Diplomacy is the art of saying, "Nice Doggie," until you can find a rock to club with it. It's an attitude you need to bear in mind when tackling this game of international relations, diplomacy and silly suits. As true diplomats are the only person who can park on double yellow lines without getting a ticket, who can be dispensing even when his country's not, and who can feed a taste in one hand and shake hands with the other.

So, now you've got the terms clear, what's the game all about? Well, it's set before the First World War in a time when you were still considered civility and flesh suits more important than guns and soldiers. The object of the game is to gain a bunch of territories as quickly as possible while thwarting your opponent's attempts to do so.

Set up options allow you to specify the number of players (between two and seven),

any numbers of which can be human or computer controlled. The best option for beginners is to opt for one human and six computer players, since if you have a two-player game of any sort, you're forced to control more than one country — and that can get confusing.

The action is played in two phases: diplomacy, and the issuing of orders. The diplomacy phase basically involves either being more or ready to an agreement if you're negotiating, or you're more likely to agree to any request for assistance; if you're hostile, he's likely to snub you at social functions and your beer down your shirt. Whatever you do, it's always worthwhile conducting talks with other countries, since they can provide valuable information about imminent attacks or give military support. You can also issue treaties to your opponents which allow you to do anything from forming a military alliance

to declaring war.

You get to invade other countries. If the territory is unoccupied, your opponents ignore you. If the territory has an opponent's troops in it however, you have to stay it out. This is where your diplomatic relations are vital: if you have arranged for an ally to support invasion, it's free ghosts and happy songs all round. If you didn't, you get your wrists slapped and run away blubbing.

Apart from winning the game, gaining territory is important for the control of supply centres: these allow you to generate more troops, either in the form of armies or fleets. The more supply centres you control, the greater the number of troop units you can generate. The same way according to the

This is screen capture several maps. Clicking over the quilt in the top left calls up a menu from which different kinds of maps can be selected. Moving the helmet over a region and pressing the three pointers the three pointers the left

It can be hassle trying to remember just where Serbia, Smyrna and Silesia are



Start here at the Table of Silly Hats. The maximum number of players you can have is ten (one of which can be the computer). Alternatively, up to eight players can take part, seven of whom can be computer controlled.



Because we've selected a two-player game, each player controls more than one country. Unless you're an experienced diplomat, however, it's better to have more players. Maximising the table of hell a dozen states can be confusing.

Diplomacy is the art of saying, "Nice Doggie," until you can find a rock to club it with

Ultimately, you also try to outbid your enemy nations. It's a early days for Germany but she's not doing badly. As she's allied to Austria-Hungary and Turkey, keeping Serbia and France off her should be easy. Getting to Moscow is going to be much harder.



How does a software company go about getting a film licence? Why doesn't the cover of *The Spy Who Loved Me* look like anyone at all? And is it true that spending vast amounts of money on a film licence leaves about ten pence for creating a game?



NOW SHOW

As far as anyone could tell, you can appreciate the very early first ever film tie-in for the 64 was *Star Trekker*, based on the helicopter movie. Written by Richard Wilson this is the game that launched software house titles – but did little else. The first big name licence to capture the public's imagination was Activision's *Discobusters*, of 'Who you gonna call' fame – a series still going strong, of course.



synthesis made it a deserved success for Activision and programmer David Crane.

Another ancient title licence was *Give My Regards To Broad Street*, generally regarded as one of the duffest films ever. Released back in 1978 the film starred 'loveable rascal' Paul McCartney long before having a stupid haircut was considered fashionable again (thanks very much you Charleses).

The licence that opened somebody's eyes

This groundbreaker from as long ago as 1984 (barely) featured an appearance by The Marmalade Man and was actually consisting of a cartoon that you-down in a New York suffering from a lead attack of the ghoulies (oo-rippe-er), and your job was to trap streets and up the cat back balance in the process. Stunning music and excellent speech

Give My Regards To Broad Street, generally regarded as one of the duffest films of all time

In the 64 game the idea was to shoot around London looking for your friends, who each remember different bits of that wretched classic song 'No More Holy Tights' (I think you'll find it was 'No More Lonely Nights' – it). Even so-called was the terrible scoring on in the background of 'Stand On The Plain' (I think you'll find that one was 'Stand On The Plain' actually – but, one of these songs that you just can't forget it was son of 'Stand on the plain,

look up, hand on the run" and was nearly as bad as 'No More Holy Tights'.

It was actually a pretty good, solid, well playable game with a terrific map of London that could really come in handy if you found yourself without one but just happened to be carrying your 64 and were near a



Holy Eyes Madman The film's publicity can't do the game any harm, can it? **Kubrick? No, Robin**

power plant no-one minded you using

Probably the best bit about it was when you're waiting for a friend outside the tube station. If you don't get things sorted out quick enough a traffic warden (good boss) came along and clamped your car.

Then there was CRI's *Playboy Mirror Picture Show*, a 64 game based on the musical mickay taking horror film of the

How to get a film licence

STEP 1 – contact a company such as Patrick Bonford, Movie Media Marketing or Copyright Promotions Ltd or simply someone, like Microsoft, or, to 'copy' (that's American for 'buy') licences for you

STEP 2 – For a really good *Batman* type licence, have around £200,000 available. Remember this buys you rights to use what's in the script and the film poster and associated images – nothing else

STEP 3 – Keep another large amount of cash to one side so you can get the music rights

STEP 4 – Ask politely if you can use the actual 'licensee' of the film's main character(s). Keep some money spare for this, too

STEP 5 – Make sure you get continual access to the script so it develops and preferably that you get some access to the 'filming treat'



OWING!

A 64 NEAR YOU

play of the book of the idea someone had in the bath. Unfortunately for all concerned the game should have stayed in the bath, for to be frank it was a desperately poor game whose shortcomings were only partially covered-over with some slick packaging.

BAD PUBLICITY

One early effort which made a good deal of money, but for all the wrong reasons, was *The Evil Dead*, written by Palen's Richard Lombardi. It succeeded not because



Connery's second new film. For *The Hunt for Red October* is probably the most accurate computer conversion of a film to date

a good game, but because it bashed in on the controversy angle — you know the kind of thing, some innately decides it's not the kind of thing they'd like "Young People" playing, says so and gets quoted. "Young People" think, "Crazy! I'm having some of that!" Rush out and buy the game. Stupid behaviour from everybody concerned.

Well, it's good to know that the controversy angle doesn't always pay off. You might have thought that a game based on the *Doc-and-a-dick* epic that was *Friday* the 13th would lead to *Evil Dead*-style disapproval and consequent commercial success. Not a lot of it. Delirium's effort one of the worst games ever to get nominated. *Comix*, *Whizzler*, the *Doc* half of *GoMash*, recalls his former as he realised that the game — only the company's second or third release — was a dog of 50 Leonard proportions.

"We want to see how the thing was coming along, and we saw it. 'Oh my God!' It wasn't what the Comix were hoping to see. 'And when you get back you're saying 'Oh no, oh no!' and you've got all this money invested and the bank on the phone. 'What do you do?' You launch the bloody thing, don't you?'"



Find a Strong Silent Bloke with Lumpy Arms who's very good at punching people

love 'em or loath 'em?

ANDREW HUGHES (18) from Glasgow played *Batman Returns*, *Alone* and *Back to the Future*. He says, "They're basically crap games with a big name stuck on them."

DAVID BRIDG (16) from West Sussex's experience of Comixes includes *Batman* and *Street Circuit*. "When the designers tried to copy the film, the gameplay turned to shit."

SCOTT LARCH (16) of *Hot* thought *Batman* and *Robocop* were good, despite *Batman* being a bit easy. "These Comixes are quickly turned out to copy games from the movie industry. The quality of the film, most of the advertising for the game has already been done with the film."

STEPHEN BURKE (18) from Steyning, West Sussex that when you see a film, "I expect you want to be there and with a CD game you can be."

The games collection of **MICHAEL JONES (21)** from Birmingham includes several Comixes. Says he, "A lot of people like to imitate their looks and names. With CD games they can actually become these characters... These games are usually brought out by big name software houses and therefore you know you'll get good value for money."

WHAT DO YOU THINK?

Does it mean that because a game comes from a big name software house that you will get value for money? Do Comixes games sell even though they're crap? What films would you like to see as games? And if you're under voting age is there any point in buying something like *Alienware 3*, when both of those are 18 certificate films? Write to The Game of the Film, Commodore Format, Future Publishing, 15, Broadwalk St, East S11 8JL. We're offering a copy of *Comix: The Story* to the Comixer for the best letter on the subject.

From silver screen to silicon



Navy SEALs. The characters in the film are of equal experience.



In Jack Ryan of the CIA stalks his KGB adversary in the film *Hunt for Red October*.



In Edward Brown and the DeLorean *DeLorean Goes Back to the Future II*.



Much of the game's action comes from their experience rather than the plot.



And in the game of the same, the movie's action scenes hardly change.



But it was Michael Furr's outstanding action which made it for the game.

Making the best of a bad job. Whistly now looks back and thinks it's a good learning experience. "Every software publisher goes through that at least once. I don't think any publisher's very good unless they've been through that experience."

It does seem a bit hard to expect us, the C&A game-buying public, to finance the learning experience of software houses. But the truth is, of course, no software house ever sets out to make a crap game. It just sometimes turns out that way.

MACHO AND SON OF MACHO

Jason Osmond on the people stalling out the cash that's the most obvious target for a licensee is to find a *Strong Silent Movie* with Lumpy Arms who's very good at Punching People in the Face.

The first venture in this category was Osmond's *Blonde*, a street-enraged which appeared around Christmas 1983. It wasn't well-received and is probably best forgotten. Another *Strong Silent Movie* (also was *Claws*), converted into a real platform strapper in mid-'85. If you recall one of those few people who bought that one, it just shows what rotten taste you have!

More recently the tradition of *Strong Silent Movies* has been



You can see through the cover for a license like *The Spy Who Loved Me* but that doesn't mean you can see the licensees of the film stars - that needs more.

Michael Keaton, Kim Basinger and an indelible over the top performance from Jack Nicholson as *The Janitor*.

The game followed the time-honoured tradition of selecting a number of games from the film - in this case, four - and building

maintained by *Revenge*, brought to the C&A by Osmond. One of the best-selling games of all time, it highlights a peculiar fact about film licenses. Based on an all B certificate film, which at theory at least many C&A owners say too young to have seen, it still sold enough to keep it at the top of the chart's longer than any other game.

Another recent success was, of course, *Batman*. No-one who lived through the summer of 1989 (and that means you, dear reader) is likely to forget the logo that surrounded the film, which starred

Michael Keaton, Kim Basinger and an indelible over the top performance from Jack Nicholson as *The Janitor*.

The game followed the time-honoured tradition of selecting a number of games from the film - in this case, four - and building

A popstar on a motorbike disguised as a rabbit (or was it the other way round?)



THE MAN

Microsoft, who have made *Back to the Future II* and aim to release *BTFT III* in 1991, are based in London. Not all the really big films these days are made in the States. So they pay a man called Dick Latsberg to do the job of "acquiring" (that's American for buying) film licenses.

Dick's job is to look for coin-op, home and movie properties which would be appropriate for conversion into C&A games. How does Dick do his job? Does he drive around Beverly Hills shopping people and saying, "Got any films you want to sell?"

"Not quite," he says. "You see, I get to read a lot of scripts. I get sent them whenever films are in development. It's fascinating to see scripts as films go on, because I get to see how they are changed as work on the film progresses. In fact it's very hard to predict how a film is going to look just from a script."

Given that you need to have been working on a game for seven or eight months if you intend to release it when the film comes out, how do you know you make a game look like a film that hasn't been made yet?

"Once you have a contract with a studio, they are typically very, very open with you. They'll allow you to visit the set and supply you with stills, video footage and so on. Every studio I've dealt with for

inspired the film being asked - "if the game related to the top of the charts and stayed there for ages. The only question which remains is will there be do better?"

games around each of them. Lead One featured Batman after the Joker in the chemical factory - a gift, since the scene from the film was just on its knees-crying and begging: "Please, please make a platform game out of me." So they did.

Lead Two was a car chase sequence. Section Three involved the Batwing, this time attempting to cut the rope on the evil Joker's lethal laughing-gas balloons (not a bad way to go, now I come to think of it). And so into the first three days, which had the film being from an old friend.

Whoochie flick (Vertigo) - see it if you get the chance) and once again begging to be turned into a platform outing.

As a game, Batman was not unlike the film. Already the memory of that incredible hype for the film (which would make a good subject for a book in itself) is beginning to fade, leaving us not much more than an ill-fitting collection of scenes cobbled together as



Ocean's investment in RoboCop is probably the most spectacular success of them all

best as the hoisted director could manage. And that's not a bad description of the game. The overriding concern becomes simply to make sure that the software

BIG BUCKS

means, do you have any idea of what kind of money is involved? Just doing the adding up would be enough to give anyone a headache,

what you consider that something in excess of a quarter of a million pounds (let me see that one by you again: £250,000). That's one heck of a lot of Raspberry Ripples can be spent on nappies, but division licenses like Batman or Michael New Thingie Motors. We are talking big bucks here.

US Goli's license of Michael Jackson's Moonwalker emerged around Christmas 1983, to a dazzling crescendo of critical 'No-hum'ness. Even though he is incredibly famous and popular, especially with younger fans, Jackson's shortcomings in the Purloining People in the Face Department, or even being litigious, was always going to make it difficult to create a classic C&A game, though he does well at Being Stern.

Looking back, it was a very unpromising subject for a game. After all, take away young Michael's wild nose job and bizarre habit of hopping in the middle of songs - or rather of which comes across well on the C&A (s) - and you're left with a big plot on the personality front, a shooting for which a popstar on a motorbike disguised as a rabbit (or was it the other way round?) doesn't really compensate.

WITH £250,000 TO SPEND

Microsoft, and that includes 20th Century Fox and Universal, has been extremely co-operative. They really want it to be a win-win situation. You are helping them popularise their movie and they're making money off it."

And now, the big and obvious question: how much? I said it's a bit more than you'd pay for a film's film and a packet of crisps? "Well, the range can be anywhere from 250,000 to £250,000, and every one is different." As I thought, Dick is hardly likely to let the whole world know much Microsoft pay, because he has to compete against other companies. It's balanced, though, that Microsoft's bid for the rights to the Teenage Mutant Ninja Turtles was well over £200,000 - though it wasn't actually a license of a film, but of the American comic books. But Microsoft don't just think of Britain, or indeed even Yip (that's American for 'Europe'), but of the whole world. So it's going to appear in one form or another in America and Japan and, well, all over the map. That's how they have failed to spend more money than you or I will ever see on just a single license.

And what exactly do you get for that kind of cash? "Every deal is different. For example with Back to the Future II and III, the rights to publish a game in North America had already been acquired by Nintendo, so

we weren't able to buy those.

"Typically what you get is the storyline and the representation of the product, but if you want the use of the music you have to negotiate for that separately. Sometimes the people are unreasonable, and sometimes they'll want a lot of money for it."

One thing that had never occurred to me, even if you've spent hundreds of thousands on a license, you can't just make the quote in the game, or even the clip on the packaging, look like the better in the film unless you have bought the rights to do so. "With big, successful actors like Michael J Fox (actually he's a little expensive at 400K, but you know what I mean) you actually need to have his permission - which isn't always easy. "Some actors are very open about it," says Dick, "and some aren't."

But even if you own the rights in the film,

people making a demand control over what you do with the game. It's a valuable intellectual property, so they want to protect it carefully. "Everybody we've dealt with demands control over the soundtrack, the graphics, the game design, the packaging - everything," says Dick. "With Back to the Future II a Bob Gale who looks after what we do with the game." (That's one of those people who form the creative team at Steven Spielberg's Amblin Entertainment Studio. Apart from Spielberg himself there's Katherine Johnson and Bob Gale. So even though you haven't heard of him, he's quite important.) "Bob's the game's, and so get a tremendous amount of feedback from him. We want Dick and Bob's number of times and we get quality comments from Bob."

Finally I asked Dick what was in the pipeline, and he revealed that Microsoft have acquired - sorry, bought - the rights to Predator II, the game of which should be appearing some time in 1991.



This Special Strikes Back, one of the best things about a movie license is that it's the game it keeps giving.

And all that gutt about it being "anti-licensing" was a bit rich, given the fact of running over the best guys, not to mention the fact of about Whoozie Jackson gets to involve on a stage blessing them in bits. US failed obviously struggled very hard to establish the project, but since they had to follow whatever Whoozie Jackson did with the film, there was always a high element of risk.

There's always it, of course, as poor Turnsoft knew to their cost. Despite doing not a bad old job on *Electric Blue Cop* (February 1990) the Gamecube finally went down with all hands on deck. Its business, due to its small measure to massive investment in *Electric Mistress of the Dark*, a game which has since been taken over by Acclaim. This financial disaster illustrates the high stakes of tie-in-ing, which involves putting a lot up front — either like *Electric Mistress* now I came to think about it — in the hope of reaping the benefits of the associated hype.

RECIPE FOR SUCCESS

So how can you go from making a good C&G game and therefore getting back the couple of hundred thousands pounds you invest in that license? Well, the obvious answer to that, of course, is that you can't. It there was a formula, everyone would follow it.

Well, there are one or two clues. One is that playing on a *Strong Silent Bob* who's very good of *Punishing People in the Face* always seems to be a good bet. Another is that it helps if you can build up a good relationship with a group of filmmakers, as

How to burn your fingers (and how not to)

TRUST GUT FEELING

DoMark's Dennis Whalley did this when he went to see an agent about *Biggles*. Remember *Biggles*? Exactly. Dennis remembers. "We were hassled into *Biggles* by an agent and he really tried to force us into it. In the end I read and met the producer of the movie and I just got the feeling... I just looked at this guy and looked at the agent and I just looked around the office and I thought, 'This is slightly fishy.' I just didn't feel good about it so I pulled out. They went mad and threatened to sue me and all sorts of things — crazy because I hadn't signed anything. They were very angry indeed."

WHAT HAPPENS IF YOU DON'T

Microsoft grabbed the opportunity that DoMark threw away and ended up with a license for which they presumably paid handsomely and which was practically worthless.

DoMark also talks with Star Wars and James Bond, and US Game have done with Indiana Jones and hope to do with the Godfather trilogy, the rights to which they've recently bought.

Ocean's investment in *Robocop* is probably the most spectacular success of them all, and so *Boat* there was very little shading of tears in Manchester when the film sequel started filming. It's a pity it turned out to be such a failure, but funny enough that doesn't work against Ocean. The makers of

Robocop I led their nerve and went for a massively inferior film that copied just about everything the original did (and while that may make for a crap film, it promises well for the second game. Because that's the third and final clue to doing film business.

Makes a so violent as you can, and then, when you've done that, take out the bits that aren't violent and put in some more violent bits.



The deal that proved how much of a gamble the Robocop game really is



THE CF A TO Z OF MOVIE TIE-INS

ALARM
Activision

ALARM
Electric Dreams

BACK TO THE FUTURE
Electric Dreams

BACK TO THE FUTURE II
Microsoft

BACK TO THE FUTURE III
Microsoft

BABE THE GREAT MOUSE DETECTIVE
Geminis

BATMAN: THE MOVIE
Ocean

BEVERLY HILLS COP
Turnsoft

BEYOND THE GREAT WALLS OF CHINA
Electric Dreams

BIGgles
Microsoft

BLADE RUNNER
CRL

BLAZZ THUNDER
Epic



The first film license — *Back to the Future*. Software houses like the ball rolling but haven't invested in a big deal for years

COHAN

Dalsoft

CONAN

Ocean

DICK TRACY

Empire

DAYS OF THUNDER

Monstergame

DEE BARD

Activision

DE HARD 2

Grandslam

DEATHWISH II

Geminis

EMPIRE STRIKES BACK

DoMark

FRIDAY THE 13TH

DoMark

GHOSTBUSTERS

Activision

GHOSTBUSTERS II

Activision

GIVE MY REGARDS TO BRAD PITT

Midnightgame

GOOSE

US Gold

GRANDSLAM

International

GRANDSLAM

Ocean

HOWARD THE DUCK

Activision

HUNT FOR RED OCTOBER

Grandslam

INDIANA JONES AND THE TEMPLE OF DOOM

US Gold

INDIANA JONES AND THE LAST CRUSADE

US Gold

IRMS

Atari

LAST BIRTH

Activision

LET'S GO KARTING

Wally

LET'S GO TO HELL

DoMark

LIVING

DoMark

LYONS

DoMark

MISTERS OF THE VAMPIRE

Playbox

PLATOON

Ocean

PREDATOR

Activision

PREDATOR 2

Microsoft

QUINTESSENCE

Activision

ROCKY HORROR SHOW

CRL

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ROBICOP

Ocean

ROBICOP 2

Ocean

ROBICOP 3

Ocean

ROCKY HORROR SHOW

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ROCKY HORROR SHOW

CRL

THE BEST OF
**COMMODORE
C64**



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot gets out all the stops!
- game of the month, The Games Machine

The mix between action and realism is terrific!
- RC model '82 - Advanced Computer Entertainment

F-16 Combat Pilot also looks great!
- 5 star game - New Computer Express

Impressed by action as my F-16 leaves the runway. The main mission is to destroy a battalion of tanks. Suddenly, great warning - interceptors closing fast! I quickly select dogfight mode and am a Saboteur. He both fires at the same time - straf and bringing turn out manovers his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and aim the laser-guided Mavericks. I fire six missiles in quick succession. Landing automatically looking into each tank. With fuel tanking around me I slow for take and head for home. Approaching base, I contact the tower and request a hard-land for my night landing.

Now you'll see Combat Pilot on any telephone (201) 894-0222
calling USA - # 42333 visit our number on our website



By an Integrated partner
Maximum Realistic
Maximum Real Controls
Turn it on!

F-16 Combat Pilot is a relative in USA preparing - a true achievement!
85% - for Computers



Karl's suspicions have been aroused and he orders our hero and heroine killed

Everyone knows James Bond: smart suits, leech gadgets and a clipped English accent. The Top Gun Lovell Mc, released 13 years ago, was Roger Moore's third Bond film and concerns an alliance of spies, smuggling and espionage between James Bond and Soviet agent Anya Amasova. Their joint mission is to investigate the recent disappearance of a couple of submarines — one Russian and one British.

Minimalist evidence hints that Karl Stromberg — your average power-crazed megalomaniac (flashing eyes, psychotic personality, love of small furry animals, etc) — has been quietly removing the sube from the sea. You (as OCE) are dispatched to Berlin to infiltrate Stromberg's underground tunnels.



(Miami), play the

baddest' write and find out why he would want to do such a naughty thing.

The computer version converts these plot elements into three individual sub-games (called 'scenes') — a nice touch in which Karl's knazy love of assorted minions attempt to mangle you. Luckily, help is at hand in the shape of G-weapons, a rally G-sub and other G-gifts (no G-Tips, though).

The first scene features two nice 'TV' dodge sections, as Bond and Amasova collect a car from G and travel to the hotel, where they pick up a speedster to Atlanta. In both



From 'Top Gun' in Spying Part 1 — Sluggo drive over an oil patch and James takes a hard stone in an embarrassing fashion



From 'Top Gun' in Spying Part 2 — Puddle splats could you find an innocent pedestrian, then flatten the little subcar



And for my next trick I will drive this car into this garage and when it reappears it will be a boat. (Sarcasm). (C)1991: G...



Well and truly into level one now with a couple of inconspicuous roadsters on your tail. Two missiles each should do the trick.

THE SPY LOVED ME

Missing British and Russian submarines, sexy Soviet agents and psychotic Spectre spooks. It's a case for James Bond, licensed to appear in another DoMark game-of-the-movie. But has he lost his touch?

you can collect G-Tokens for use later on (in the G-Trust) but you have to avoid enemies

— who, jolly annoyingly, fire bullets at you — and obstacles, such as large buildings, jet-tips, cones, and tough ground. There are also plenty of innocent bystanders (and bystanders) around, and for every one you kill 50 points are deducted from your score. Quite tight, too.

The second scene features James and Anya heading back to their hotel after a meeting with Stromberg; unfortunately, Karl's suspicions have been aroused and he orders our hero and heroine killed. Again, this scene is divided into two sections. The first plays a bit like the classic arcade game, Sly Hunter. It's a chase up-screen battle against enemies on bikes and in cars — and as long as you're picked up enough G-Tokens,

you can drive into the back of the G-Truck and take your pick from an

impressive array of weaponry. This includes machine guns, missile launchers, sub-machine guns, and vehicle armours, as well as the ability to repair the car.



Sube...that reminds me, I trust and about that early retirement when I get back. In the mean time several million shels are needed to collapse the beam so make sure your's suit killed out before you get to it



Using an aerial (above) and a submarine (below) view are two of the ways to view the world in *The Spy Who Loved Me*. Look for Mission Bond & Co.

WHO THE MOVIE THE-IN

The second section is only accessible if you've bought the submarine conversion gadget: It's a sub-aquatic shoot 'em up with weapons such as 4-way explosive bolts, 8-way torpedoes and a laser gun. You'll need them all to disrupt some of Stromberg's larger defenses.

In the final section, *Who* has been taken hostage and Bond has been given one hour to rescue her. Good old Q has thrown in a web disk and air-dropped packages of goodies so that James can battle his way through the outer defenses of Atlanta and save her before the whole place is fried.



Level 3 and everything is cloudy. One minute out and a few stray divers won't hold you back for long.



Exc... OK, so I may have been a little busy in demolishing the enemy. Still, a little bit of perseverance will see these two off.

Don't be misled: It's not as exciting as it might sound. The scenarios behind each scene are promising enough but the way they've been implemented is poor. For a start, every stage is marred by poor scrolling; it's not only slightly jerky, it's also too slow to convey the sense of high-speed action the game requires.

The graphics are otherwise OK, with plenty of neatly drawn enemies and backdrops; the sound fares worse, with a monotonously repeated rendition of the Bond theme music. Then there are too few enemies around to cause a real threat. In the first scene in particular you can get away with dodging most of them and collecting Q-Tokens to your heart's content. It's often just a question of remembering where you have to go next.

The best part of the game is the wide array of different craft and weapons; the vehicles all handle well and they need to. The reaction times to some of the obstacles and enemies are very short. Each section has its own atmosphere and different tactics are required to complete them — some are also tough enough to provide a lasting challenge. The *The Spy Who Loved Me* is a derivative game — there's nothing new about the *Spy* run-and-gun style track nor the progressive weaponry. But, having said that, it's a fair blaster which offers a fair amount of variety and will keep you occupied for a while, as long as you force yourself to greet the poor presentation.

KEN

| | |
|----------|-----------------------------|
| Game | The Spy Who Loved Me |
| Maker | DoMark |
| Cassette | £9.99 |

POWER RATING

THE DOWNERS...

- Jerky scrolling
- Lack of near-end variety
- Not really fast enough for a shoot 'em up game
- A couple of the sections just require you to learn the rules
- Apart from the underwater scenes, graphics don't come to life

100

60%

- There's a wide range of weaponry for each stage
- All the scenarios have a different atmosphere and a new challenge
- There are four different vehicles to control
- ...and they all handle very differently
- Reasonable difficulty level
- Slightly diverse miniature warship graphics
- Q's track gives you plenty of facilities to get your teeth into

...AND THE UPERS



Licensed to make 18 films

There have been five James Bonds in 18 films over the last 20 years. Most of the scripts have been based firmly on Ian Fleming's books, short stories and strips of ideas he wrote on the back of his hand before bedtime, but recent scriptwriters have turned to original material for their stories. This is the full list of Bonds and their times:

Sean Connery: *Dr No* (1962), *From Russia With Love* (1963), *Goldfinger* (1964), *Thunderball* (1965), *You Only Live Twice* (1967), *Diamonds Are Forever* (1971), *Never Say Never Again* (1983)

David Niven: *Casino Royale* (as 'Sir James', 1952)

George Lazenby: *On Her Majesty's Secret Service* (1968)

Roger Moore: *Live and Let Die* (1973), *The Man with the Golden Gun* (1974), *The Spy Who Loved Me* (1977), *Moonraker* (1979), *For Your Eyes Only* (1981), *Octopussy* (1983), *A View to a Kill* (1985)

Timothy Dalton: *The Living Daylights* (1987), *Licence to Kill* (1989)



Find the hidden message and
win a prize that will make
your friend
explode!

GREMLIN GO KARTING

WIN a mega special Kart game with Gremlin and copies of their brand new racin' rave during a VIP visit to Brands Hatch! We must be absolutely bonkers. So must Gremlin. Read on!

Had a squirt at the smart dome of Gremlin's Lotus Esprit Turbo Challenge yet? Yeah, thought so. Good isn't? Gremlin think so too. In fact, they're so chuffed with their new race game that they've decided to treat our beloved CF readers to a rather yummy prize. So we've set a rather yummy competition.

Some time in March, FIVE lucky winners are to be treated to an all-expenses-paid trip down to Brands Hatch for a betting Go-karting session! Gremlin will pay for your journey there and back, clothe you in some smart Lotus T-Shirts, whisk a copy of the game in your mit, and then stump up the receipts for several burns round the kart race track! (I had a go recently and it's totally and utterly fabulous - Ed).

This tip-snorting prize is over (over) so easy to win. All you've got to do is find the hidden message which has been secreted somewhere in this very issue. Within the many thousand finely hand-crafted words that appear in CF, there are three that say LET'S GO KARTING.



Race in one of these fantastic go-karts on the most famous race track in the world. Then chat with the winners on the most famous race track in the world before heading back home to play your copy of the game (again)

But they could be anywhere - on the contents page, in a review, in the inside info section... anywhere! (And they aren't the ones on this page either so reject!)

All you've got to do is read the issue from cover to cover (it's still unlimited, so that shouldn't be too much of a strain), and tell us what the next word after 'Karting' is. For instance, if they were the words on this page (which they aren't) the answer would be 'But'. Got it?

Write this word on a postcard or sealed envelope, include your name and address, then stick it into the big red thing with a slot. Shout "Oh what a blinger!" do it all again and this time remember to write on the address, which is:

**Gremlin Word Up Compo,
Commodore Format,
30 Monmouth Street, Bath,
Avon BA1 2BW.**

And hey, guys, let's get these entries in by the 14th of January, 1991, or it's otherwise it's bye-bye Brands Hatch and goodbye goodies.

TEENY WEENY RULES... No employees of Future, Gremlin, Lotus or the burger bar that sold the Ed a cheeseburger with no cheese in it may enter. The Ed's decision is always final, except on Wednesdays, when it's half day closing, so it's only half final.



The Lotus Esprit Turbo SE can go from standstill to 100mph in 4.8 seconds, to 100mph in 12.1 seconds and max speed is 100mph. List price is a mere £38,500 - not a greenway!



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*Sega, Atari, Commodore, MSX and Amstrad

If you're thinking that the US Navy have recruited small black, fingered amphibious marines to do their ocean missions, think again. The heroes of the game are SEALs — which stands for Sea Air and Land — the US equivalent of the SAS and SBS rolled into one elite and very tough bunch of guerrilla troops.

Five of these guys are called into the Middle East to rescue the crew of a downed helicopter from some anti-American fanatic or other. In the course of executing a daring rescue bid, they discover hidden caches of Stinger surface-to-air missiles, which the naughty Arabs shouldn't have — and this is where film and game plots part company. The movie heroes defuse the missiles and cut off their tails, while the game goes on and on an extended "behind the Stinger" mission of its own.



NAVY SEALs



Ocean's latest action-packed cartridge release is having a strange effect here. People have taken to wearing black clothing and smearing their faces with boot polish. That's OK but it would help if they got out of the habit of crawling between the desks...



SEALs' Giovanni, Monday — kill terrorists, defuse missiles, Tuesday — kill terrorists, defuse missiles, Wednesday — get blown up

The black beretted team of Curran, Harbors, Phoenix, Razor and Lenny take it in turns (under your expert guidance of course) to slough through five suitably Middle Eastern-looking scenes in order to find and render inoperative a set number of Stinger

missiles. Each lobby walk, jump, climb, stab/dash, and monkey-swing is wry through the screens filled with compelling terrorist types. The sprites are beautifully drawn and detailed, and the animation is just superb. Although the SEALs are

extremely effective, control is straightforward and comfortable — moves are all accessed by the joystick alone, and the SEALs adapt to the surroundings, automatically climbing over fences when they're in front of 'em, for instance.

As far as audio-video goes, Navy SEALs delivers in bucketloads

shows which weapon is in use, and how many rounds of ammo are left — so don't be too heavy on the old trigger finger. You don't want to start to feel and harsh language now do you?



Making through the streets of Beirut on the last level. Power and speed combined to make the fall of Anzio brief

US style SAS



SEALs are primarily used in small forward infiltration teams with as few as three men per team.

Each man has his own area of specialization: the "runner" (the officer in charge) delivers orders; the "power train" (explosives expert) banks up by a "ripper" (supercharges the laying of charges); a radio operator; and a heavy weapons man (machine gun carrier).

Paired weapons of the SEALs were a "choked" shotgun to blow a wide spray of buckshot, the Stinger SA8-A1 gas-fed multi-purpose machine gun and Navy K-Bar knife with a 7 to 8-inch blade. Well, they used to be — what they use now is a secret. Probably.

One of the best-rendered scenes, showing a SEAL in marine gear. One... Two, two 2!

Having successfully defused all the Stinger missiles on the first few screens, the first screen is a Philippe-style shoot-out where your remaining men (should you have any) have to blast their way through the streets of Beirut before making rendezvous with their sub and cutting back to the good 'ol US of A.

Unless you've got limited vision you'll be able to tell from the multitude of screen shots just what a



brilliant (and beaming in mind that each Stinger screen is between 8 and 100 big. It's only better as the bridge that these are here at all. Given must also go to Mattew Cannon for laying down some thundering great soundtracks on the intro, during the game and on the high score table especially. The open effects are all of a similarly high standard, so as far as audio-visual goes, Navy SEALs delivers in buckets!

The only notable drawbacks come in the playability: the game starts off hard and just keeps on going. This isn't necessarily a bad thing - it should keep you plugging away for ages - but if you're as incompetent as me, the first few goes will be frustratingly short.

Also, the gameplay on the first few levels doesn't really change an awful lot. If there was a lot more variety in the mission objectives, or if had a sub-game or something, then Navy SEALs would be an absolute stonker. As it stands, it only manages 'very good'!



SEALs on screen

Orion Pictures' new movie takes the normal everyday, average, run-of-the-mill, top-gun tale of secret SEAL operations in a life-and-death rescue mission in the western Middle East.

The film opens with the shooting down of a US helicopter over the Gulf and its pilot and co-pilot kidnapped by Arab fanatics. A crack team of six SEALs are ordered into the area to undertake a clandestine rescue mission. Silently, they come ashore and make their way to the terrorist hideout. Having killed scores of terrorists, deployed as much weaponry as possible and rendered communications set-up inoperable, they find and liberate the 'cogler' crew. Unfortunately, the co-pilot has succumbed to torture and died.

The pilot is rescued but in the course of their mission the SEALs discover a cache of Stinger missiles, so the SEALs decide to find and detonate the lot!

For some reason, the film didn't do that well in the states, so you can miss good bye to Navy SEALs 2, but you can make your own mind up when it appears some time around May.



ALSO



good-looking Navy SEALs in. The OS4 palette has

been put to great use with lovely earthy colour schemes and wonderfully detailed backdrops. The screen's smooth scrolls horizontally and each level is nice and large so you don't have to stick to one route every time you play and you can even reap the sucker if you like.

In later-level levels, there are subtle information screens which are simply



'Warrior' Ramon military settings across a platform. According to the game he's only defused one of nine missiles so far



There are two Stinger missiles down on the lower platform. The left one has been defused, while the right is still active

| | |
|------------------|-------------------|
| Game | Navy SEALs |
| Maker | Ocean |
| Cartridge | £18.99 |

POWER RATING

THE DOWNERS...

- Repetitive gameplay unless for the rescue missions the ending intro
- High-difficulty level test the water

100

THE UPSERS...

- Huge levels mean you aren't restricted to the same method of attack every time you play
- Background graphics are great - good colour schemes, plenty of detail and very lively
- Wealth and quality of animation on each screen is amazing
- Simple, responsive controls make the mission problems
- Flipping soundtracks and clicking gun effects
- Beautiful inter-level screens
- Stimulating gameplay is so fun-paced and addictive
- Friendly game design

81%

...AND THE UPSERS

SOMEONE HAS STOLEN MY **Q**UIMIND

SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

A SODAS SQUARE YOU HAVE BEEN HARASSSED BY DECIPHERING DRUGS OF ANOTHER LIFE. CONVINCED YOU ARE DESIGNED TO BEWILDERED. A LITTLE TRAVEL THROUGH THE MIRROR OF TIME HAS REVEALED YOU TO TURN THEM LIKE AN ANGEL'S BEAUTY.

THE EGO TRIP OF A LIFETIME

EXPERIENCE THE HORRORS OF YOUR DREAMS TURN INTO HORRIBLE NIGHTMARES. SUFFER IN YOUR EVERY MOVE IS REWARDED BY MILES IN A MOMENT. YOU DISCOVER THE SECRETS OF...

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR PAST IS NOW A JOURNALS OF YOUR BODY ACTION. WITHOUT MARCHES, TERRORING VEHICLES AND A SHATTERING ARMY OF WEAPONRY ALL CAPTURED IN SURPRISE UNEXPECTED COLLAPSES AND A GAME PLAN THAT COMBINES THE SUCCESS OF THE

YEAR'S TOP MOVIE

& NIGHTMARE
JOURNEY INTO THE
21ST CENTURY

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ocean

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Scene 1, Take 43... "Welcome to Combeesters". Er, Scene 1, Take 44... "Welcome to Gloomdusters."

Gawd, Andy, for the last time,

It's...

GameBusters



Tis the season to be jolly Fa
La La La La La La La La
Deck the halls with boughs of holly Fa La La
La La La La La La. Got a new game in your-
stocking Fa La La La La La La La La. But
you're crap and can't get started Fa La La
(that's enough singing - Ed)

If this is the form that your Christmas carols are taking this year then once again our GameBusters section comes to the rescue. And here we got a glorious mix of past-fillers for you this time (I think he means stocking fillers - Ed). *Minny's Scary School* tips, *POKEs*, hints cheats and we've also mapped the first half of *Monkey's Flying Circus* in case you were getting 'cheesed' off with it (green).

Okay okay. In keeping with the mood of the rest of the issue, let's kick off with a bit of 'space devoted to cheats' (I *POKEs* for the various film tie-ins that have graced our CGAs in recent times).

ALIENS

If the stomach implants are getting too much for you, here are three codes to be typed in when prompted at the title screen. Operations room - (8200). Maze section - 0081D. Nest retrieval - 1900E

ROBOCOP

Alrighty, on the first level the screen type **SUDDENHEAD** and the second level automatically loads. Then on the second level the screen type **DISAPPOINTED** and the final level loads.

BATMAN - THE MOVIE

If you get onto levels 2, 3 or 4 and can't complete them, don't reload the cassette. Just press **PLAY** and, believe it or not, level 1 loads in with infinite lives.

Alternatively, an easier way, if you have a reset card*, is to



reset card*. In to type **POKE** 4805, 175 then type **07E** 1704 to start the game again. But with infinite lives.

INDIANA JONES AND THE LAST CRUSADE

Er, Dr Jones? Is that a snake in your pants... **MARQUE** Ho Ho Ho, gods bless every time. If you have a reset switch or Action Replay cartridge by the **POKE** 20552, 175 - (intended) type **POKE** 20758, 175 - (intended) white **POKE** 20758, 175 - (intended) light touches

07E 20800 to restart. If you don't have one of these devices, press the keys **P**, **L**, **S**, **H** to activate the cheat mode then 1, 2, 3 or 4 to load the level you want.

If there's something strange in your neighbourhood, who ya gonna call... **Ghostbusters**. Then again, perhaps not. Still, here's an odds, if you can reset your machine by the following: **POKE** 28454, 50 **07E** 24568 to restart

PLATOON

In the usual system when it tells you to reload side B, press **PERE** instead and the jungle section should load straight in. Then you can get on with being pumped to death.

RED HEAT

Let's face it, Arnie's a complete and utter wimp and needs all the help he can get. Anyone brave enough to reset their machine can use the **POKE** for infinite lives: **POKE** 3104, 165 and then type **07E** 11883 to restart the game.



THE UNTOUCHABLES

Okay guys this is the big one, the complete guide to *The Untouchables*. Yes I know it's getting on a bit but so many people requested it I decided to throw caution to the wind.

LEVEL 1 - THE WAREHOUSE

Guys with cyan trousers provide extra energy, green trousers provide four glasses (lines), grey trousers provide vision cones (guns). Guys with white suits have violence against Capone and those with blue trousers are just plain nasty and don't give you anything. Always play this level with sound effects on so that you can hear when an opponent drops a bonus bar. You can also hear when someone picks up violence after you've shot a white coat.

Bars can fall the equivalent of three crates in height without injury. After avoiding 80% of the violence the barcodes need to be shot twice. Don't waste time pursuing a white coat. If it gets long and drawn out then run into him, you may lose energy but it saves time in the long run.

A good knowledge of platform layout is essential. Outwit enemies by jumping around a lot as this is one thing they're not very good at.

LEVEL 2 - THE BRIDGE

An absolute doobie. The way to get through it is not to use the gunlight but aim with the point of impact of your bullets. Don't roll off the right hand side of the screen - you don't need to. When your man has lost 75% or more of his energy, cut off to the left to get another man.

LEVEL 3 - THE ALLEYS

This is an Operation Wolf clone. Accurate shooting is essential, so practise makes perfect. Always go to the wall by moving the character to the right side of the screen. This stops you from getting hit and allows you to choose the uncontrollable with the most energy left. Again play with the sound effects on so that you can hear the sound of your gun.

LEVEL 4 - THE RAILWAY STATION

The hyndlers are the ones without the pillars on, so don't shoot them. Try to keep the prism in the middle of the screen unless there are no stairs in which case move it to the left. Try to use the same set of stairs as the prism. If a hyndler gets in the way of the prism, just shift the prism a bit. If a bad guy intercepts the prism, shoot him. In emergencies you can shoot the prism a lot to make it move in the direction of the bullets, the baby will lose a bit of energy so be careful.

LEVEL 5 - THE RESCUE

To rescue the accountant you must shoot Capone's henchmen within five seconds. The henchman always appears around the left hand side of the hostage, so have your gun right ready.

LEVEL 6 - NITTY GETS HIS

Make sure your gun is loaded, wait for Nitty to run across the back of the screen and let him have it. Keep aiming this for each screen but use the bullets sparingly as you'll need them when you reach the ledge. Shoot Nitty when he's on the ledge and watch the brilliant death sequence.

IF ALL ELSE FAILS

Still hopeless? Never mind. Try typing **MURPHYREY BOG-ANT** on the High Score table. Then, when you play, pressing Q, W and E will take you to the next level.



"Hello is that GameBusters?"
"Yes this is Andy Dyer here, of Commodore Format's GameBusting emporium."

"Great. I'd like some tips on Monty Python please.

"Er, I'll just check for you sir... oh dear, we're all out of tips."

"Oh. Uh, have you got some maps then?"

"Er... maps are off, I'm afraid."
"A couple of POKEs for it perhaps?"

"Now we did have a POKE... (rummage, rummage). Ah... the cat's eaten it."

"A cheat, mayhap?"

"Hm-mm-mm... nope."

"Look, do you have ANY GameBusting advice at all?"

"Well it is a Wednesday, and we're expecting a delivery this afternoon."

"I'm sorry, but I'm going to have to shoot you."

(Suddenly) "Ah-hai! Here we are, a full playing guide with maps. (Pthw)"



AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

LEVEL 1

Be careful not to get squashed by 15-ton weights and dodge the dead parrots when possible. The rotary feet are a pain in the butt and so too are the tumble bars (which come in an you if you stick around too long). Midway through the level you'll come across a flying antelope - avoid around him and shoot like hell. The last few sections are quite straightforward, but be cautious when an impulsive Spaniard appears. The final battle is a member of the flying squad, again you must shoot 'n' dodge. As it is, it's a very silly level indeed.

ACTION STATIONS

OK guys, read POKEs and Action Replay POKEs are all very wonderful but there are a heck of a lot of people out there who don't own these wonders of modern science. I know there are a lot of talented POKEists out there so how about sending us some stand-alone POKEs (as frankly they're getting a bit thin on the ground). I thank you in anticipation.

MONTY PYTHON

Level 1.1



Level 1.2



Level 1.3



Level 1.4



Level 1.5



Level 1.6



Level 1.8



Level 1.9



LEVEL 2

This is getting very silly! Move quickly at the start to avoid getting squashed and shoot the silly walkers before they bump into you. The exploding rats are VERY difficult to avoid, but the fan-girls can easily be jumped over.

The rest of the level can be tackled using common sense, but watch out for those strange little bumpy things. The final challenge here is a large Colosseum called Derek (he also has a statue called Knobsnort with a wooden leg).

Level 2.1



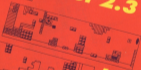
Level 2.2



Level 2.4



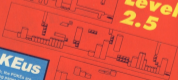
Level 2.3



Level 2.6



Level 2.5



HOCUS POKEUS

For those of you who were "Hocus" last month, the POKEUS are now scattered throughout the lot (gameboard angles in the boxes). If the HOCUS POKEUS box has a star (*) in the top right, it means you've won it. If you have difficulty with any of the POKEUS featured in CP, don't bother me with your queries, unless I want to know. Well, that's all I could put a just some of Jerry's creative computer-venting out there done - EG.

Level 2.7



Antiques Pokeshow

The year is 2050...

At yet Madam a beautifully sculpted little piece, and the craftsman of the last century had a great sense of humor. Needless to say with this little chaggle of you had to do was squeeze the little bulb here and voila, he takes his bottom. What you have for Madam is a genuine In-car Moonie.

AARON! Finish the thought. Well Colombo is a time of reminiscing so how about getting out those county old games, and with the help of the following POKÉ they may have some life left in them yet.

Sadly 'cos of the British POKÉ format, these can only be used with an Action Replay or similar cartridge.

ARMALYTE

POKÉ 0000, 173 - infinite lives

CAULDRON II

POKÉ 0000, 180
POKÉ 0000, 180 - infinite lives

CHASE HQ

POKÉ 0000, 173 - infinite lives

FANTASY WORLD DIZZY

POKÉ 0000, 170 - infinite lives

HUNTERS MOON

POKÉ 0100, 180
infinite lives

MUTANTS

POKÉ 0000, 100 - infinite lives

R-TYPE

POKÉ 1000, 170
POKÉ 1010, 170
infinite lives

SAMURAI WARRIOR

POKÉ 0000, 100
infinite energy

SANXION

POKÉ 1410, 170
infinite lives

SLAYER

POKÉ 0000, 100 - infinite lives

TURRICAN

POKÉ 0000, 170 - infinite lives
POKÉ 1000, 0 - infinite weapons
POKÉ 4100, 170 - infinite gymnasium

TAU CETI

As Alan Stribos of Portsmouth has kindly pointed out, there was an error in the 30 of the Tau Ceti POKÉ in CPS. It should have looked like this:

30 IF Cursed THEN POKÉ 107, 100
ENDIF

Alan, you're a God.

BLINKY'S SCAREY SCHOOL (NOT SHOOOL) - THE SOLUTION!

As promised, here are the tips to go with the maps we printed last month. Although the game is basically one giant level, the map last month was divided into three logical levels as there are three different tasks to perform.

LEVEL 1

The goal of this level is to mix up a potion in order to activate level first. For the benefit of all those 'anti-alcohol'ers out there, **NO LEFT, NO RIGHT, NO UP, NO DOWN.**

Starting at the cauldron, R, R, U, get floor, D, L, L, drop floor in the cauldron, R, R, R, R, R, fall down, R, get perfume, L, L, L, get fish, L, get toilet roll, D, L, D, L, teleport.

Go L, L, drop floor and perfume in cauldron, R, R, R, R, R, get toilet roll, R, fall down, L, L, D, U, get bottle of pop, D, L, teleport, and it's up to level 2.

LEVEL 2

This is easy! Again a potion must be concocted, this time to make a bubble for underwater travel.

From level one go L, L, pick up eyeball, right, U, U, R, R, pick up scanner, R, D, R, D, drop scanner and eyeball into cauldron, U, L, U, R (lower scanner), R, pick up bubble gum, L, L, U and R, U, R, pick

up air cylinder, L, L, D, R, D, drop nylon stir and gum into cauldron, U, L, D, D, R into level 3.

Go R, R, R, R, U, get toilet, D, R, fall down, R, D, get toilet roll, D and R into...

LEVEL 3

Even easier than the last level, but time is passing rather tight now. Hurry!

Jump off jelly, D, D, R, U, U, U, R, R, jump out of water, get right as far as possible and jump onto the pillars to get the alarm clock. Go left again and into the water, Go L, L, U, R, D, L, U, U, onto the jelly, L into level 1.

Go L and teleport. Go L, L, jump on cauldron to reach level 2. Go U, U, and L into Kamin! M-T will's bedroom! Walk onto the platform above him and you've done it! Ah, Pennington was right! The match fun.

If Action Replay users still find it a bit tough by the POKÉ POKÉ 0000, 100 for infinite graphics.

BOUNDER

You lucky, lucky people. A complete copy of *Bounder* on the cover tape can't be bad, but it is an incredibly difficult game. So in an act of kindness we drew maps of the first two levels to get you started



Level 1



Level 2



GOING ON-LINE

You've got the computer, you've got the modem and you've got the software, now it's time to really use it. If you've wandered around the British networks, you might feel the need to spread your wings. Andy Hutchinson, seeks out the all-American experience which is CompuServe

There's something exciting about logging onto a foreign computer. Maybe it's the promise of all that tasty software or the allure of chatting to people of another

nationality. In these hi-tech days of satellites and powerful computers, it's easy to get in touch with America (or indeed anywhere) and it doesn't cost you the earth.

CompuServe is a massive American-computer network. People all over the States use it as an information resource and as a means of sending electronic mail. There are many advantages in getting on-line to America.

HOW DOES IT WORK?

Right, so you want to get in touch with an American computer. The obvious question relates to the cost of the phone call. The answer is that you don't actually phone the United States. You phone a British computer and that speaks to a satellite which connects you to CompuServe, thus you pay a local phone bill plus on-line charges. As a British

A selection of some all-American artwork which you can find on CompuServe. Some of it is topical, all of it is good. Perhaps you could display your pixel painting prowess to 64 users half a planet away



over, the network you connect to, to get on-line, is called local.

There are local access points (called nodes) up and down the country from Portsmouth to Texas. So you call up the local node and enter an ID checking screen. Once you've been verified as a legitimate user, you can go wandering.

COMMODORE COMPUSERVE

There are a wealth of interesting sections of direct interest to you. CompuServe is made up of a series of forums, special interest groups if you will, which have information specific to one subject. There are six Commodore forums and none of them cost a penny once you've paid your subscription charges.

Arts and Games Forum

This forum is absolutely jam packed with files for your 64. Cheats, grabs, games, music, it's all in here. When you access this section you choose which library you wish to enter and then you can just browse through the files. If you see something you like you can download it. What's more, new files appear in the libraries every day, so there's always something interesting to look at.

Communications Forum

This forum is of particular interest. At the latest file transfer programs and

COMMODORE ART/GAMES FORUM LIBRARIES MENU

- 1 Help/Data Lib Tools
- 2 Classics Plus
- 3 Kids TN Stuff
- 4 Music Lib/Demos
- 5 Retroque & Before
- 6 Binary Breakworks
- 7 Peeks' & Pits Group
- 8 Arcade/Action Games
- 9 Adventure Games
- 10 Graphics Util & GP
- 11 Board/Card/Ed Games
- 12 CAD & FIGURE FILES
- 13 GEOS in General
- 14 Pixel Perfect & RLE
- 15 GeoPaint Gallery
- 16 TV/Movie/IMG & RAW





terminal emulators are updated here. You also get news and information about hobbyist bulletin boards in the States. Contacts leave notes in the message base, so you can get in touch with communications fans on the other side of the Atlantic.

Commodore Newsletter

It's easy to forget that COM are actually an American company. As a result a lot of the interesting news drops up over there. This newsletter has all the information which is

pertinent to you. Items such as new machines, games and plans for existing computers are detailed in here and it's all updated every week. It's a hive of activity and no mistake.

Programming Forum

Any queries you may have about getting the most out of your 64 can be solved here.

Problems with assembly code, Basic, Pascal or any other popular languages are detailed and explained. Notes left on the message board get answered by other experienced 64 owners who have encountered the same problems themselves.

Service Forum

This section is actually run by Commodore themselves. This means that you can speak directly to the people who manufacture your machines. They have an on-line representative who deals with queries about Commodore, so if

you feel that your machine is under supported over here, you can tell them directly.

Users' Network

Hobbyists run this section. It's by users, for users. Lots of information about games, utilities and hardware are listed. What's more, because it's written from the user's point of view, you're likely to get a far more balanced view of C64 life. Once again the message base is well worth checking out.

COMPUSERVE NAVIGATION

Getting from one section of Compuserve to another is simple. You use the `RGDS` com-



AN EXAMPLE OF A MESSAGE LEFT IN THE FORUM

2386 013/0808 in General
 03-Nov-90 00:03:34
 Re: 403710 #C64 labeling program?
 From: Fred Clay 73467,0333
 To: Bob Clemens (Nash, NY) 76337,2632 (X)

You might try Multilabel (I think the latest version is 2.5). It works under Geos, and you can print and store multiple labels up to about 100 at a time. It uses any font up to 18 pt. size, and can access them from any disk drive. You can also do graphics labels in GeoPaint and import them to Multilabel. It is available on Geoworld-disk #01.



mand and then an abbreviation of the forum name. For example you could type `RGD COMAR710` to go to the Commodore Arts and Games Forum. To download something, you simply type in `RGDOWH.C64S` and to log off, you type `PROVEE`; it's all very intuitive.

New files appear every day so there's always something interesting to look at

CompuServe Costs
 To get CompuServe you pay a one-off fee of \$19.95. This will mean you're a subscriber. You then pay \$10.00 (about £6) an hour for use of CompuServe and \$6.50 (about £4.75)

an hour for the use of the local gateway. On top of

that of course you're still got to pay the cost of the phone call to your local node.

END TRANSMISSION

Before I log-off for this issue, I just want to mention the panels included in this article. They show you some examples of message screens and buttons available on CompuServe. The pictures have all been down-loaded from the C64 GeoPaint-gallery section.



AN EXAMPLE OF ONE OF THE FILES IN LIBRARY 3

[73467,0333]

SENDMAIL.BIN binary 03-Nov-90 7680
 Accession: 3

Title: SED P R8ennie And The Jets0 P
 Elton John

Keywords:
 SED STEREO WORDS
 SERIALONG
 JEW ELTON JOHN BENNIE
 AND THE JETS
 NOV1980

This is a stereo 800 of Elton John's Bennie And The Jets. Download as a new file then Load and Run to dissolve into .wav, .aif and .aiff files.



SIMPLE SOUNDS

In a real too-often inside info we'll be taking a long look at the C64's sound capabilities: what they are, what they can do and how to use them (as if you have any interesting sound routines, send them in too). By way of looking the subject into each here's a short program from Andrew Pryor of *Conley Dale* that will play ascending musical scales. The notes themselves are taken from standard C64's statements and a quick look at the C64 manual will tell you what those notes are and how to change them to play other notes.

```

1 REM ** MUSICAL SCALE **
2 REM ** BY ANDREW PRYOR **
3 FOR L=127:1 TO 142:IN+POKE L,0:GOTO
4 POKE 142:IN,15
5 FOR I=127:1 TO 142:IN+POKE I,150
6 GOTO 9
7 IF I=1:POKE 150
8 GOTO 9
9 POKE 142:IN,1:GOTO 142:IN,9
10 POKE 142:IN,17
11 FOR T=1 TO 255:GOTO 142:IN,17
12 FOR T=1 TO 255:GOTO
13 GOTO 10
14 GOTO 14,105,14,201,21,17,21,21
15 GOTO 21,21,28,14,11,245,31,171
16 GOTO 1

```

INSIDE INFO

High res graphics fun, secret passwords for your programs and a high-tec peripheral competition are all diagnosed fit for your Commodore by the man with the soldering iron shaped head, Paul Lyons! Hurrah. Take it away, keyboard captain...

Most of us have experimented with low resolution graphics and sprites but few people play about with the high resolution capabilities of the C64. This interesting little program comes courtesy of Andy Smith from Tamworth. The program is basically in three parts. The first is a subroutine that clears the memory to be used and the screen. This is at 11800-11950. The second section does the actual plotting of the points on the screen. This is at 12010-12040. The final part is a sample program which has both previous parts together. In this the sample program a spiral is drawn. Then, after a pause, the screen clears and the spiral is drawn again.

If you wanted to use this method of drawing your own shapes and high-resolution graphics on screen, type in the first two parts and change lines 20-40 in the final part. These lines specify where the program places the dots. Changing line 20 to read FOR T=1 TO 180, means the program will only draw 180 dots on screen before resetting and drawing again.

START EXPERIMENTING HERE

Changing anything in the lines 20 and 40 will change the shape of the dot. Try changing the 180 at the end of the lines. Making the 10 on line 20 a smaller number than 10 will create a squashed spiral that is wider than it is tall. Making the 18 on line 40 a smaller number than 10 will create a stretched spiral that is taller than it is wide. If you think this is too simple by these:

- Change the program to draw a different colored spiral each time.
- Change the program to draw a single closed circle.
- Change the program to draw a single closed square.
- Change the program to draw various patterns, or even random regular patterns or...

HIGH RES GRAPHICS**The first bit...**

```

11800 REM ** CLEAR MEMORY AND SCREEN **
11810 POKE 11261, POKE 11261:OR 32
11820 POKE 11271, POKE 11271:OR 8
11830 BR:BR
11840 FOR I=0:0 TO 88:79:0
11850 POKE I,0
11860 GOTO I,0
11870 FOR I=1024 TO 1025
11880 POKE I,15
11890 GOTO I
11900 GOTO 11900

```

The second bit...

```

12000 REM ** PLOT ROUTINE **
12010 POKE 11271:POKE 11271:OR 17:GOTO 11271:OR 17
FOR T=1
12020 IF T=1:GOTO 12040
12030 POKE 81, POKE 81:OR 12:GOTO 81:OR 12:GOTO 12040
12040 GOTO 12040

```

The final bit...

```

1 REM ** MUSICAL SCALE **
2 REM ** BY ANDREW PRYOR **
3 FOR L=127:1 TO 142:IN+POKE L,0:GOTO
4 POKE 142:IN,15
5 FOR I=127:1 TO 142:IN+POKE I,150
6 GOTO 9
7 IF I=1:POKE 150
8 GOTO 9
9 POKE 142:IN,1:GOTO 142:IN,9
10 POKE 142:IN,17
11 FOR T=1 TO 255:GOTO 142:IN,17
12 FOR T=1 TO 255:GOTO
13 GOTO 10
14 GOTO 14,105,14,201,21,17,21,21
15 GOTO 21,21,28,14,11,245,31,171
16 GOTO 1

```

**VFL COMPO**

Flushed with inside info's favourable review of their VFL video tape reader, David Matthews has decided to give FREE of these babies away to you.

This handy device has a freeze button so you can make a frame of your favourite high speed or slow motion still picture coming to life, a read button for viewing, POKE's (Transclude), says Andy Bell and a high speed conversion system to create trouble-free viewing and printing.

So if you want to have your favourite games on an E240 video tape and load a full 64K game in 5.5 seconds, simply answer the following question:

How long does an E240 video tape last when played at normal speed, in seconds?

Write your answer, together with your name and address on a postcard or sealed envelope and send it to: VFL Data Centre, Ltd info, Commodore Forum, 35 Abchurch Lane, Barb, Avon BA1 2BB.

If you can please include your telephone number and a description of the video record on your VCR (please, BBC or PAL), C64 VFL, C65, C66, C67 and more from your copy into the CP office by 20th January, 1985, thank you, Steve Christmas.

PASSWORD PROTECTION

Every now and again we get a really clever solution to a problem, from someone who has taken an entirely different approach and come up with an entirely different way of solving the problem. This particularly really clever solution comes (yet again) from Andy Smith.

Dear Inside Info,

Have you ever wanted to protect your precious programs? Have you ever invented a password system that anyone can break into? Had your password stuck out like a sore thumb in your program?

If the answer is any of these questions is "Yes," try this neat and simple subroutine below. Not every bit of this password system is that the code is random. "Clear," a random password system, I can hear you saying, "That sounds a bit odd." Well all it is not as it seems...

```

1000 ** RANDOM PROTECTION OF DATA
1010 **
1020 FOR I=1 TO 4
1030 FOR C=0 TO 9
1040 PRINT C; " ";
1050 NEXT C
1060 NEXT I
1070 DATA 1,2,3,4,5,6,7
1080 DATA 7,8,9,0,1,2,3
1090 DATA 0,1,2,3,4,5,6,7
1100 DATA 0,1,2,3,4,5,6,7
1110 DATA 0,1,2,3,4,5,6,7
1120 DATA 0,1,2,3,4,5,6,7
1130 DATA 0,1,2,3,4,5,6,7
1140 DATA 0,1,2,3,4,5,6,7
1150 DATA 0,1,2,3,4,5,6,7
1160 DATA 0,1,2,3,4,5,6,7
1170 DATA 0,1,2,3,4,5,6,7
1180 DATA 0,1,2,3,4,5,6,7
1190 DATA 0,1,2,3,4,5,6,7
1200 DATA 0,1,2,3,4,5,6,7
1210 DATA 0,1,2,3,4,5,6,7
1220 DATA 0,1,2,3,4,5,6,7
1230 DATA 0,1,2,3,4,5,6,7
1240 DATA 0,1,2,3,4,5,6,7
1250 DATA 0,1,2,3,4,5,6,7
1260 DATA 0,1,2,3,4,5,6,7
1270 DATA 0,1,2,3,4,5,6,7
1280 DATA 0,1,2,3,4,5,6,7
1290 DATA 0,1,2,3,4,5,6,7
1300 DATA 0,1,2,3,4,5,6,7
1310 DATA 0,1,2,3,4,5,6,7
1320 DATA 0,1,2,3,4,5,6,7
1330 DATA 0,1,2,3,4,5,6,7
1340 DATA 0,1,2,3,4,5,6,7
1350 DATA 0,1,2,3,4,5,6,7
1360 DATA 0,1,2,3,4,5,6,7
1370 DATA 0,1,2,3,4,5,6,7
1380 DATA 0,1,2,3,4,5,6,7
1390 DATA 0,1,2,3,4,5,6,7
1400 DATA 0,1,2,3,4,5,6,7
1410 DATA 0,1,2,3,4,5,6,7
1420 DATA 0,1,2,3,4,5,6,7
1430 DATA 0,1,2,3,4,5,6,7
1440 DATA 0,1,2,3,4,5,6,7
1450 DATA 0,1,2,3,4,5,6,7
1460 DATA 0,1,2,3,4,5,6,7
1470 DATA 0,1,2,3,4,5,6,7
1480 DATA 0,1,2,3,4,5,6,7
1490 DATA 0,1,2,3,4,5,6,7
1500 DATA 0,1,2,3,4,5,6,7
1510 DATA 0,1,2,3,4,5,6,7
1520 DATA 0,1,2,3,4,5,6,7
1530 DATA 0,1,2,3,4,5,6,7
1540 DATA 0,1,2,3,4,5,6,7
1550 DATA 0,1,2,3,4,5,6,7
1560 DATA 0,1,2,3,4,5,6,7
1570 DATA 0,1,2,3,4,5,6,7
1580 DATA 0,1,2,3,4,5,6,7
1590 DATA 0,1,2,3,4,5,6,7
1600 DATA 0,1,2,3,4,5,6,7
1610 DATA 0,1,2,3,4,5,6,7
1620 DATA 0,1,2,3,4,5,6,7
1630 DATA 0,1,2,3,4,5,6,7
1640 DATA 0,1,2,3,4,5,6,7
1650 DATA 0,1,2,3,4,5,6,7
1660 DATA 0,1,2,3,4,5,6,7
1670 DATA 0,1,2,3,4,5,6,7
1680 DATA 0,1,2,3,4,5,6,7
1690 DATA 0,1,2,3,4,5,6,7
1700 DATA 0,1,2,3,4,5,6,7
1710 DATA 0,1,2,3,4,5,6,7
1720 DATA 0,1,2,3,4,5,6,7
1730 DATA 0,1,2,3,4,5,6,7
1740 DATA 0,1,2,3,4,5,6,7
1750 DATA 0,1,2,3,4,5,6,7
1760 DATA 0,1,2,3,4,5,6,7
1770 DATA 0,1,2,3,4,5,6,7
1780 DATA 0,1,2,3,4,5,6,7
1790 DATA 0,1,2,3,4,5,6,7
1800 DATA 0,1,2,3,4,5,6,7
1810 DATA 0,1,2,3,4,5,6,7
1820 DATA 0,1,2,3,4,5,6,7
1830 DATA 0,1,2,3,4,5,6,7
1840 DATA 0,1,2,3,4,5,6,7
1850 DATA 0,1,2,3,4,5,6,7
1860 DATA 0,1,2,3,4,5,6,7
1870 DATA 0,1,2,3,4,5,6,7
1880 DATA 0,1,2,3,4,5,6,7
1890 DATA 0,1,2,3,4,5,6,7
1900 DATA 0,1,2,3,4,5,6,7
1910 DATA 0,1,2,3,4,5,6,7
1920 DATA 0,1,2,3,4,5,6,7
1930 DATA 0,1,2,3,4,5,6,7
1940 DATA 0,1,2,3,4,5,6,7
1950 DATA 0,1,2,3,4,5,6,7
1960 DATA 0,1,2,3,4,5,6,7
1970 DATA 0,1,2,3,4,5,6,7
1980 DATA 0,1,2,3,4,5,6,7
1990 DATA 0,1,2,3,4,5,6,7
2000 DATA 0,1,2,3,4,5,6,7

```

Every run the program you will get the message WHAT IS THE PASSWORD FOR ROW 1, COLUMN 2, for example. Every time you run the program you will be asked for an entirely different row and column number. To get the correct password you simply read it off of the table above.

| | | COLUMN | | | | |
|-----|---|--------|----|---|----|---|
| | | 1 | 2 | 3 | 4 | 5 |
| ROW | 1 | S | Z | U | EP | R |
| | 2 | T | AR | R | K | H |
| | 3 | ED | Q | D | B | Q |
| | 4 | C | V | O | GH | A |
| | 5 | M | P | I | J | L |
| 6 | P | X | Y | W | H | |

Read across the row, then down the column. Enter the correct code and you will be given access to the wanted program. Breaking into the program to look for the password is no aid to the machine will choose a different code at random every time the sub-routine is called. If you wanted to make the system even more difficult to crack you could change the program like this.

```

1000 ** RANDOM PROTECTION OF DATA
1010 **
1020 FOR I=1 TO 4
1030 FOR C=0 TO 9
1040 PRINT C; " ";
1050 NEXT C
1060 NEXT I
1070 DATA 1,2,3,4,5,6,7
1080 DATA 7,8,9,0,1,2,3
1090 DATA 0,1,2,3,4,5,6,7
1100 DATA 0,1,2,3,4,5,6,7
1110 DATA 0,1,2,3,4,5,6,7
1120 DATA 0,1,2,3,4,5,6,7
1130 DATA 0,1,2,3,4,5,6,7
1140 DATA 0,1,2,3,4,5,6,7
1150 DATA 0,1,2,3,4,5,6,7
1160 DATA 0,1,2,3,4,5,6,7
1170 DATA 0,1,2,3,4,5,6,7
1180 DATA 0,1,2,3,4,5,6,7
1190 DATA 0,1,2,3,4,5,6,7
1200 DATA 0,1,2,3,4,5,6,7
1210 DATA 0,1,2,3,4,5,6,7
1220 DATA 0,1,2,3,4,5,6,7
1230 DATA 0,1,2,3,4,5,6,7
1240 DATA 0,1,2,3,4,5,6,7
1250 DATA 0,1,2,3,4,5,6,7
1260 DATA 0,1,2,3,4,5,6,7
1270 DATA 0,1,2,3,4,5,6,7
1280 DATA 0,1,2,3,4,5,6,7
1290 DATA 0,1,2,3,4,5,6,7
1300 DATA 0,1,2,3,4,5,6,7
1310 DATA 0,1,2,3,4,5,6,7
1320 DATA 0,1,2,3,4,5,6,7
1330 DATA 0,1,2,3,4,5,6,7
1340 DATA 0,1,2,3,4,5,6,7
1350 DATA 0,1,2,3,4,5,6,7
1360 DATA 0,1,2,3,4,5,6,7
1370 DATA 0,1,2,3,4,5,6,7
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1400 DATA 0,1,2,3,4,5,6,7
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1420 DATA 0,1,2,3,4,5,6,7
1430 DATA 0,1,2,3,4,5,6,7
1440 DATA 0,1,2,3,4,5,6,7
1450 DATA 0,1,2,3,4,5,6,7
1460 DATA 0,1,2,3,4,5,6,7
1470 DATA 0,1,2,3,4,5,6,7
1480 DATA 0,1,2,3,4,5,6,7
1490 DATA 0,1,2,3,4,5,6,7
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1570 DATA 0,1,2,3,4,5,6,7
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1670 DATA 0,1,2,3,4,5,6,7
1680 DATA 0,1,2,3,4,5,6,7
1690 DATA 0,1,2,3,4,5,6,7
1700 DATA 0,1,2,3,4,5,6,7
1710 DATA 0,1,2,3,4,5,6,7
1720 DATA 0,1,2,3,4,5,6,7
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1760 DATA 0,1,2,3,4,5,6,7
1770 DATA 0,1,2,3,4,5,6,7
1780 DATA 0,1,2,3,4,5,6,7
1790 DATA 0,1,2,3,4,5,6,7
1800 DATA 0,1,2,3,4,5,6,7
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1820 DATA 0,1,2,3,4,5,6,7
1830 DATA 0,1,2,3,4,5,6,7
1840 DATA 0,1,2,3,4,5,6,7
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1870 DATA 0,1,2,3,4,5,6,7
1880 DATA 0,1,2,3,4,5,6,7
1890 DATA 0,1,2,3,4,5,6,7
1900 DATA 0,1,2,3,4,5,6,7
1910 DATA 0,1,2,3,4,5,6,7
1920 DATA 0,1,2,3,4,5,6,7
1930 DATA 0,1,2,3,4,5,6,7
1940 DATA 0,1,2,3,4,5,6,7
1950 DATA 0,1,2,3,4,5,6,7
1960 DATA 0,1,2,3,4,5,6,7
1970 DATA 0,1,2,3,4,5,6,7
1980 DATA 0,1,2,3,4,5,6,7
1990 DATA 0,1,2,3,4,5,6,7
2000 DATA 0,1,2,3,4,5,6,7

```

For a more complex code you could make a bigger grid, incorporating 26 letters in the 6 in line 10 to the new number of GATA statements and the 8 in line 20 to the new number of pieces of data on each line (each line of data must have the same number of pieces of data for the program to work).

To get out of the program type
UNSUBSCRIBED - - - UNSUBSCRIBED

But there's always more than one way to solve a problem and David Wallace wrote a specific kind of password program...

PASSWORDS PLEASE

Dear Inside Info,

Please excuse you tell me the program that would let me type in a password but, instead of it showing me the screen, I want it to come up with stars (ie, instead of it showing "CANTON" (that's the password), I want it to show "*****"), so that the stars stay on the screen and anyone looking at the screen will NOT know the password.
David Wallace, Elgin, Maryland

After looking through the thousands (well almost thousands) of letters that arrive every week here at *CI*, I could only find one letter with a password program, and it showed the letters on the screen. So I powered up the Franklin 1000, reloaded my keyboard program and did (wow) it: I ran off a copy of password program. Then I thought, "Hold up, this is a great idea for the next Inside Info 'Teach Competition'". So...

THE GREAT INSIDE INFO (ALMOST) CHRISTMAS COMPETITION...

...to write a program to solve David Wallace's dilemma. However, the program has to ask the user for a password (and if they get the password wrong three times, the program will stop them going any further. Extra bonus points will be given to programs that do so with a creative thing that will make the program immediately secure like changing the user from breaking into the system and loading the password. Making the keyboard if the password is wrong, turning off the screen, making an alarm sound or bell, anything you fancy. Just make it creative...

Since the last (or was it First?) Inside Info 'Teach Competition' was such a humungous success I thought I'd try down a few simple rules (well, guidelines really).

THE RULES (WELL GUIDELINES, REALLY...)

1. A short program is a good program. Think about it. If professional programmers weren't economical with their code, software like Turbo would come on 47 disks.
2. A good program has good documentation. This means lots of REM statements, explanations of what BASIC commands code what and where, a list of what variables represent what, and so on. Okay, so software like Turbo probably doesn't contain REMs, but then it wasn't written for other people to read and understand. Remember, you're writing for thousands of other *CI*ers who may not be as chock of a tech-head as you.
3. A good program works. This may sound a bit of a stupid thing to write down but I receive programs every week that may seem good but when tapped into a *CI* simply don't work. Most problems are caused by mistakes in copying the program off the screen, so double-check your work before you send it (better still, print it out). If you send a disk or cassette in please send a filling as well (and if you'll like the cassette back, write your name and address on it).

Send your entries to:
Paul Lyons, inside information (almost) Christmas Competition, Commodore Format, Future Publishing, 20 Monmouth Street, Bath, Avon, BA1 2BW

MORE TAPE TESTING

Right back in Inside Info 1, I talked about aligning heads on your *CI* and its importance to loading reliability. As well as talking about the commercial *Align-A-Head* Alignment programs, I also wrote about the way we do it at *CI*, an *Align* from *Debit*. *Align* has been written with an interesting way to help align heads more precisely.

```

1000 ** TAPE HEAD ALIGNMENT - 1/8" COPIES **
1010 FOR I=1 TO 10
1020 FOR J=1 TO 10
1030 PRINT I; " ";
1040 NEXT J
1050 NEXT I
1060 DATA 1,2,3,4,5,6,7,8,9,0
1070 DATA 0,1,2,3,4,5,6,7,8,9
1080 DATA 0,1,2,3,4,5,6,7,8,9
1090 DATA 0,1,2,3,4,5,6,7,8,9
1100 DATA 0,1,2,3,4,5,6,7,8,9
1110 DATA 0,1,2,3,4,5,6,7,8,9
1120 DATA 0,1,2,3,4,5,6,7,8,9
1130 DATA 0,1,2,3,4,5,6,7,8,9
1140 DATA 0,1,2,3,4,5,6,7,8,9
1150 DATA 0,1,2,3,4,5,6,7,8,9
1160 DATA 0,1,2,3,4,5,6,7,8,9
1170 DATA 0,1,2,3,4,5,6,7,8,9
1180 DATA 0,1,2,3,4,5,6,7,8,9
1190 DATA 0,1,2,3,4,5,6,7,8,9
1200 DATA 0,1,2,3,4,5,6,7,8,9
1210 DATA 0,1,2,3,4,5,6,7,8,9
1220 DATA 0,1,2,3,4,5,6,7,8,9
1230 DATA 0,1,2,3,4,5,6,7,8,9
1240 DATA 0,1,2,3,4,5,6,7,8,9
1250 DATA 0,1,2,3,4,5,6,7,8,9
1260 DATA 0,1,2,3,4,5,6,7,8,9
1270 DATA 0,1,2,3,4,5,6,7,8,9
1280 DATA 0,1,2,3,4,5,6,7,8,9
1290 DATA 0,1,2,3,4,5,6,7,8,9
1300 DATA 0,1,2,3,4,5,6,7,8,9
1310 DATA 0,1,2,3,4,5,6,7,8,9
1320 DATA 0,1,2,3,4,5,6,7,8,9
1330 DATA 0,1,2,3,4,5,6,7,8,9
1340 DATA 0,1,2,3,4,5,6,7,8,9
1350 DATA 0,1,2,3,4,5,6,7,8,9
1360 DATA 0,1,2,3,4,5,6,7,8,9
1370 DATA 0,1,2,3,4,5,6,7,8,9
1380 DATA 0,1,2,3,4,5,6,7,8,9
1390 DATA 0,1,2,3,4,5,6,7,8,9
1400 DATA 0,1,2,3,4,5,6,7,8,9
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1420 DATA 0,1,2,3,4,5,6,7,8,9
1430 DATA 0,1,2,3,4,5,6,7,8,9
1440 DATA 0,1,2,3,4,5,6,7,8,9
1450 DATA 0,1,2,3,4,5,6,7,8,9
1460 DATA 0,1,2,3,4,5,6,7,8,9
1470 DATA 0,1,2,3,4,5,6,7,8,9
1480 DATA 0,1,2,3,4,5,6,7,8,9
1490 DATA 0,1,2,3,4,5,6,7,8,9
1500 DATA 0,1,2,3,4,5,6,7,8,9
1510 DATA 0,1,2,3,4,5,6,7,8,9
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1570 DATA 0,1,2,3,4,5,6,7,8,9
1580 DATA 0,1,2,3,4,5,6,7,8,9
1590 DATA 0,1,2,3,4,5,6,7,8,9
1600 DATA 0,1,2,3,4,5,6,7,8,9
1610 DATA 0,1,2,3,4,5,6,7,8,9
1620 DATA 0,1,2,3,4,5,6,7,8,9
1630 DATA 0,1,2,3,4,5,6,7,8,9
1640 DATA 0,1,2,3,4,5,6,7,8,9
1650 DATA 0,1,2,3,4,5,6,7,8,9
1660 DATA 0,1,2,3,4,5,6,7,8,9
1670 DATA 0,1,2,3,4,5,6,7,8,9
1680 DATA 0,1,2,3,4,5,6,7,8,9
1690 DATA 0,1,2,3,4,5,6,7,8,9
1700 DATA 0,1,2,3,4,5,6,7,8,9
1710 DATA 0,1,2,3,4,5,6,7,8,9
1720 DATA 0,1,2,3,4,5,6,7,8,9
1730 DATA 0,1,2,3,4,5,6,7,8,9
1740 DATA 0,1,2,3,4,5,6,7,8,9
1750 DATA 0,1,2,3,4,5,6,7,8,9
1760 DATA 0,1,2,3,4,5,6,7,8,9
1770 DATA 0,1,2,3,4,5,6,7,8,9
1780 DATA 0,1,2,3,4,5,6,7,8,9
1790 DATA 0,1,2,3,4,5,6,7,8,9
1800 DATA 0,1,2,3,4,5,6,7,8,9
1810 DATA 0,1,2,3,4,5,6,7,8,9
1820 DATA 0,1,2,3,4,5,6,7,8,9
1830 DATA 0,1,2,3,4,5,6,7,8,9
1840 DATA 0,1,2,3,4,5,6,7,8,9
1850 DATA 0,1,2,3,4,5,6,7,8,9
1860 DATA 0,1,2,3,4,5,6,7,8,9
1870 DATA 0,1,2,3,4,5,6,7,8,9
1880 DATA 0,1,2,3,4,5,6,7,8,9
1890 DATA 0,1,2,3,4,5,6,7,8,9
1900 DATA 0,1,2,3,4,5,6,7,8,9
1910 DATA 0,1,2,3,4,5,6,7,8,9
1920 DATA 0,1,2,3,4,5,6,7,8,9
1930 DATA 0,1,2,3,4,5,6,7,8,9
1940 DATA 0,1,2,3,4,5,6,7,8,9
1950 DATA 0,1,2,3,4,5,6,7,8,9
1960 DATA 0,1,2,3,4,5,6,7,8,9
1970 DATA 0,1,2,3,4,5,6,7,8,9
1980 DATA 0,1,2,3,4,5,6,7,8,9
1990 DATA 0,1,2,3,4,5,6,7,8,9
2000 DATA 0,1,2,3,4,5,6,7,8,9

```

Dear Inside Info,

In reference to the section about head alignment in issue 1, I have included a small but useful routine to enable the setting of the correct azimuth alignment to be achieved much more easily.

Once the routine is called (DYS-A152), playing a cassette whilst attempting to align the azimuth angle will 'amplify' the signal from the cassette, thus the clarity of the sound can be heard through the Teletextor speaker. The clearer the sound, the closer to the correct alignment the angle is.

```

1000 ** TAPE HEAD ALIGNMENT - 1/8" COPIES **
1010 FOR I=1 TO 10
1020 FOR J=1 TO 10
1030 PRINT I; " ";
1040 NEXT J
1050 NEXT I
1060 DATA 1,2,3,4,5,6,7,8,9,0
1070 DATA 0,1,2,3,4,5,6,7,8,9
1080 DATA 0,1,2,3,4,5,6,7,8,9
1090 DATA 0,1,2,3,4,5,6,7,8,9
1100 DATA 0,1,2,3,4,5,6,7,8,9
1110 DATA 0,1,2,3,4,5,6,7,8,9
1120 DATA 0,1,2,3,4,5,6,7,8,9
1130 DATA 0,1,2,3,4,5,6,7,8,9
1140 DATA 0,1,2,3,4,5,6,7,8,9
1150 DATA 0,1,2,3,4,5,6,7,8,9
1160 DATA 0,1,2,3,4,5,6,7,8,9
1170 DATA 0,1,2,3,4,5,6,7,8,9
1180 DATA 0,1,2,3,4,5,6,7,8,9
1190 DATA 0,1,2,3,4,5,6,7,8,9
1200 DATA 0,1,2,3,4,5,6,7,8,9
1210 DATA 0,1,2,3,4,5,6,7,8,9
1220 DATA 0,1,2,3,4,5,6,7,8,9
1230 DATA 0,1,2,3,4,5,6,7,8,9
1240 DATA 0,1,2,3,4,5,6,7,8,9
1250 DATA 0,1,2,3,4,5,6,7,8,9
1260 DATA 0,1,2,3,4,5,6,7,8,9
1270 DATA 0,1,2,3,4,5,6,7,8,9
1280 DATA 0,1,2,3,4,5,6,7,8,9
1290 DATA 0,1,2,3,4,5,6,7,8,9
1300 DATA 0,1,2,3,4,5,6,7,8,9
1310 DATA 0,1,2,3,4,5,6,7,8,9
1320 DATA 0,1,2,3,4,5,6,7,8,9
1330 DATA 0,1,2,3,4,5,6,7,8,9
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1370 DATA 0,1,2,3,4,5,6,7,8,9
1380 DATA 0,1,2,3,4,5,6,7,8,9
1390 DATA 0,1,2,3,4,5,6,7,8,9
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1440 DATA 0,1,2,3,4,5,6,7,8,9
1450 DATA 0,1,2,3,4,5,6,7,8,9
1460 DATA 0,1,2,3,4,5,6,7,8,9
1470 DATA 0,1,2,3,4,5,6,7,8,9
1480 DATA 0,1,2,3,4,5,6,7,8,9
1490 DATA 0,1,2,3,4,5,6,7,8,9
1500 DATA 0,1,2,3,4,5,6,7,8,9
1510 DATA 0,1,2,3,4,5,6,7,8,9
1520 DATA 0,1,2,3,4,5,6,7,8,9
1530 DATA 0,1,2,3,4,5,6,7,8,9
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1560 DATA 0,1,2,3,4,5,6,7,8,9
1570 DATA 0,1,2,3,4,5,6,7,8,9
1580 DATA 0,1,2,3,4,5,6,7,8,9
1590 DATA 0,1,2,3,4,5,6,7,8,9
1600 DATA 0,1,2,3,4,5,6,7,8,9
1610 DATA 0,1,2,3,4,5,6,7,8,9
1620 DATA 0,1,2,3,4,5,6,7,8,9
1630 DATA 0,1,2,3,4,5,6,7,8,9
1640 DATA 0,1,2,3,4,5,6,7,8,9
1650 DATA 0,1,2,3,4,5,6,7,8,9
1660 DATA 0,1,2,3,4,5,6,7,8,9
1670 DATA 0,1,2,3,4,5,6,7,8,9
1680 DATA 0,1,2,3,4,5,6,7,8,9
1690 DATA 0,1,2,3,4,5,6,7,8,9
1700 DATA 0,1,2,3,4,5,6,7,8,9
1710 DATA 0,1,2,3,4,5,6,7,8,9
1720 DATA 0,1,2,3,4,5,6,7,8,9
1730 DATA 0,1,2,3,4,5,6,7,8,9
1740 DATA 0,1,2,3,4,5,6,7,8,9
1750 DATA 0,1,2,3,4,5,6,7,8,9
1760 DATA 0,1,2,3,4,5,6,7,8,9
1770 DATA 0,1,2,3,4,5,6,7,8,9
1780 DATA 0,1,2,3,4,5,6,7,8,9
1790 DATA 0,1,2,3,4,5,6,7,8,9
1800 DATA 0,1,2,3,4,5,6,7,8,9
1810 DATA 0,1,2,3,4,5,6,7,8,9
1820 DATA 0,1,2,3,4,5,6,7,8,9
1830 DATA 0,1,2,3,4,5,6,7,8,9
1840 DATA 0,1,2,3,4,5,6,7,8,9
1850 DATA 0,1,2,3,4,5,6,7,8,9
1860 DATA 0,1,2,3,4,5,6,7,8,9
1870 DATA 0,1,2,3,4,5,6,7,8,9
1880 DATA 0,1,2,3,4,5,6,7,8,9
1890 DATA 0,1,2,3,4,5,6,7,8,9
1900 DATA 0,1,2,3,4,5,6,7,8,9
1910 DATA 0,1,2,3,4,5,6,7,8,9
1920 DATA 0,1,2,3,4,5,6,7,8,9
1930 DATA 0,1,2,3,4,5,6,7,8,9
1940 DATA 0,1,2,3,4,5,6,7,8,9
1950 DATA 0,1,2,3,4,5,6,7,8,9
1960 DATA 0,1,2,3,4,5,6,7,8,9
1970 DATA 0,1,2,3,4,5,6,7,8,9
1980 DATA 0,1,2,3,4,5,6,7,8,9
1990 DATA 0,1,2,3,4,5,6,7,8,9
2000 DATA 0,1,2,3,4,5,6,7,8,9

```

LISSAJOUS FOR YOU?

And while we're on the subject of fancy graphics, I've had been send this interesting little routine by Andrew Gals from Western-Super-Mare. The program generates Lissajous on-screen. Lissajous are mathematical patterns produced by combining waveforms. This particular pattern is created by using two sine waves - the amplitude (height) of one controls the horizontal positioning of the point to be plotted and the amplitude of the other controls the vertical positioning of the dot. The two sine waves have different frequencies, and these are varied for at the beginning of the program. The frequencies given are in comparison to the other, so if X=1 and Y=2, then the Y sine wave frequency is twice that of the X sine wave. If you want to choose smaller numbers, the picture resolution finer, but would take longer to produce.

There are a number of interesting patterns available, the simplest being X=1, Y=2. Other interesting ones are X=1, Y=1.618 and X=1, Y=2.3. It is possible to get a circle by having X=1, Y=1, but you will need to put the waves out of phase by making Y=180 in line 90.

If you want to alter the size of the pattern, you calculate the number 50 in line 70 and 80 to a larger or smaller number (100 will fill the screen).

The program can also be used by more advanced programmers wanting to use high resolution graphics on the submachine at 1800 turns an high-resolution graphics - the submachine at 2000 plots is pairs turns an high-resolution graphics - the X coordinate and QY being the Y-coordinate on the screen; GX being the X-coordinate and QY being the Y-coordinate on the screen. (In answer to your other question Andrew, no program is too long, no routine is to short to be included in Inside Info. But if it really is long I'd appreciate a copy on tape as well as a print-out.)

```

0  REM ** LISSAJOUS **
10  REM ** BY ANDREW GALS **
20  PRINT CHR$(147)
30  INPUT "X FREQUENCY":GX
40  INPUT "Y FREQUENCY":GY
50  GOTO 1800
60  X=1:Y=1
70  QX=50+(50*(COS(X*PI/200)+X*(SIN(X*PI/200))))
80  QY=50+(50*(COS(Y*PI/200)+Y*(SIN(Y*PI/200))))
90  GOTO 2000
100 X=X+GX/200:Y=Y+GY/200:GOTO 70
110 Y=Y+GY/200:Y=X+GX/200:GOTO 70
120 GOTO 70
1000 REM
1010 REM ** GET UP HIGH RESOLUTION GRAPHICS **
1020 POKE 53284, PEEK(53284) OR 32
1030 POKE 53272, PEEK(53272) OR 8
1040 POKE 54020 TO 54030, PEEK 5,1,2000:8
1050 POKE 54100 TO 54110, PEEK 2,1,2000:2
1060 POKE 53280,1:POKE 53280,1
1070 RETURN
2000 END
2010 REM ** PLAY POINT **
2020 POKE 53710:QY:Y
2030 GOTO 53710:QY:Y
2040 GOTO 53710:QY:Y
2050 GOTO 53710:QY:Y
2060 GOTO 53710:QY:Y
2070 POKE 53710, PEEK(53710) OR 1:PRINT:LINE
2080 RETURN

```

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Next month...

You might already be impressed by the quality of some of the stuff that Inside Info readers are sending but (silence, silence) you ain't seen nothing yet. I've just been sent a couple of excellent utilities that are simply too long to list in the magazine, so if the programs pass the intensive testing stage next month will be the first to feature Inside Info programs on the tape.

Also I'll be printing the winner(s) in the first Tip Temptation competition back in Feb 2, so large and various have the entries been. So watch this space and keep those tips coming. The best contribution each month will get £20 worth of software from the CP mail order list (or a year's subscription to Inside Info with the rest of the magazine thrown in free...).

This month's winner is Andy Smith for his high-resolution routines and clever password system. (Andy, drop me a line and tell me what you'd like.)

WE WANT INFO

If you have any questions you want answering, tips for other CP4 users, small but snazzy chunks of code or BASIC listings or just any odd but interesting piece of info about the CP4 - we want it! Send your missives to Inside Information, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BT and remember to include us with your name and address. If you give us the goods, we'll do the same. There are prizes for the best tips, demos, listings or hardware projects sent in, so get busy! But remember, we can't reply to your questions personally so please don't send us those SAsEs.



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Steve Jay, 1990

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THE ARCADE

BRAIN



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but for gawd's sake not cute

POWER TEST 49



That's the trouble with monsters (y'know, you can't tell their apart. This screen is one of the easier ones. Get up a good bounce and just being from one box to the next.



Yeah, so it looks like a piece of cake but with a effectively short and time limit and restrictive boxes at the bottom, completion of this one will stude you for quite some time.

HELTER SKELTER

The gaming market is currently (swamped) with games that are so technical brilliance what our deputy editor is to charisms (Thanks -Dep did). But strangely enough, almost all of these computer offerings are the most playable things we've had for ages.

Helter Skelter is no exception, you play the part of a small bouncing ball in dire jeopardy from a large number of out-looking monsters who have amassed against him (don't call them cute) - they're monsters - Ed.

Pressing the fire button makes your ball bounce. To increase the height of the bounce you must keep pressing the fire button when the ball is on the down-slope, three presses should be enough to attain maximum bounce. With good timing you can also make the ball stop dead. All that remains is to control the ball's horizontal



Three platforms, three monsters and a miller ways to fall. If the beast's not alive on this level, it can take an eternity to even get near to finishing

movement with left and right thrusts of your happiness (I think he means joyousness - Ed).

The screens consist of a series of platforms. Some screens are wrap-around arrangements, others are sometimes surrounded by borders containing your bounceability. In each screen there are a number of 'call them anything you like but for Gawd's sake not cute' monsters, one of which sports a rather attractive arrow above its head (aim for this one first). When you bounce on its head it disappears and the arrow shifts to the next level, the alternate one being to hit the screen at all the moments before the timer runs out.

If you hit the wrong monster it splits into two smaller monsters, not recommended.



Well, wrap-up wallpaper circa 1978. The screen wrap-around through this screen is just at the outside and wait for 'em.

Some screens are mazes in which there's a single time limit and a monster right at the end. Only practiced bounce masters progress beyond these. Random bonuses include skip-level, fewer monsters and time and attack monsters in any order.

Cade events, provided every ten levels, allow you to skip screens you've completed before. A screen designer permits you to modify existing screens and save them to disk and there's a two-player mode.

Bouncing up, all I can say is that Helter Skelter has colourful and cute graphics, adequate sound and scores of playability, find it easy.

ANDY



| | |
|----------|----------------|
| Game | Helter skelter |
| Maker | Dodmark |
| Cassette | £10.99 |
| Disk | £14.99 |

POWER RATING

THE DOWNERS...

- Bouncing really new fans may disappoint owners of other - game toys
- More could have been made of the graphics
- Sound is limited to single spot effects

100

-

-

-

68%

■ The bounce of the ball is particularly effective as are the antics of the monsters - almost cute

■ Extensive screen supply and adjustable difficulty settings

■ Family friendly mode system

■ Bonus extra glass in all extra packages

■ Two player mode makes it all the more fun to play

■ Bonus screen observation to gain the right measure of great history and better defeat

-

-

0

...AND THE UPPIERS



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WHO
LOVED ME**
DoMark



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SEALS**
Ocean

Commodore COMMODORE

MOVIE TIE-INS



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The Mighty Brain

Why imagine anything at all when you can ask anything you like of **The Mighty Brain**, Commodore Format, 30 Monmouth Street, Bath BA1 2BW and maybe even get an answer

THUNDER AND TOR-NADOS

Dear Mighty Brain

- 1) What happened to the demo of Days Of Thunder?
- 2) Are there any cheap TV and video digitisers around for the C64?
- 3) What's the game Twin Tornado any good? It is, where can I get a copy on C64?
- 4) Can you get F-14 Tomcat on the C64? It is, for how much?
- 5) Am I the only Commodore to write to you? Jonathan Harcourt, Carmell

T-B alert!

1) **Parsons Systems Software Limited** sell one through their mail order catalogue, called Video Byte v2. This pretty much covers everything you'd want from a video frame grabber and weighs in at a reasonable £79.95. For more details visit F335 on C64# 550153. Or wait for a review in a future CF. 2) **Dorset Soft's Twin Tornado** is quite a fun fight sim (for the average human, I suppose) which is best played one-up/against-one with two 64s and the special connecting cable. However, TT was originally released many years ago and apart from bargain buckets or a plea in the small ads, I wouldn't hold out much hope. Can anyone help Jonathan? 3) Nope. 4) Not yet. 5) No.

FUN AND GAMES WITH THE MIGHTY BRAIN?

O great and mighty one! Here's what I think of Commodore Format: The editors are brilliant, the previews are highly informative, the Gazette is great and so is the letters section. But there was one rumour in *The Mighty Brain*. What I'm saying is come on you lads and ladies (no sexism in this letter) let's have some laughs in this little letters section.

I am glad to see that TMB hasn't entered (mysterious music) the outer zone, where readers simply run out of original ideas and pretend to be other people (eg Teenage Mutant Ninja Turtles).

So remember the unwholesome words: watch out for low flying bananas. I'll have to end my letter now 'cause my pen's running out...

Scott McKee, Suffolk



So, Cyberball isn't coming out on cartridges, is it? That may not be true...

Sigh. As long as letters like this keep coming in, it looks like my section will still have one function...

Teenage Mutant Brain

CF - THE MAG YOU CAN TRUST

Dear Mr Brain person

In CF2 you said that the Domark game Cyberball would be coming out on cartridge. Well, according to my local computer shop, Domark have no intention of releasing the game on tape, disk, cartridge or whatever! So please tell me: is it coming out on tape? If it is - WHEN? And how much? If it not - why not? (Maybe you could lean on them a bit...)

Oh yeah, sorry, but there is one really serious complaint that I've got about the mag. Why ain't there no adventure reviews or news included? We seem all mad 'cos we think you know!

Ian Fleming, Peterborough

You should know by now that anything you read in CF you can trust implicitly. My learning advice aren't really up to much, as you'd expect from an anthropomorphic book of pure mind muscle. But the full review of Domark's compulsory Cyberball in this issue should more than answer your question.

The CF team (I prefer the term 'leg-shake pack') are quite happy to receive adventures - except that so far no authors have ever sent any in. Likewise, if you'd our three wishes to send in their adventures

tips and solutions, or ask for help with an adventure. *Atlan-Bearn Oyer* would be only too happy to include them in its so-called 'Gamemasters' sections. Well, be well if the bit frustrates less, anyway.

TMB

COMING SOON?

To, Les Beatty (over) (TMB)

You wouldn't mind telling me when these games are coming out would you?

- a) *Leapyear*
- b) *Genesis 2*
- c) *Back To The Future II*
- d) *Risk Compendium 2*
- e) *Robotrap 2*
- f) *Total Recall*
- g) *Teenage Mutant Hero Turtles*
- h) *Dick Tracy*

Jack Simpson

No problem:

- a) *Genesis*'s official Liverpool game should be kicking off early January.
- b) *Genesis 2* has been severely delayed. Next year - certainly...
- c) *Back To The Future II* is under development and should be released in January.
- d) *Risk Compendium 2* should be in the shops by now.
- e) *Robotrap 2* will be out not long after you read this...

f) ... Swiftly followed by *Total Recall*.

g) *Teenage Mutant Hero Turtles* is also out mid-December.

h) And finally, you can get your mitts on *Dick Tracy* around the end of December.

TMB

REAL SOUNDS

Dear Mighty Brain

Could you tell me if there are any C64 sound samples other than *Dante's Sampler 84*?

Stephen Coory, Glasgow

Yep. For starters, there's *Commodore's 64-128 Sound Sampler and Supersoft's*

Micros Digital Sound Sampler. However, *Commodore* no longer manufacture the *Sound Sampler* and the *Micros* is well priced, so why not try securing the small ads section of magazines like *Max Computer Digest*? Alternatively, some nice person could write in and help. Howabout?

TMB

FREEBIE HOPEFUL!

Dear Brain:

Are you going to be giving away free (yes, free!) the *Risk Compendium*, *Risk Compendium 2* or *Teenage Mutant Hero Turtles* games?

Anonymous

There's a slim chance we might feature these games on our cover - but not for a couple of years yet! In the mean time, you're just going to have to spend some money.

TMB

DO A STRIP

Top TMB

I have a few questions for you to answer:

- 1) How old is the *Compendium 84*?
 - 2) Why don't you have a comic strip like *C-V3* or *Computer Wankon* from *Edge*?
 - 3) Will cartridge games ever be on budget?
 - 4) Is *Metal Army* available for the C64?
 - 5) Is *Starblaster* available still? I haven't been able to find it.
 - 6) Will there be sequels to *Barbarian 5*, *Turbo Out Run*, *Myth*, *Cabal* and *Forgotten Worlds*?
 - 7) Will there be an seventh question?
 - 8) Are there any C64 games that have better graphics than the *Amiga* and *Atari ST*?
- Daniel Cook, Southampton

I have a few answers for you to question:

- 1) About eight years. The C64 first appeared around 1982.
- 2) I did offer to star in a comic strip if people wrote in to say they would like one. We had an underwhelming response of one letter. I conclude that it is not really worth a comic strip, and so all our readers have to fast.

RESERVATION COUPON

Please Mister (or Misses) Newsagent, reserve my copy of *Commodore Format* each month because life is difficult enough as it is and I'd hate to miss a copy.

MY NAME _____

MY ADDRESS _____

Life is hard for mere mortals. All sorts of generally grim things have a habit of happening. If that thought isn't bad enough, think on this one. You're a mere mortal. That's why you should protect yourself from one of the worst fates that could befall you - finding that *Commodore Format* has sold out. Make life as easy as possible by filling out this form and handing it to your favourite newsagent.

DRIVING MADNESS

Most magnificent Mighty Brain

I shame me to bother your majestic and omnipotent self with this trivial and galling question, but which disk drive should I buy for my C64? I have seen three packages which interest me, the first two involve the *Orsonic 1184* disk drive at £150 from *Datal* with an art package, and £110 from *Micrograms*. The final one is *Commodore's* own 1271 disk drive with the same software packages as the 84 and costs £105.

Could you in your all-knowingness give me details on the quality of the disk drives and information on any others of which you know, bearing in that infinite mind of yours that I can't afford more than £150.

I've seen cartridges but don't know whether they can handle games such as *Real Or Realistic* and *Sim City* since I presume they can't do. And are cartridge games from £30 etc. ever going to be put on cartridge, eliminating my need for a disk drive?

I'm also sending a letter such as this in other magazines to make sure it's processed.



The first to print it receives my sniffling support for overtones.

Ask that Sean Masterson person to give me some Games Workshop stuff as every one around my way has become bored with my current games.

Andrew Miller, Belfast

Can disks and? What to be quite honest, there's not an awful lot between the two (apart with regard to their disk driving capabilities: the main differences come with size and price. Certainly Commodore's latest games

7) three-burner sounds like a good deal if you don't possess those games already. If size is important to you (stop dragging Andy — I'm) then the Commodore takes up a lot less room — and is less likely to boot (because the punt). My best advice is to buy as cheap as possible and buy a festival cartridge with the spare cash!

CPs and titles which require save games can be serviced by using a battery back-up. A small watch-style battery is incorporated into the cartridge and sustains a small memory chip, allowing you to carry on from where you left off. However, at the moment these are rare and expensive — don't give up on the disk drive idea just yet!

Whether your letter was printed or not surely the royalties of any save person should be with CP by now?

With regard to your dad game, the Masterson creature assures me that you would be better off not role-playing with cars (and anyway — no wonder your mates are bored). If you carried with chess that gaming he offers (save as potential winners: *Compuers and Dates: Manufacture (and) of course, Manufacture 40,000, Dark Forest and the future sport game, Football, from America (where chess gaming is very popular, fresh and often served with ice-cream) you can try Cyberball and Back Puppets in the Twenty-Fifth Post Office. Sean assures me that you'll know exactly what he's talking about — though you'll probably be the only one who does (agree) — that's enough but one for one issue. Ah. Must go now, simpletons. If you want a brain like mine, tough, but check out the invitation on the right, for a laugh. Ciao.*

TMB



Each month, The Mighty Brain awards a CES mail order voucher to the letter whose answer drains his mental energy the most. This month's winner is Joe Harrison of Bristol...

NEW KID ON THE BLOCK

Dear Brian

As a newcomer to the world of the CP, I bought every magazine connected with it and you'll be pleased to know that CP is the only one worth reading. Meanwhile, can you answer some questions?

- 1) Are you going to review old games for those of us who missed their first time?
- 2) What's the origin and meaning of the word POKÉ?
- 3) Are you going to give tips for 64 beginners?

4) I am 26, an independent reader, quite sensible and I still like CP. Is this unusual?

5) My four-year-old son thinks you are a relative of Kong. Is this true?

6) Why do people number their questions?

Joe Harrison, Bristol



3) I don't know but I'll answer with a non-numerically structured reply. Remaining old games must use up space needed to review new titles — and I'm sure you wouldn't like that! Our A-Z of classic CP4 games should help.

POKÉ and PEEK are simply names which programmers chose to be completely descriptive of what they do. POKÉ is used to 'put' a number into a memory location, and PEEK looks at a number in a location. Their origin may stem from pre-electronic computational devices where memory was a series of paper-foles. Ideas were put in by hand (looking) and to see what they were you simply looked (peeked).

Phil South has been delivering only on a BASIC tutorial which should start next issue. Your age and high opinion of CP is quite odd. The editor is a mammoth 26 years old.

Only just — 63 and takes the magazine. Oh, you can't blame him with the staff he's got. And finally, Kong and I are not related. However, we are kindred spirits in one respect — we're both sick of those bloody Turfies!

TMB

Make your own Mighty Brain badge

A Step by Step Guide to Making Mighty Brain Fashion Accessories

If you feel undying gratitude towards CP's own figurhead and would like to show your allegiance to the Universe's greatest mind, why not make yourself a Mighty Brain badge. Looks smart, impresses girls and breaks the ice at parties...



Step 1 — Using a suitable heavy instrument, I've found a stapler to be perfect, attempt to cleanly catch a fresh waist.



Step 2 — And that — blast! OK, fine, now try again — Aargh! That's both Andy where did you get these trap waist! (Repeat Step 1 until you get a clean half cut.)



Step 3 — At last! Now take that sucker and spray it a nice pinky-grey brain colour. While it dries, cut out a circle of card and inscribe a suitable Mighty Brain slogan.



Step 4 — You can now use your trendy and decorative adornment as a badge or brooch. Don't, however, staple it to your ear like thick Dyar decided to do...

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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

The Gauntlet

This was Chris Jordan's third appearance in the Gauntlet and you have to stop and think that these out of focus aren't bad. So forget any theories about begonia's luck, Chris Jordan is to avoid adventures what Sig Heiser is to Altona — their nemesis. But he wasn't the only defense skill, Andrew Steele, the challenger from Bristol, has taken to the ball like a fish to water. Considering that Chris has been smoking out on his machine for some three years compared to Andrew's eleven months, Steele must have been playing games in his sleep for at least ten of them.

Chris, an usual, turned up quietly a few minutes early with the kind of attitude that made you think that defeating his championship was something he did in between getting out of school and out

The man in the hat is back! It's not just what they said about Rick Dangerous II, it's what people are beginning to say about our long-standing champion, Chris Jordan. This month, Andrew Steele takes up the challenge



THE CHAMPION

Can no-one usurp Chris Jordan from his throne?

ing (which turned out to be true). This guy is Captain Unfathomable in disguise. Andrew, on the other hand, could almost smell the office tea and didn't need any persuading to tackle one. He also brought his crew with him. Enter title two, Jonathan — who was ready to stand in if needed — and Leon, his coach. Well,

we hadn't put anything in the rules to say you couldn't have a coach and everybody was

happy about it, so with both sides ready, I went into retirement mode.

Neither Chris nor Andrew had ever played this month's game, Rick Dangerous II, which had been a Cohen's

Commodore Format 3, so both players were given ten minutes to practice.

In this time both Chris and Andrew got to know the contents and using their own secret nature.

Chris reached a room full of points bonuses and his score rocketed

Andy Dyer

been noticed enough. Right on the challengers' CBAs that infinite boss would be available to our contestants.

Meanwhile the office was becoming a bit of a square, what with all the gross, phono-

graphs and minor celebrities from other magazines who joined

THE CHALLENGER

It's up to Andrew Steele to see if he can

in the running commentary. The pressure was on both the challengers as the stopwatch was reset. Twenty minutes of ruthless playing it out were just about to start. Rick

Dangerous II's first level is notoriously difficult and it would turn out that neither would complete it. But that didn't matter.



When the going gets tough the tough doesn't take their eyes off these machines (except for the time, take your eyes off these screens — they're smiling all down the back



GAUNTLET 4 DATA

GAME: RICK DANGEROUS II
 DEFENDER: CHRIS JORDAN
 CHALLENGER: ANDREW STEELE
 RULES: PRACTISE FOR TEN
 MINUTES, PLAY FOR
 TWENTY MINUTES
 WITH SEPARATE LIVES.
 CONDITION: HIGHEST SCORE

In Brief

| Time | Challenger | Defender |
|--------|------------|----------|
| 0 min | 4400 | 4910 |
| 10 min | 4800 | 5300 |
| 15 min | 5100 | 5310 |
| 20 min | 6000 | 5510 |

The highest score was the only criterion for deciding the winner of this contest. For the first five minutes both Andrew and Chris struggled on, losing little blocks every step of the way. When a quarter of ten time had passed, Andrew had clocked 4400 and Chris was in full championship



Intensely serious at the time which would kill, Andrew manages a smile at the Don't Start, Leon. The smile manages a smile at the Don't Start, Leon. The smile manages a smile at the Don't Start, Leon. The smile manages a smile at the Don't Start, Leon.

to point had the contestants been more than a screen apart. It was going to be like the first start to finish.

In the next stage of the competition, Andrew's coach, Leon, started giving the

advice. He instructed his man in steady, confident tones. Chris, tucked into the corner of the office, tried to hold onto his lead. The two occasionally glanced at how the other was doing. And in what was becoming a very tight race indeed, the positions hardly changed. After ten minutes Chris had 5300 on the screen and Andrew was eight on his tail with 5280 on the score list.

Chris seemed to make a break in the third quarter. Most of the quarter was much the same as the first two but towards its end, Chris reached a score full of points bonuses and his score rocketed to 7210. Andrew was only a screen behind but if he didn't get past a couple of floating platforms that were giving him no end of grief, he was going to be out for good. As the fifteenth minutes came and went, he was stuck on a total of 5100.

Both competitors gave it everything they had in the last five minutes. Andrew started off by getting it together to get past the platforms and his score started moving again when he got to the bonus room. It was Chris who was now in difficulty. Though he still had the lead, he was stuck at one of the points granted by the making of drums. However, he had

come across a few more scores bonuses, so with no choice in the matter, he began a series of unsuccessful but instinctual attempts to get on. Andrew closed up the gap but the time had run in the third quarter and he was



Andrew deep in concentration as little brother Jonathan looks on. Leon, the challenger's coach, sits in the background and makes out for the young men's tail but that Andrew's got past the bonus bit

When twenty minutes was finally up, he hadn't managed to make it the second bunch of bonuses. Chris was still stuck with the walking drum of doom.

Andrew's recovery had brought him another 1800 points, taking his final score up to 6900. But Chris could breathe a sigh of relief. His score had 7810 and he was the Gauntlet champion for the third month running. Leon consulted his position fighter and Chris smiled to himself. Is anyone capable of topping the champ?

We've already seen someone who might have the right stuff.



The Champ looks smug on usual. (Actually, he's lurching. These fingers have started repeating on him)

Steele must have been playing games in his sleep

Leon Powell is Chris Jordan's next challenger. The Gauntlet takes a break, next month, as we begin a seriously enlightening BASIC tutorial. But stay tuned.



Come back to the future

When the Gauntlet returns, defeating champion Chris Jordan will take on Leon Powell in a game of Risk: To The Future It Meanwhile, we'd like to hear from you if you'd like to take a shot at the championship. So long as you live on the UK mainland, we'll get you down to Bath, put you through your paces, and send you back home again (whether you win or not). So, if the prospect of power appeals, write to:

THE GAUNTLET, Commodore Format, 30 Monmouth Street, Bath BA1 2BW



CF COMPETITION WINNERS

Here we go again, just giving stuff away. I dunno, when I was a nipper we had to clean chimneys all week

just to earn one lump of coal. And we had to eat it 'cos we didn't have any food. And here we are just giving stuff away. It makes you think dunnit... Makes me think anyway. Makes me think, Why didn't I enter the stupid competitions in the first place? Oh well, off we go with a list of the lucky sods who won summer from the wealth of comps in CF2...

CALLING ALL THE HEROES

A slip-up lunch, a visit to the Singapore office in Tebbur,

Chicowestshire and a fight in their very own Piper Warrior hairy-potato was the winning feat (also in the Fraser's Max D 2 comps. All you had to do was describe the effects of deacceleration trauma on the 64 after a 7,000-ft plummee into the Tarmac.

And who won it? Well, hearty congrats to **M J Pluck** of **Beestingsbake** with his winning entry of: 'Like an explosion in a jam lolly mine'. Yes, very gruesome.

15 runners-up walk away with T-shirts, badges and posters, and they are: **Peter Beak**, **Hesperides D Mad**, **Steeper**, **Anthony Harris**, **Herbert**, **Stella Strickland**, **Scottie**, **Brian Wood**, **Samuel**, **Brye Stevenson**, **Christofel**, **Ben Lewis**, **Mat & Midge**, **Woodford**, **Adrian Gillingham**, **Wesleyan**, **John Duple**, **Spencer**, **Gary Ogden**, **Chatterbox**, **Shawn Snow**, **Quince**, **Burcan**, **Scott**, **Pinkermorphy**, **John Cox**, **Frederick**, **Derek Spillman**, **Brighton**

GOLD GIVEAWAY

US Gold's surfer **Gianni** slumped up some goodies to give to the lucky winners of his simple trapezoid questions. Unbelievably, almost everybody got them wrong!

The correct answers (as hinted by the 'Could it be True, Peter' address) were: A. The name **Apollon** (came from New York and London where scientists worked on the dis-

covery. This is totally true! And B. **Microswitches** are termed as such because they detect microscopic movements of the joystick. Heeeeerr! This was a big fishercomp.

The ten enormously winners of those varied bundles of usefulness (in no particular order) are:

David Miller, **Glasgow**, **John Cox**, **Woodward**, **Damon Richards**, **West**, **Forbes**, **Scott Leach**, **Mat**, **Christopher Barrell**, **Wesleyan**, **Fergus Ingle**, **Peter**, **Andrew Bart**, **Chatterbox**, **Brye Stevenson**, **Christofel**, **M Foot**, **Mark Forbush**, **J B Cook**, **Lincolnshire**



IT'S A FLICKING GOOD GAME!

Electronic Zoo provided five tabletos, Substard games and 25 computer games to anyone who preferred a straightforward outdoor option to the photo of **Steven Bell** and a **Gulling**.

The first five winners (with captions) are: **Janine Caple**, **Spendon**, **Ti** - Could you pass me that book mate? **Peter Hutchinson**, **County Leamington** - Commers, bring in more birds, at last! **Steven Edwards**, **Burton-On-Trent**, I'd sorry Mr Ferguson (Mail Ltd, manager), I'll

not for you. Anyday. Can't be greedy - you've already got 11 Gullings! **Ian Duggan**, **Uxbridge**, 'Terry Wigan' **Lockdale** in **Substard Soccer Simulator**, **M J Pluck** (again!) **Beestingsbake**, 'No the 64 to include my petback and number one player, the model when, 1989'.

And introducing the 20 runners-up: **Barrie Lewis**, **Post Talbot**, **Steven Weston**, **Widdowson**, **Brian Woods**, **Genital**, **M D Lewis**, **Penelope**, **Simon Riddle**, **Christopher Wilson**, **Shung**, **Scottish**, **Seaver Dobson**, **Widdowson**, **David Miller**, **Glasgow**, **J Gianni**, **Wesleyan**, **David Topley**, **Leslie**, **Lee Penrose**, **Widdowson**, **Brian Bell**, **Edinburgh**, **Andrew Bart**, **Baronney**, **J Lewis**, **Penelope**, **Derek Spillman**, **Brighton**, **Steve Mat**, **Joseph B**, **Scottie**, **Wesleyan**, **Widdowson**, **Frederick**, **James Pluck**, **Brand**, **Carsten Beer**, **Edinburgh**

WATCH THE BIRDIE

These nice Gullings up at **Sheffield** decided to offer a half set of golf clubs to whoever put their 'G' on the course when the photo was taken. Quite a few of you did just this, but the lucky winner who can look forward to getting out on the links real soon is a certain **Ben Harrison** of **Sheffield**. Er... a tad suspicious is that one.



Congratulations to all our winners. You're dead jammy, the lot of you. If you've just gone through the frustrating experience of trying to find your name amongst these (and not succeeding), weep not. Keep entering the comps and keep looking. See you soon.

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Step-by-step

See how Robin Levy created the intricate loading screen graphics for *Citadel* with your art package



Having drawn the outlines of the Citadel and detail, Robin begins colouring in the picture from top left.



Basic colours are applied along with important features like the windows.



Complementary colours added to sun-bare details give a textured 3D effect and work on the background map.



The colours of the planet surface are built up like those of the Citadel were.



The last of the texturing is completed and the logo added. Voilà!

VIDCOM VISIONS

PART 2

Interestin' illos, top tips from master pixel painters, colour combos and Action Replay advice - all in **ANDREW ROBERTS's** computer art tutorial

Briously, we're back already with the second part of the definitive guide to using Vidcom. As if last month's article wasn't enough, this issue sees us doodling with sprites, characters, and pretty patterns. There is also a handy colour mixing chart, plus a section on advanced tips for Action Replay careers. Finally, as we're kind souls here at CF, we've roped in a couple of gifted artists from the world of C64 games and invited them into revealing their own personal tips. 'n' tricks. Honestly, it was nothing (I mean that they got nothing for revealing their secrets). But before we get to that, it's time to do this...

SPRITES, CHARACTERS, & PRETTY PATTERNS

The facility for playing around with sprites, characters and patterns is one of Vidcom's most powerful features. Experimenting with them can bring fantastic results for very little effort. Of course, it sounds like we'd better take a closer look then.

First things first, if you don't know what a sprite is then there isn't much hope for you at all (no, sorry, I didn't mean that). A sprite is simply a block of pixels (24x21 to-vo, 18x21 maximum) which is independent of the background and can be given any shape imaginable; you might know them better as spaceships, missiles, and even that whizz

STAR SPOT 1!

You believe and speculate, it's the moment you've all been waiting for. Who are the mystery celebrities? Well, the first is the graphical art of the *Star Spot*. Steve Rowlands. He's a relative newcomer to the scene, but has worked on loads of games such as *Cyberbyte Warrior*, *Gamma Intergalaxy*, *The Search For Atlantis* (and sequels), and non-recently *Crashers*. Here, the final is yours.

The menu system is very easy to use, allowing fast (and C64 selected) quickly and easily being able to search through the two pattern sets. In short, you can design the foreground of a picture on one screen and the background of the picture on another. Then by merging them together you get the combined result, with the background picture showing in the space used by the foreground picture. This was how I designed the *Citadel* menu picture - the space symbols in the background were 'merged in' as an afterthought!

The **VIDCOM** palette makes can be very useful, as it enables you to edit a single colour in any 64,000 (200 probably if any mixing that might be there). Finally, the **PATTERN FILL** function can be extremely time saving when you need to cover a large area with a particular pattern. You can select one of the 32 patterns, or 'grab' it from the screen.

Although there is a constant magnified area within the status panel, a Zoom function would have been a real good addition. Vidcom includes an "COPY/REDO" command but it has two screens, which helps. It's when I duplicate the current screen over the second screen.

One technique I use on all of my pictures is the method of transferring a finished drawing or sketch onto the screen. Once I've finished the sketch, I'll draw (generally 1 to 1000) a grid of dots or translucent pixels - depending on how intricate the picture is. I then place the palette over the screen and "undo/redo" it. When I've finished I remove the palette and touch up the on-screen picture. Thanks Steve!



Vidcom's four-screen facility merges a complete background and foreground elements.

VIDCOM AND ACTION REPLAY

If you own one of those handy devices known as an Action Replay cartridge, you can perform a whole host of tasks with Vidcom.

SPRITES

The Action Replay (AR) has very flexible sprite modification functions. Using these you can take sprites from any other program and load them into Vidcom, or vice versa. You can also take any sprites that subsequently use these sprites to your favourite program. Alternatively you can load sprites from Vidcom and load them into any other program. It pays to be careful though, as different programs treat sprites in different ways.

SCREENS

There are a couple of things that the AR can do with screens. Firstly, it can store any bitmap screen into a memory of hexes (including an 80x60, 64x64, and 16x16x16). This would allow you, for example, to store a copy of your artwork to someone with a different set of graphics. I use it quite often, as I develop my screens using MicroChess, I always have the original data saved, even if I then load it into Vidcom to touch it up.

around game screens. Vidcom won't exactly allow little time to leap about, but it's a handy feature nonetheless.

For instance, you can 'grab' sprites from any bitmap screen, which means that you can use Vidcom as a 'sprite editor'. It really proves useful when designing sprites that are part of a background sign arrangement, doors that open, and so on. It can also be used in another way; if you load predefined sprites into Vidcom, you can place them on the screen and subsequently they become part of the picture—they are stored as sprites, see Why would you place sprites on screen, though? Well I found it really useful for designing mask comparisons for a start, and could be used equally well to plan out the way games screens will look. Check out the section on Action Replay for more information on loading in sprites.

STAR SPOT 2!



One of the best VGA screens (the CGA has never disappeared, would you argue with Amstray?)

Personally I think that there is no need for a zoom mode, the magnified area on the status panel does the job equally well. I use WPAID PAL, quite a bit and find it easier to give a picture in hex/hires, with the foreground and background on different screens. One of the pictures for the Amstray and sequencer features a guy in the helmet—his face was merged in separately.

The PAL command is incredibly useful for covering large areas with character boundaries. I find it useful for SOX DOX features to see exactly when those boundaries are touching within the boundaries (some hours of experimentation—fairly enjoyable work).

To use the same technique as Steve Resnik's to transfer a sketch to the screen (to copy/rotate/resize), I under-line the outline using the BARG (BARG function points to the end of the picture by hand, using FREE SPACE, the CTRL) loading screen (and use bits the way).

Try Hunter's Moon, it's a nice conversational screen for the main panel, with an object on the right screen. I find it a little odd, but my own screen layout system. One was taken to take care that the colours were matched up.

One handy technique that I always use is colour separation. I tend to define colour 7 as the darkest, and getting lighter towards colour 1 (which is often white). And thank you Robot!

Characters are not as versatile as sprites but they're important all the same. Characters are used mainly for game backgrounds and scenery, as well as text. The size of a character is 8x8 pixels (Hires) or 4x4 pixels in multicolour mode. Yes, you guessed it, Vidcom is also a character editor! You could, for

example, design a new character set on the bitmap screen, grab the characters (using GRAB DEF) and use them in your own program! The character functions can also be used to convert bitmap screens into character sets—very handy for games designers.

The patterns in Moon are roughly the same size as sprites and are used to fill in areas with, in, patterns. The in-built patterns are nice enough, but as always you can design your own by grabbing them from the screen. Patterns are handy for filling in areas with particular colours and shapes but what about practical uses? Try drawing a cluster of dots (using various colours) then grab it as a pattern. Fill the screen with this and hold — an instant starfield! Basically, patterns represent a simple way to fill the screen with any particular shape or design. So now you know.

And there you have it, a more than comprehensive art package. You know the techniques, so why not start drawing today? We want to see your efforts, so send your masterpieces on tape or disk. Our disk is a bit easier (really) to: Vidcom Gallery, Commodore Format, 50 Moorhouse Street, Bath, Avon, BA1 2EW.

The best picture of the month will win a weekend in Milton Keynes with Andy Dyer, so get making! (Don't put pictures in a frame in Milton Keynes with Andy Dyer — Ed).



Colors are made to look like splashes by highlighting where there should be a reflection of a light source — clever job!

COLOUR MIXING

Let's face it, if you want to achieve some good results then you must avoid garish and gaudy colour combinations (you only have to look at Steve Jarrett's shirts...), So, exactly what colours look good together? Faced your eyes on the following table — it shows you some of the good/evil combinations (starting with the brightest and gradually getting darker).

COOL COLOUR COMBINATIONS

| WEARLIGHT | COLOR 1 | COLOR 2 | COLOR 4 |
|-------------|-------------|----------------|----------------|
| WHITE LIGHT | GREY | SEMI-DARK GREY | DARK GREY |
| LIGHT GREY | PINK | RED | |
| WHITE | CYAN | LIGHT BLUE | DARK BLUE |
| GREEN | LIGHT GREEN | DARK GREEN | BROWN |
| WHITE | YELLOW | ORANGE | BROWN |
| WHITE | LIGHT GREEN | CYAN | SEMI-DARK GREY |
| WHITE | LIGHT GREY | PINK | BROWN |

It may be worth noting that the colour names in new CGAs have been changed, so some colour combinations that looked 'good' on an old CGA might not look so good on a new CGA. Experiment. You have been warned!

COMMODORE FORMAT **A TO Z** OF CLASSIC GAMES

Welcome to the first of a six-part series which will tell you everything you need to know about the great games you might have missed. Over the next six months it will build up into a comprehensive list of the 100 all-time classics on the C64 — most of them are gems, but there are a few classic turkeys in there too.

A few of the games are available on disk only but there are also a couple of old cartridge classics in the list, as console owners' needs aren't left out. The majority of software in the A to Z is cassette and disk based. However, most of these games have been officially deleted by the software houses concerned. Don't despair — the doesn't mean that you can't buy them! There are three main ways of getting hold of old games:

- 1) Budget labels or compilations. If a game is still available at a budget price, or has been included in a compilation with a few other games, we tell you.
- 2) Bargain buckets. Most High Street stores and independent computer suppliers will have a selection of old games at cheap prices — the one you're looking for could well be there!
- 3) Reputable mail order firms. Again, these games should be available at a cheaper price — but make sure that you only buy from an established firm. As a general guide, these are the ones who advertise in magazines, just about every month's alternatively, you might know someone who's ordered games from them before. Most of them keep a larger back catalogue of old games (on cassette and disk) than High Street stores.

And that's about it. If you only manage to get hold of a dozen of these classics, it'll make a huge difference to the quality of your collection. They haven't all got stars of the art graphics, but for gameplay you can't beat them.



AFTER BURNER ACTIVISION

Released: February 1989
Availability: Budget

- 1) How do you crash one of the most complete coin-up 3D sprite systems into the 64K? A) You don't!

Everyone laughed when Activision announced they were going to try, and everyone laughed when they saw the first effort (apart from the people who bought the game, that is). One of the disadvantages was that the coin-up original didn't have great gameplay in the first place: why only the fantastic graphics and speed and you get a yawningly bland shoot 'em up. To be fair, subsequent Activision/Sega conversions were better: Galaxy Parents' not half bad, and Power Drift is actually quite impressive. But it has to be said: this was a classic — back up.

Little old Commodore Format has only been going for three issues, but the C64 market is filled with pensionable games. Over the next six months, GORDON HOUGHTON takes you on a misty-eyed trip down 64K memory lane

ALTER EGO ACTIVISION

Released: May 1988
Availability: Budget

Written by an American psychologist, Alter Ego was an attempt to simulate life itself. You faced a series of choices, from the usual ones — should you get married? — to the mundane — should you buy a robot? It might sound boring, but its vast scope and masses of text made it incredible fun: it allowed you to deal with problems at work, in the family, with kids, with your own body and emotions. Inevitably some choices did rear (but the major drawback was that it was available only on disk, which made it inaccessible to most 64 owners. Oh well...

ARMALYTE THALAMUS

Released: November 1988
Availability: Only on the Thalamus computer, The Hills (11.999 case, 811.99 disk), along with Star Trek, Hawkeye and three other classical titles, Swords and Sorcery's Moon.

One of the classical, most often parodied shoot 'em-ups around, Armatyte is the sequel to Delta — also by Thalamus. The scenario is a bit dull: a conflict between Earth and the Martians has been blowing hot and cold for 500 years and, in yet a long story short, the Martians are at it again. What this all means in gameplay terms is offers of alien craft and formations,



The space-time-bomb plotting is only one of the amazing things Armatyte is famous for. Another one is non-stop arcade insanity.

and of level creatures more horrible than your worst nightmares and superb level design. To top it all you've got a lobby play with three levels of super weapons and the usual front, back and vertically firing guns. Shoot 'em up fans shouldn't miss it.



ALLBLAZER LUCASILEX/ACTIVISION

Released: December 1988
Availability: Budget, £2.99 (for bargain buckets)

Cheer simply, Ballblazer is a brilliant one- or two-player one-on-one future sport. The aim is easy enough: like football, all you have to do is kick a ball (or 'ballster') between two goals, using your Paddle craft. Depending on where you shoot from you can score up to three points, and the first player to reach ten points automatically wins the game.



Not only is Ballblazer the fastest sports game ever, it's also the funniest. The usual tricks and special effects alone will get you hooked.

You determine your own match time. This can be set for anything between one and ten minutes and there are nine computer opponents, each one more skillful than the last and the ninth of which is incredibly tough. Ballblazer marked the entry of Lucasilex games into the 64 software sector and was received with acclaim by everybody who saw and played it. The reason is as simple as the basis of the game itself.

It's beautifully simple and it's also original. Even now, ten years after it was first released, you won't find a more addictive sports simulation anywhere.

BEACH HEAD 2 ACCESSION GOLD

Released: August 1988

Availability: on the library in The Making of a Legend, 100%

Particularly good in two-player mode, this is a military style shoot 'em up with those classic sub-games. There's an overhead scrolling Amnesia-style section, a machine gun section and a side-on one-lagger throwing showdown with an evil doctor. So why is it a classic? Well, the graphics and animation were state-of-the-art (at the time), it had tons of digitized speech and excellent sound effects, the two-player option was superb and it's still very, very addictive. What more could you want?

BEYOND THE FORBIDDEN FOREST CORNER GOLD

Released: October 1988

Availability: Decoded.

But it's on this month's cover tape! The only game on the 81 disc to feature Commodore 4.07 graphics (actually a chunky and jolly attempt at 3D), *ATF* was literally a nightmare to play. Horrible monsters, gruesome death scenes and spine-chilling music all added up to one of the most atmospheric games ever seen. You played an archer wandering through a forest and slaying enemies into anything with more than the normal amount of heads and/or legs. Spooky? Easy. The 'scary' part really was just 'The Demogorgon'! Amazingly even with a pretty incredible soundtrack to put you off, it was – and still is – a blood-curdling masterpiece of a game.

BOB WINNER CORNER GOLD

Released: June 1988

Availability: Decoded.

This was a real 'em up with a difference, the difference being that it was crisp. It had only a couple of moves (sounds like already), sharp graphics response (yep, definitely loaded for immortal corpses), inevitably tight collision detection (yep in a crappier sort of way), laughable instructions and a slow method. Basically, Bob Winner – didn't...



Now if I were a little bit grayer you can a little cross-shaped, I might be intimidated by the appearance of a bright red beach ball as well.

BOMBUZAL MAGAZINE GOLD

Released: January 1989

Availability: Decoded.

Programmed by 84 veterans Tony Crocker, this is a puzzle game of the highest calibre. Bombuzal lives in a world of 128 intricately designed platforms filled with bombs (in three

stages). To escape from this world he has to blow up all the bombs, destroying most of the platforms into the bargain. The task is made more complicated by various devices like traps, portals, switches, ice, fragile lines, mines, remote bombs – and so on. Apart from being a scathing puzzle, the game's unique feature is that you can play either in 3D or 2D (overhead) mode. Well, it's what?

BOULDERDASH STARFEST

Released: October 1984 Availability:

First Star, £2.99 (or bargain basement)

If you see a 84 and you haven't met Boulder, you haven't played one of the most enjoyable games ever! BoulderDash is a cute little insect whose job in life is to collect buried diamonds inside a time limit. His enemies include falling boulders, butterflies, fireflies and amoeba – all of whom have special properties which he must use to complete the game's 16 screens. It might



be one of the 81's greatest losses. BoulderDash makes sense of the apparently featureless world of BoulderDash in a detailed, exciting way.

It's found the truth, but it's a very hard game to put down. If you manage to get too of a copy and enjoy it, check out BoulderDash II and III, and the BoulderDash-Construction kit.

BOUNDER GRESHAM

Released: February 1988

Availability: Decoded.

(But it's on this month's cover tape!) Platform games before the war (all viewed) side-on: Bouncer – and its sequel, Bouncer – are viewed from above. The scenario is brilliantly silly: you guide a bouncing tennis ball over ten garages sprouting limousines and bonus sections. Easy? Well, it would be were it not for the holes, doors, boxing gloves, fans, grating teeth, walls, bombs, mazes and slots. Luckily, there are some nifty bonus squares which can give you extra lives and points. It's a game with just about everything – including a great bouncy soundtrack.

BOUNTY BOB STRIKES BACK AMERICAN GOLD

Released: May 1988

Availability: Decoded.

The sequel to Silver 2048, *Bounty Bob* is a 2D-screen platform game with loads on. The basic aim is this: Mirror Bob has to fill in all the platforms on every screen until a set time limit, whilst avoiding various funny animals (contaminated by the evil Yukon Yukon). As well as an impressive score table, a massive options screen and a decent message/warning mode, the gameplay itself is first-rate: every one of the

screens has been graded to provide the right balance between addictiveness and frustration. One to get platform fans drooling.

BRUCE LEE DATASOFT'S GOLD

Released: January 1984

Availability: Decoded.

The legendary star hit the small screens almost six years ago in a 2D-fighter platform game: our local 'em up. They wasn't much to do other than take a few basic gauges and take some shades of tan out of a nips and a fat man called Green Fats – but it was still a great



lookout the graphics and especially above the top shot to get going in Bruce Lee. But Bruce looks real good! (Shoulder hit green breaks move)

game. Moves included a flying kick and a short punch, but it was their combination with boosts (on the electrical charges, gas lights and exploding fuses in bushes) which made it all worthwhile.

BUBBLE BOBBLE FLORIAN

Released: October 1987

Availability: Decoded.

Bob and Bibb are a pair of bubble-spitting broncos, and two of the silliest characters you'll find anywhere. In this conversion of Tatou's 100-screen platform game, they face mazes of enemies from harmless case cleaners to the dreaded invincible Baron von Blubb. All the features of the original are included: every level,



The *Bubble Bobble* of Bubble Bobble have had platform fanatic faps for years – if only out-of-conscience were always good

all the secret rooms and bonuses, the pick-ups, the two-player mode, the submers – even a credits system! One of the best conversions and platform games ever.

BUGGY BOY ELITE

Released: December 1987

Availability: Decoded, £2.99

Tatou's cut-up racing game rolled out in speed but on technical and sound skills. Elite's conversion captures the arcade feel with smooth, detailed 3D graphics and superb fogg handling. On some blocks you can put pedal to metal, others demand dorsal rights. Sound effects are the only disappointment – but anyone interested in racing games won't be able to put it down.



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DAYS OF THUNDER

With a spate of racing games competing for your favour, a film-based track basher has an instant advantage. But is Mindscape's latest release good enough to pip the others past the post? Our reviewer straps in and clocks a couple of laps to make sure

Ah, the revving of the engines, the smell of the gas, the screeching of rubber on tarmac and the squeaked and bloody gasp that rises once the body of a NASCAR driver who didn't quite come up to scratch...

The thought of a film about Tom Bracco and a stock car did little to fire my imagination. Still, being a reviewer (Pia's absolute - Cat), the idea of a game based on the film did make me moist around the mouth.

You are immediately launched into your first time trial - two laps around the track - to establish your grid position for the forthcoming race. All of the tracks are roughly (very roughly) oval and are divided

around in an anti-clockwise direction, which means you only ever have to make left hand turns.

Pushing forward on the stick accelerates your vehicle, pulling back brakes, forward and left changes up a gear, and back and left changes down a gear. If you can't figure out what left and right movements do (I'll merely assume you were dropped on your head at a very early age...



Each corner of the track is steeply banked and your car is constantly forced to the outside of the track, where it becomes all but unmanoeuvrable. It's best if you rock it down a gear. This is tricky at best, since you have to pull directly back and then press the clutch

time you throw down a notch, so while you're scrambling to change down, you momentarily lose control over the car and start to decelerate. Suffice to say, going round corners isn't fun.

Once you've secured your grid position it's onto your first test. The speeding track is seen side-on in a nice parallel scroly tilt and then the screen cuts to show the view from behind your car. This is actually the start



Your opponents are manoeuvrable, you are not. Hence your yellow hue and those funny coloured blocks on your damage display (bottom right)

of the race, so push forward on the stick, before all the opposition screens' grid.

The object then is to career around the track without hitting the other cars and with-out those hitting you. This is where a mirror



The car can get so fast, even our spiffy CP camera couldn't keep up. When you swivel your car this side an animated sequence appears just to rub salt in your already aching muscles

It's the pits

When you've sustained a near-fatal amount of auto-motive damage, it's time to hit the pits. Here you can replace tired tyres, tinker under the bonnet and fill up with gas (that's petrol to you, and me).

The icons on the left are top left/top right/jack up the car on either side, flame, the Mario Kato's been jacked up on the left, enable left/right-side repair any race track/damaged engine bits.



change the tyres on either corner of the car, corners left to fix up the rear, bottom right

The small view of the lower central panel between time and lap counters shows the amount of wear and tear on the engine and oil levels. As the latter change colour, so the damage level increases, from green through to white. After white, your next stop is the junk yard (E... that's it)

the gameplay becomes apparent. If you are cornered, untold damage is caused to your car. If, however, you run an opponent... untold damage is caused to your car. Et, sounds a bit unfair, doesn't it?

Another inequality in the gameplay is that your opponents can move right and left at top speed on the bends whereas you often have to slow down, allowing them to go sailing past, leaving you with a deep-rooted sense of paranoia. Against these unjust odds you must complete the race, preferably in first place.

If you sustain too much damage or your fuel starts running out, you can make a pit stop to refuel and make repairs. With the operation being as smooth as silk, one of these stops is usually

necessary at least once every three laps. Each judgement results in your car becoming a wreck and you have to start over again.

Graphically, *Days Of Thunder* starts in a very promising fashion with the first sight of the mooring 3D track but the sprites of cars are awkwardly on top of the background and the two just don't seem to be on speaking terms. Playability is also lacking. Apart from the injection of the damage system, the constant badgering from the copulation means that even pit stops are more trouble than they're worth. Sound isn't bad, with an adequate mix track followed by whining engine sounds and raggy crash notes.

After an initial period of interest, followed by one of intense frustration, the game soon becomes annoying rather than challenging. With so little to recommend it, you'd be best to leave this one on the starting grid.

AACT

| | |
|----------|------------------------|
| Game | Days of Thunder |
| Maker | Mindscape |
| Disk | £14.99 |
| Cassette | £9.99 |

POWER RATING

THE DOWNERS...

- Graphics are a bit disappointing. The track is initially impressive but either background and sprites come together in a messy, doesn't work
- Control of your car is abominable, especially when cornering
- Missed in favour of opponents
- There's some unrecoverable and don't suffer the ravages of damage
- Multiple-lap races of tracks, left hand cornering only race becomes repetitive

100

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43%

- Pit stop screen works quite well, judging when to camp and requires and refuel adds one of the few points of interest
- The game is hard - for those who buckle to opponents, there could be some challenge here

...AND THE UPPIERS



This straight to the point approach left us with the small view of the lower central panel to the level place to make up time and

by your own hand



The view view of the track which appears before every race is useful for seeing just how tired the race driver will be



On down, oh dear, oh dear. You were 0.000 seconds and you're dead. What next? Needs to be said



CRUISING THE STRIP

Tom Cruise really can pick 'em can't he? After the appalling rubbish of *Top Gun*, he manages sparkling performances in *Rain Men* and *Days On The Fourth Of July*... and then makes *Top Gun* with wheels.

The story is this. Tom Cruise's character, Cole Trickle recounts like the symptoms of a rather nasty rash, is a stock car driver from the sticks. After a sea-field accident, he teams up with a crazy scientist and plans to take the racing world by storm, aided and abetted by his attractive woman doctor. But she doesn't have cars inside. As you can guess, he does just that, and everybody loves Trickle more after. Et... we think, since nobody in the whole business actually want to see the film (it was that popular).

Essentially the ruffo plot (written in part by Cruise himself) is a vehicle (given) for Tom-boy to spend long afternoons whizzing round the Daytona NASCAR (National Association for Stock Car Auto Racing) circuit at 200 mph. Even though he gets paid loads of money to do it.

Nonetheless, directed by Tony 'Top Gun' Scott the movie is real high-octane stuff with lots of in-car speed shots and adrenaline pumping race scenes. There are lots of crashes, explosions and some quite snappy two-

Probably



ROGER FRAMES

buys
Budjit Games

Labelled as I am to admit it, I may have been a little strong-headed in my decision to ignore the advice of Constable Flange from the moment it's not all lost being here. OK so my presence is a terrible waste of tax payers' money but then, I get a nice warm cell and free meals so who am I to complain? What's more, my mother's managed to covert this 64 and stuff and not a penny changed hands - illegal! Right, get on with it then, Andy. Time, after all, is money.

4 MOST HORROR

Alternative Software
£2.99 cassette

The horror computation contains four games. The first dark and oppressive offering is *The Madly Mimir Stone*, in which your partner has been turned to stone by the mysterious Dr Frankenstufen. You must explore his mansion in order to find the fifteen pieces of the De-Madness machine, a device that can turn your partner

When Roger camped out for the January sales (in November!) the boys in blue arrested him for causing an obstruction. But his mum smuggled a C64, monitor and software into the lock up by cunningly stashing it inside a large Christmas pud. So take it away offender Frames, Roger No.20140514

back into flesh and blood. At the start of the game you are given the choice of being either Brad or Janet. Then all you have to do is wander around, find and collect a component, take it to the theatre room and drop it into place. As you wander round you'll meet various foes who, when touched, cause your clothes to fall off. If this happens, it becomes impossible to collect anything so you must then go and find your clothes again. The only other hazards are Bill Platt, a creature who fires deadly laser bolts at you, and a time limit. Dastly controls and very



limited gameplay make this one a stunner.

The second spine-chilling heavy into the machine is *Mabsteria*, an isometric 3D adventure which is split into three levels. In level one you play the part of Johnathan Hoban, a sailor for who is helping Count Orsola buy a house in London. When you realise that the count is up to no good you decide to escape from his castle. As you search for the exit, bats and wolves and such like appear and deplete your energy. However, certain rooms contain food which helps keep up your strength.

In level two you can control Johnathan, Lucy (that's his girl), and Van Helwig (Lucy's brother-in-law and adviser) individually. You have to protect both the team of Wilmer and your beloved Lucy from the awesome advances of disguised rats and vampire townies.

Finally onto level three and this time you play the part of Lucy. It is her destiny to destroy Orsola but as Johnathan and Van Helwig send sinister traps you have to lock them in a room and then lure the Count into your bedroom, keeping him there until dawn - at which time he dies horribly. There you get, a double.

The graphics are pretty and atmospheric, gameplay is good, too. (But it is slow if you get into the right mood, *Mabsteria* is worth the effort and is easily the best offering in this particular compilation.)

Our third dark and sinister descent into the



The Empire - free from right all right



Moody gets horror courtesy of Mabsteria



Traxer dropping terror in TMS



The completely miss able M.E.S.S. Android

software is *The Vikings*. It's basically a poor *Samurai* clone in which you, as the viking killer, must cleave your way through six levels of the shy viking's mansion armed with a garb (and a greave, a breast). On each level you must collect a weapon which is vital to the destruction of the Great Sea Viking fortress, at the end of the game. Average graphics coupled with appealing gameplay makes this game for one thing, but I'm not into inventory fuff so I won't say it.

The final step into the realm of the supernatural is *N.T. & Anahel's* (I suggest that the people at Alternative call out of honor titles at this point). Again we're faced with 3D isometric graphics. This time you play an android who has to travel round a spaceship-destroying alien who have over-run it. You are armed with a gun that has limited ammo and a smart bomb which you can use once you've collected three energy cells. An energy counter tells you how long you have to live (N.E.I.L. is in fact partially female). Again the graphics are only average and the control of your android is so temperamental that you soon come to realize that you'd much rather drop the lot with a six week old potato salad than play this.

FRAME RATE...

The only benefit thing about this title is the poor quality of three of the games on it. As always the budget price must be taken into consideration but even when it's not up to much. As disappointing as it may seem with *Mr. Magoo* and just as interesting.

35%

ELIMINATOR

Players/£2.99 cassette

Players has now re-released this old *Hiwason* classic in their budget range for the unfortunate few who missed it the first time round. It's a shoot-em up and 3D race game of mixed into one. You control an 'alien fast, super streamlined eliminator' with which you must kill all brown life forms in the galaxy (why you should want to do this is a mystery). The controls are simple, left, right and fire, but variety is provided by the myriad of objects that appear in front of your vehicle.

Power fields and other metallic objects destroy you on contact and must be avoided. Next on the road (named items) are aliens, which come in various deformable forms and the best of you. This is on contact. It's too bloody you on contact.

Now and again crystals appear. These fuel up your spaceship for later levels. At this point



Take a trip down *Eliminator* avenue and you won't make any friends. You might end up a croak about last that's another matter.

it's worth mentioning that level one is too long and too hard and may be terminally off-putting. This is a shame because later levels have more which can be jumped by using traps (these are vital as the build up of debris blocks half of the road at certain points).

The graphics are excellent, especially the main 'veering of the road, and gameplay after the first level becomes tedious as more and more split second decisions are required. The soundtrack also grows stale to the excitement. At £2.99 this is undoubtedly bargain city.

FRAME RATE...

It's a shame, this pattern business has definitely affected my judgement. I'm recommending this one and I don't give two hoots. It's a lot better to start with but the pace soon picks up. Probably the best of this month's bunch. See you after Christmas when hopefully I'll be back in possession of a sound mind. It wouldn't hurt on a 2-50.

85%

ARCADE TRIVIA QUIZ

Zeppelin/£2.99 cassette

With the rising cost of alcohol and increased awareness of the harm it does, people are leaving pubs by their thousands (though not, I hasten to add, the employees of *Commodore Format*). However, the born again teetotalers are experiencing a gap left in their otherwise full-filled lives, and that is the inability to play pub trivia games. Thankfully this gap has now been filled with the new budget release from Zeppelin. All the fun of an arcade machine on your trusty C64, sounds like a host.

At the start of the game a menu gives you a choice of seven sets of questions and if you've got your mates round you can choose to control up to three players.

When the main screen appears, you are faced with a pyramid of playing cards, each with different symbols on them. The symbols represent question categories and are well designed in that each category is immediately recognizable - a globe for geography, a camera for films, and so on.

When the clock starts ticking down you must select a category from the bottom row of the pyramid. Answer the question correctly and you progress to the next level of the pyramid. Get it wrong and you can either start again or continue by finishing another 300 (you start the game with 100).

Once you reach the top row of the stack and answer the question relating to the one remaining card you move onto the 'cash



A neat screen display, excellent tones and multiple choice questions make *Arcade Trivia Quiz* a cut above your average brain buster.

not bonus level. A lot of cash amounts feature before your greedy eyes, increasing in value from 20p to a £5 jackpot. Your simple task is to answer a question correctly for each amount. One incorrect answer loses you the bonus level and you return to the start of the pyramid again. The ultimate aim in the single player game is to accumulate as much money as possible. In multiple player mode, you must try to stay in credit longer than your fellow chums.

There's not really a great deal more you can say about this game except that it's fast, colourful, fun, musical and if you're this glib you'll love it. The multi-player option also allows for friendly interaction with some friends which increases the overall enjoyment even more.

FRAME RATE...

It's a fair cop, this is a goodie. Don't be fooled by the relatively low rating, that only reflects the lack of originality and interesting features. If you like it for what it is, (and that's a computer 'oh' attack) you won't be disappointed. I wonder if the screen will hold me £2.99?

65%



THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

FULL PRICE GAMES

Spring! The last three charts have played exactly the same, while the rest of the charts have simply shuffled around. DoMark's TNT and Whizzo of Fire competitions could be switching up the charts (it's the season for you lots of games in one box and they're off cheap) and World Cup Soccer 90 continues to rule again. One more real-time-strategy game in the shape of B.T.A. Power Formula 1 which scores a back in at number 20 after an extended vacation. Up for the top? Risk Campaign 2 deserves to be well, but Chess HD 3, RoboCop 2 and the Turtles are coming soon...

| | | |
|----|-------|--|
| 1 | (=) | SHADOW WARRIORS Ocean |
| 2 | (=) | BACK TO THE FUTURE Mindscape <small>CF Powerflaming 80%</small> |
| 3 | (=) | TURRICAN Panzamer Arts |
| 4 | (10) | TNT COMPILATION DoMark <small>CF Powerflaming 80%</small> |
| 5 | (4) | EMILYN HUGHES INTER' SOCCER Aerobopart |
| 6 | (1-3) | GAZZA'S SUPER SOCCER System 2 |
| 7 | (5) | ROBOCOP Ocean |
| 8 | (16) | KICK OFF Amigo |
| 9 | (11) | F16 COMBAT PILOT Digital Integration |
| 10 | (9) | WORLD CUP SOCCER '90 Virgin |

| | | |
|----|------|--|
| 11 | (-) | WHEELS OF FIRE Compilation Ocean |
| 12 | (-) | CRICKET CAPTAIN Start Games |
| 13 | (7) | CHASE HD Ocean |
| 14 | (8) | FLIMBO'S QUEST System 1 |
| 15 | (-) | BICE DANGEROUS 3 (at price) <small>CF Powerflaming 80%</small> |
| 16 | (-) | ULTIMATE GOLF Grandia <small>CF Powerflaming 80%</small> |
| 17 | (14) | BRASONS OF FLAME (at Gold) <small>CF Powerflaming 80%</small> |
| 18 | (-) | PLATINUM COMPILATION (at Gold) <small>CF Powerflaming 80%</small> |
| 19 | (-) | OPERATION THUNDERBOLT Ocean |
| 20 | (-) | FERRARI FORMULA 1 Electronic Arts |

BUDGET GAMES

Wow! Our Fun games starting straight in at number one and finally taking the Oceanic lead on the budget top site, sending Quattro Adventure into second gear. Looks like some of you have finally taken time to enjoy the school in an environment it's not really designed for... the school is better's than just study once again. It's possible, like normal old school and good, whizzing off the books into numbers-one. Up for the top? Well, for you the truth, we believe that this might be a bit of a waiting before reintroducing it's your position. Have to wait and see...

| | | |
|----|------|--|
| 1 | (-) | OUT RUN Atari <small>CF Funco-Play 90%</small> |
| 2 | (1) | QUATTRO ADVENTURE CodeMasters |
| 3 | (5) | RUN THE GAUNTLET Hit Squad |
| 4 | (2) | QUATTRO COMBAT CodeMasters <small>CF Funco-Play 90%</small> |
| 5 | (6) | RASTAN Hit Squad |
| 6 | (8) | PAPERBOY Encore |
| 7 | (11) | QUATTRO SUPER HITS CodeMasters |
| 8 | (9) | FANTASY WORLD DIZZY CodeMasters |
| 9 | (4) | GUARDIAN ANGEL CodeMasters <small>CF Funco-Play 90%</small> |
| 10 | (7) | QUATTRO SPORTS CodeMasters |

| | | |
|----|------|--|
| 11 | (14) | HONG KONG PHOENIX (at Fun) Software |
| 12 | (-) | TARGET RENEGADE Hit Squad |
| 13 | (-) | SOCCER DOUBLE (at Fun) Software |
| 14 | (-) | JAWS Alternative |
| 15 | (18) | PRO BOXING CodeMasters |
| 16 | (3) | SALAMANDER Hit Squad |
| 17 | (-) | QUATTRO ARCADE CodeMasters |
| 18 | (17) | PRINCE CLUMSY CodeMasters |
| 19 | (3) | D T'S OLYMPIC CHALLENGE Hit Squad |
| 20 | (19) | TOGI'S GREAT ESCAPE (at Fun) Software |

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, () means it's on its way up, () means it's on its way down, () means it hasn't moved, and () is a new entry (or it has re-entered the charts, janny thing). These games lucky enough to have been restored by the CF team have their Powerflaming next door, so you can see how it scored - and whether it deserves to be where it is!

OY! Where's my third page?



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PUZZNIC

There are lots of things you can do with a brick. Build a very small tower. Make a very big paper-weight. Invent the world's best sinking submarine. Popo? OK, then, how about turning it into a puzzle game and using it to make roads of doom?



The level selection screen allows you to choose which level you start on and which route to take. In you can take a different path every single time (2/20)

That's where you come in. You, being a lot of a clever clogs, have been selected from hundreds of applicants (OK, one or two) to push matching blocks together and clear each screen within the officially designated time limit. There are 36 different levels: you can pick your own starting point from the best 21.

Here comes the sticky bit. Blocks can only be pushed into a free space left or right and because they can't jump, move upwards or climb on top of one another it's very easy to get stuck. Brainwork is what's important here.

The first few screens are easy going; a bit of nifty joystick shuffling and you're home and dry. Then, just when you think you've got the hang of it, things start getting seriously hard. Suddenly you're got to cope with much more involved arrange-

ments, negotiate moving platforms and eliminate three-ies at once. Time's tight but it's crucial to plan ahead: if you don't you're dead.

For those situations when you completely mess up, you've got a limited number of spins. Press the separator and the screen goes back to its original layout — though the time continues ticking down.

Like most puzzles, Puznic isn't going to win any prizes for extra-visual effects. The graphics are ad-



Here there are about three equilateral triangles in the left that are completely immovable. Clever use of rotating platforms will prove this sort of monumental task up

quite and the sound is desirable. Not that it makes any difference because what Puznic lacks in tricks it makes up for its addictiveness. It hasn't got the depth of Tetris but it's tough, competitive and a barrel of fun. Don't be a blockhead, try it for yourself.

KAT

| | |
|----------|--------|
| Game | Puznic |
| Maker | Ocean |
| Cassette | £10.99 |
| Disk | £15.95 |

POWER RATING

THE DOWNERS...

- Lacking in-game tips
- Could do with a greater variety of on-screen features
- Abstract control method may cause problems at first

100

79%

- Highly addictive
- 3D mind-boggling screen designs
- Continue option
- Tight time limits
- Start on any of the first 21 levels
- Bricks to get you out of sticky situations
- Good use of elevator and conveyor blocks
- Wonderfully difficult later
- Lots of on-screen statistics
- Most-friendly presentation

...AND THE UPERS:



By a rather weird and spooky coincidence that's exactly what Ocean have done. Like Klax, Plotting and Tetris, Puznic — converted from an obscure Tetris clone-up — is based only a least of blocks. No, not many blocks these. They come in all sorts of psychedelic colours and patterns and are obviously arranged in strangely shaped, wily underground. When two identical blocks touch each other they disappear, and



Small ones are more juicy. The four lines are simple enough but how do earth do you wipe three patterns of the same time?



Two down, several down to go. This first screen is a doozy on all the time you in pairs. Don't be fooled, it gets tough very fast

CYBERBALL

The year is 2002. American football has been phased out and, instead, a closely related game is played out by robots five times the size of a person, with a single human taking control of each powerful and destructive team. Bioscience is no more. Head to head instead, destruction on a monumental scale is the aim of the game, Cyberball. It's a name. Let automation devastation commence...

Yes, this is the future of American Football as told by Domark, with their first cartridge game, an arcade conversion of the Tengen coin-op Cyberball. When you first switch on, the title page is instantly displayed. Oh joy, printed box, huh... (Don't worry, folks, the novelty will soon wear off - £6). You must then select your team from a choice of six. Two of these are part of an amateur league which supposedly gives rise to an easier game (but that is very debatable).

At this point, an explanation of the overall aim of the game would be

wise. Your team must score touchdowns by carrying the explosive ball over the opposition's end zone. When you are in possession of the ball you have four attempts to get it ten yards up the field before it explodes. When the ten yard target is reached the ball is defused and the attack cycle starts all over again.

During an attack phase two types of play can be made.

The first is a running play which involves transferring the ball to your running back so that it can make lucky dash towards the

end zone. The other play is a passing play which is slightly more complex. The quarterback must avoid the opposition until the wide receiver has reached the point of interception (a feinting square) at which point the quarter-



back throws the ball to the receiver who you, the player, now controls. The receiver makes a suicidal dash towards the end zone. If either the ball explodes or the other team intercepts it, possession is lost to your opponents.

When this happens you have three 'behaviour' play types: long, medium and short. Long plays are good for intercepting an

opponent's throw thus gaining possession. Short plays are good for catching the opposing player who has the ball ('backing' - a term meaning quite literally 'jump into the ground') thus preventing him getting any yardage. Medium plays are good for, as indicative players I put a cop out - Ed, when the quarterback there are dozens of variations on each individual play. It's tricky these can be used effectively but it's precisely the choice of play that was almost totally irrelevant.



Oh, You're on the opposition's 40 yard line. You've got the ball... Er... what happened next? Oh, I got pushed into the endzone players for my own team! Correct!

It's either too tough or too easy. There are also some very apparent bugs in the program. Apart from the self-flicking team mates, I met also faced by an invisible opponent and at one point the game froze altogether.

The excellent presentation of the game itself amounts to nothing when placed alongside the ambiguous rulebook and obscure graphics. With more effort the console have been an excellent futuristic sport sim but with the existing items cannot really be recommended.

ADRY

| | |
|-----------|-----------|
| Game | Cyberball |
| Maker | Domark |
| Cartridge | £19.99 |

POWER RATING

THE DOWNERS...

- Very poor instruction booklet
- Individual player's odd title to the football element
- No apparent difference between individual and 'pro' leagues
- Fiddly controls in solo player mode
- Unforgivable bugs and crashes

100

51%

- Presentation is excellent, from title screen to menu to pitch display
- Graphics are good while the pitch is held and events clearly
- Decent soundtrack and sport effects add to the play
- Fun in two-player game, but only because you can't block all the opposition, no sweat
- An interesting departure for fans of American football

...AND THE UPPIERS



Here's the play-calling screen, where you pick the team formation for the next, oh, play. The other screens show how you've performed in run or pass

The single player game suffers badly in many respects, the computer controlled players on your team are remarkably stupid and tend to hinder your game. This leads to very intermittent

show-stopping dashes and passes are mostly attributable to get lost. There are even occasions when, during a blazing run up the pitch, you get tackled by one of your own players.

The two-player option only adds a little to the enjoyment. With this option you both play for the same team, one player being the quarterback and the other the receiver. This can often lead to spectacular passes and touchdowns but, unlike the one-player option, it makes beating the opposition far too easy, even in the professional league.

The graphics and sound are very nicely done but where the whole thing falls flat is in graphics.



Here your blue team are advancing on the red's end zone, and there's a nice option (the blurred) of your program (only for passing position (the white square))

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O s, 'Cap Petrowski, have you seen a sub anywhere? I'm sure I left it here. Not Comrade. I think Ramius had it last. Oh Bloody Hell, it's not gone or stolen. It's nuclear subs. If you see him, tell him I need it back. So, okay, but don't hold your breath. I've always said, never trust a Russian with a Scottish accent.

The Cold War has been over for ages. On the hip and trendy side, Russians are now way above anything. Ramius's nuclear missile boat can throw at us, so it was a strategically odd move to make a film based on Tim Clancy's Cold War thriller *The Hunt for Red October*. But as ever, however good or bad a film is, it inevitably gets translated onto the computer screen before you can say 'Grandslam'.

The Cold War has been taken up by Grandslam and unlike the previous *Flint* game (based on the original novel) this one is arcade action rather than strategy.

There are five levels in all starting with the rather precarious and rather silly named 'Helicopter level'. This involves lowering Dr Jack Ryan, a CIA agent, onto the Submarine USS Dallas from his chopper (this space is reserved for cheap inclusions). The task is rough, the wind is blowing and you only have

THE HUNT FOR RED OCTOBER

**MOVIE
TE-AN**

The last of the cold war movies has been made into the last of the cold war games. Our reviewer docks with his 64 to see just how water-tight Grandslam's effort is



In something both like Dr Ryan? I don't know but for a few of us above and all day. Right to keep control of the chopper so that Jack can board the USS Dallas

initial fuel. The left and right movements of the helicopter can be controlled with left and right movements of the joystick, these controls being suitably awkward to mirror the precarious nature of a real helicopter drop. Up and down controls the lowering and raising of the hook on which you hang. By using these controls to command the ranges of nature, you must deposit Dr Ryan on the deck on the top of the sub. The graphics in this sequence are absolutely water-tight.

Level two takes us on to more familiar territory with a horizontally scrolling shoot 'em up. You must pilot the USS Dallas through an underwater trench, Scramble style (Scramble - most, very old shoot-em-up indeed), avoiding young and upwardly mobile missiles, Red Fleet subs, and fast sailing torpedoes. You have at your disposal, regardless that the forward, depth charges to destroy sea life based threats and old fashioned little bomb things that fire backwards. Even though this is just one small sub level of the whole game, the graphics are so well drawn as if they were the best of all and all of the whole game.

The trench is green and seaweedy while the sprites are impeccably defined and it all plays smoothly too.

The third level is vaguely similar to level one but this time Dr Ryan must manoeuvre a mini sub from the USS Dallas and dock with the Red October for some tea and crumpets with Cap Ramius. After disembarking from the Dallas, your sub glimmers towards the Red October. Pressing the producers upward doesn't, so it's a case of tapping the wheel moving left and right (to compensate for



Docking is not easy, what with various missiles and a mini sub with the strength of an egg shell



Working to see this, getting the correct speed requires a whole new approach, namely manually wiggling your joystick

THE DARKER SIDE OF DAVY JONES - WATERY WEAPONRY



Torpedoes ahoy! Use these to accompany the secondary Reds.



Depth charges are effective against sea bed based missiles



Mini firing Mobs, useful for any enemies you might have missed



Up and under, rockets can be the most powerful Russian

What a grandeur...
 (Reviews cover
 sea freight cost
 isn't really the
 best way to
 measure in
 commodities,
 even if you use
 a red-fleeted
 fleet)



You control the Red October and have to avoid the might of the Red Fleet.

underwater currents) in order to edge slowly down to the dry marks on the Russian sub which represents the airlock. Its point accuracy is essential, otherwise your sub explodes, along with you. It's also a race against the clock, as that you must get there before the allotted twenty five seconds is up and the sea and currents get into it. That why it's called the cold war Hunt - 88.

At this point there is a sort of sub-level involving the airlock itself. A full screen representation of the airlock appears with a power meter to the left. All you have to do is wobble the joystick frantically left and right (like in those sports games that knock a stick away five minutes) so that the power meter reaches the top. This opening the door before the time limit runs out.

Level four is just like level two, but this time you control the Red October and have to face the might of the Red Fleet. Huff said.

The fifth and final level takes place in the reactor room of the sub. Large pipes flank each side of the screen from behind about the sub's work appears in an attempt to sabotage the operation. (presumably he got thumped off with the crew for not seeing their grants). In this spectacle Operator Wolf type thing you simply have to shoot the clock several times to save the day. If you miss and hit the pipes more than three times, the reactor blows and you go become little more than query fodder.



The Red Right. Shoot the Egon Ronny look alike, not the pipe or you'll both end up as a twenty percent reduced value

Red October's graphics aren't of the gobble-acking variety but a lot of thought has obviously gone into the vessel and atmospheric design of each level. The plot of the game follows the film very closely, so much so that this is one of the most accurate film licenses to date, a highly commendable achievement in an area where the final product often bears little or no resemblance to its film counterpart. The sound, however, can only be described as adequate, if neither adds to nor detracts from the game.

While each game style has obviously been influenced by previous releases, they have all been competently produced and all come together to make a polished, concentrated package.

ANDY



Game

The Hunt for Red October
Grandlam
£9.99
£14.99

Maker
 Cassette
 Disk

POWER RATING

THE DOWNERS...

- There's nothing really original here. Each game is based on a film and water games.

100

87%

- The plot of the game and the plot of the film are one and the same. Very accurate indeed
- Satisfying gameplay
- While unoriginal, each level is sufficiently polished to make this a pleasure to play
- It's completely different levels combine to provide good value
- Controls throughout are both responsive and easy to get to grips with
- Grandlam's graphics carry the cost and darkness of the 0 films of the ocean

...AND THE UPERS

THE HUNT FOR A RED HOT MOVIE

Connery and Perestroika are dead, long live East-West feasting and the Cold War. 'Six, hang on a minute, that's not right. No sooner do we get an opening, ray, McDonald's eating terms with the Russians than some geezer comes along and makes a film about the world being on the brink of Armageddon thanks to a slightly mad submarine who has a taste for joy riding around the sea bed.

But who cares? The Hunt for Red October was written by Tom Clancy way back in 1984 and despite its subcut matter is the perfect vessel for a tension packed big screen thriller, especially when you manage to bag Sean Connery in the leading role. You should all know the plot by now so we'll launch straight into some facts about the film.

- It cost an estimated £30 million to produce (not cheap, huh)
- Half of that went on Connery's wage
- That last one was a lie
- When a member of the US Government saw the set of the sub's interior he reported the production crew to the FBI as he thought it was all a bit 'too accurate'
- When asked, US government officials were unwilling to comment on the authenticity of the Red October's interior sets
- US Navy officials would not reveal how deep their subs go, except to say that it is 'in excess of 600 feet'. Though in truth, 1000 feet plus is not unlikely.
- Even at the age of 127, Sean Connery is still strikingly handsome and was recently voted the sexiest man of all time.

Commander Kross is a genius. We know this not because he once discovered a cure for cancer in his sandwich box. No, we know this because when Commander Kross fell into a Black Hole in a small galaxy in the year 2004 he didn't shout, "help!" or, "This is it - we're done for, chaps!" but, "Whe, we've jumped into the 12th dimension. This means, unless I'm mistaken, that we will encounter weird, geometrical worlds."



As you've probably guessed, the blocks are a case of Stone Over. At the moment, your ball is yellow, and you can only therefore destroy yellow blocks.



These funny little red bumpy obstacles look quite cute but are a pain to the player. They will cut off the screen and one touch proves fatal.

GOTCHA!

He was, of course, absolutely right. All around him whirled strange square planets which could easily have been transformed into habitable worlds (conveniently solving the 4th dimension's terrible problem with causal matching bits) if it weren't for a bunch of annihilating radioactive blocks.

And that's where you come in. It's your task to remove the offending boulders from 40 different planets without further ado - and all the equipment you've got is a little rubber ball...

What of this balls down to is a rather elaborate shoot-out-style game. Your ball, or spondo as they call it in the

book, is only capable of bouncing up and down so, using left, right and speed-up controls you've got to manoeuvre it round the screen and use it to smash up those blocks. The faster you go, the bigger your bomb.



Oh-oh! There are now four of these boulders and springing things. And these grey blocks are exploding bombs. Blast! Just how tough is this!

Easy? It would be if there weren't so many savage skulls, Scorbite helicopters, vicious robots and outcrouching butlers lurking about the place. One touch and it's curtains for Mr Spondo. To make matters worse most of the blocks are your ball the same shade

as the block, you have to dip it in the appropriate paint-pot first. And that's just the half of it. In the 12th Dimension there are one-way roads, moving blocks, colour-coded doors, bombs and mysterious question mark bricks floating about all over the shop.

It sounds like a sure-fire formula for a puzzle game: lots of different levels, plenty of obstacles, a screen designer and a couple of excellent two-player options both of which have totally different sets of screens. No two levels are exactly alike and there's always plenty to keep that cute little spondo occupied.

In practice, it can be so excruciatingly frustrating you'll want to stomp your Doc Martens

straight through the screen. The trouble is that Gotcha! just isn't addictive enough. There's very little reason to speak of and the graphics are fairly basic but what's really missing is the incentive to win. Each level is a game in itself. Once you've finished it, that's it, there's no overall score and it doesn't affect your progress in the game as a whole.

And the moral? If you like making expensive mistakes rush out and buy it. If you don't, take a very close look at it first.

GORROW

Game
Maker
Disk

Gotcha!
Kingsoft
£19.95

POWER RATING

THE DOWNERS...

- Floating geometry - you won't get addicted.
- Very noisy for a shoot-out style.
- Underdeveloped graphics.
- No on-going play - each level has to be played separately.
- Minimal sound effects.

100

-

-

-

-

-

-

-

-

-

-

-

0

68%

...AND THE UPPIERS

No job too small, no
commission too large



In this level, you're tasked with the gradual disintegration of a war (cheese). Remove or all the red blocks to destroy them, avoiding the five yellow things which want to do the same to you!

The polls are in, the doors have closed and an army of people have been busy collating CFF's questionnaire results (well, as from downstairs, actually). So who are you? What do you do?

And just what do you think of *Commodore Format*? The answers to these questions and more will be revealed. Read on...

AGE

It seems that the majority of our readers (ie you lot) are in the 14-50 16 year age group. This is good, because it coincides with the average market age of the CFF team.

HARDWARE

Only 2% of our audience own a 128. The rest of you own a C64 of some description. So far, very few have a C64 Games System (though that will no doubt change drastically over the Christmas period).

PERIPHERALS

Almost everyone owns a joystick (although 4% don't) - odd that. Around a quarter of you own a monitor and printer, while nearly a third have committed funds to the purchase of a disk drive. A couple of you are lucky enough to own an Amiga, while just the 7% show the spirit above and own a non-singing, non-clanging, non-screeching Atari ST.

On the 'intend to buy' list, the disk drive rated highly (29%), followed closely by a printer and a new joystick. A huge 17% wanted to get a modem (keep reading the Comics section, guys) while 9% and 3% wanted an Amiga and ST respectively.

SOFTWARE

Games came out tops in this category (94% of you owned games, surprise, surprise), with adventures (32%) and art packages (42%) coming second and third. Music programs, word processors and databases came in at around the 20% mark, while other serious utilities and programming languages fared at 18% of ownership. (CF excuse, it's possible these figures are slightly distorted due to the range of utilities which are occasionally found with C64s.)

USAGE

Your C64's waking hours were split between games at 76%, programming at 19%, art at 5% (hopefully this will get a bit higher now you've all got the *Mission* package) and music managed a meagre 7%. (Maybe you need a music package too...?)

DOSH

The majority of you spend up to £20 each month on software, while only a few people managed to break into a £30 note. Between the lot of you, over £265,000 is thrown each month on C64 software. That's almost £8 million a year. (Pshaw! And that's not including the other couple of hundred thousand C64 owners who don't even read CFF! Shame on them.)

WHO OOOOOO ARE YOU? WHO, WHO... WHO, WHO



(Yeah we really wanna know...!) OK folks. Here are those Commodore Format Questionnaire results in full. Thanks to everyone who replied to it. We've collated the data, filed it, eaten it, regurgitated it and according to it, this is who you are...

On average, over the last 12 months, CFF readers spent £87 on hardware, £98 on games, £18 on serious stuff and £2 on creative software. Over the next 12 months, you reckon you'll spend £84 on hardware, £108 on games, £20 on serious software and another £14 on creative stuff. What a wealthy bunch you are.

GAMES

According to our figures, on average, each CFF reader currently owns 86 games. This figure is obviously rather high, and may have been influenced by the odd one or two fortunate people that have odd libraries of several hundred games (hey do exist!).

Over the coming year most of you hope to buy between 8 and 20 games which seems like a reasonable ambition. A few reckoned on around 30 titles, while there were even the odd few optimists who intend feasting out on over 50 games. Lucky devils!

OTHER MAGAZINES

As well as reading the good old C64 mag in this or any other language, you also possess other magazines of the same ilk. In our poll-out of 16, CFF came out tops (Yeah! Yeah! Way to go, etc.) with a striking 9.0 (thanks guys). *ZZAP!* (Good Hiss) came second with 7.2, followed by *YC* (6.6), *C-W* (5.5), *Commodore Disk User* (4.7) and the *CGI* with a lowly 3.2. So it's official - CFF is tops.

As for non-computer titles, *Viz* rated highly (you naughty people!) followed by *2000AD*, *Kajiri* and *Wasting*.

CF ITSELF

And how the city grilly. What did you think of *Commodore Format* (Issue 1, of course). Rated out of 10 and starting with the most popular section, here they are: the CFF Coverage (9.1), Early Warning previews (8.5), Samelusters tips section (8.2), Competitions (8.1). Features (like the cover feature on the *OS/085*) (8.0), Power/Feed reviews (7.9), Inside our test section (7.8), Network kit news pages (7.5), The Mighty Brain letters pages (7.2), The Glaustrer head-to-head (6.4), The Currents section (6.3) and finally the PD (Public Domain) section which scored only 5.9. Not bad considering we didn't actually have a PD section!

SUBS

Finally 12% said they were subscribing to CFF, 57% prefer to buy theirs from the newsagent, and 37% said that were going to subscribe (presumably, once they've accepted the necessary funds transfer).

And that's yer lot.

Thanks again to everyone who filled our little form in and,

in case you were wondering, here are the ten lucky winners of super CFF T-shirts:

Mark Toppender, Faversham;
Steve Bromfield, Evesham; Jonathan Whitmore, Derby; Chris Curtis, Derby; Keith Wiles, Boreham; Bryan Stevenson, Chesham; Robert Coomb, St Leonards-On-Sea; Inderlok Mackenzie, Melford; Paul Davis, Nottingham; Ray Martin, Essex



THE
JANUARY
COMPETITION



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COMMODORE AMIGA
OR
SEGA MEGADRIVE
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Y ES, there's a mouse. *Erk, where? There on the the stair, where on the stair? Flight there, a little mouse with wings on. What I declare? Yes and it's going into clippity clap on the stair.*

That ruff jape was just my way of introducing Summer Camp from Thalamus. In it you play the part of Maximus Mouse, who is in a right old tan and eight, because the day before the summer camp was due to open he discovered that the American flag had been stolen. Hooyah!

Maximus knows exactly where to find a replacement but getting to it was going to be the difficult bit and this is the task you, as the player, must undertake.

Summer Camp features four increasingly difficult levels all running along a different theme.

Level three consists of a gold mine full of psychopathic miners

The aim is each to in collect a number of crates containing parts of a vehicle which transports you to the next level. Each vehicle has three components that in the last, making assembly trickier, the further into the game you go.

Movement controls are very simple, left, right and up to jump, which means you can leap straight into the game. Level one is set in the camp itself, in which large clips and deadly birds threaten to ruin your day. Many of these hazardous inhabitants follow a rigid movement pattern but there are others who home in on you, given a chance.

Meanwhile, to help you get from one platform to another, balloons provide a useful mode of transport. They carry you to



The first screen of the first level. The mine in the sky is later. The filler is one of many moving platforms as is the balloon on the right.

crates that would otherwise be unobtainable. Max can also walk on clouds and use bouncing balls to jump higher. In addition to this

there are a number of items which when collected provide without helpful bonuses. Level two takes place in a sub zero setting in which sledges replace the balloons and a spring bed provides the motive power for a higher than normal jump.

Level three

consists of a gold mine full of psychopathic miners and large hooks in the ceiling which Max must grab onto to escape death by pickaxe. The fourth and final level takes you and

Max to the moon - which Max has chosen to get his flag, though I'm sure I've could have found one closer to home. This is where Maximus gets to complete his task.

However, as I mentioned before, each of the first three levels contain a number of crates to collect containing vehicle components: level one is a car, two is a sort of digging machine (Louis Vuitton style) and three is a spaceship. Level four contains

SUMMER CAMP

The stars and stripes has gone missing

from the flagpole at the Thalamus Summer Camp. Everybody's in a flap except for Maximus Mouse. He'll go to the Moon to get another flag - but only if you give him a hand

Maximus Bares All

A guide to the icons in Summer Camp



Landing on this jelly icon increases the height of your leaps.



Each of these, when eaten, replenishes lost energy. Be red and be merry.



Once collected, a long fall won't prove fatal to our Max.



These beauties allow you to become the world's first free-flying rodent.



Eat the watermelon and you can fire pins to kill the enemy.



It looks like a butterfly but it is fast as a smart bomb.



The banana provides a short period of invulnerability.



Hang from this to avoid the advances of the enemy.



Eight balls can be used as weapons, shields or platforms.



Even this huge wooden structure isn't enough to save you from the lethal attack of that warning shrill... Ahh better, also better.



A gathering snake, a nervous ruffian and a rabbit with a bad case of psychomatics are just a few of the monsters you'll meet.



There are three things you should know about the black stars. One is a hole, one is a hole, and there is a random mine.

Always you should know about the black stars. One is a hole, one is a hole, and there is a random mine.

The bottom hole is evil. By jumping into it at random intervals you can change the direction of your flight to your best advantage. Pressing the release key



There are four red depressions that destroy. But, the lack of red stars is a blessing as you can use the four springs to jump higher than normal.



There are a number of lost items, especially when they're hidden well. Avoid the enemy by leaping to go to the levels.



Make sure you're prepared. They could be very tricky with luck and a fortunate wheel around that makes the various opponents.



By the way, Attack Super is a good one if you're playing the puzzle side. It's a good one if you're playing the puzzle side. It's a good one if you're playing the puzzle side.



Oh dear, Maximo has got a full over engine with the little guy again. This is the fourth and final level. Make it what you will.

components that build up to make the bag. Once you've collected a vehicle's parts, a sub game is accessed in which the components are displayed along the top of the screen and Max appears above a number of platforms. By pressing the while standing over the right platform, one of the vehicle parts slots into place. If you press the wrong platform at any time, all the components return to the top of the screen. The quicker you make the vehicle, the more points you obtain. It all becomes extremely complicated.

Graphics are colourful and cartoony with great sprite animation and humorous touches. Noise and then collision detection is a little suspect but it's small. Summer Camp provides an excellent challenge. Polished game design and a superb theme ensure that both the visuals and the playability provide nothing less than long term enjoyment.



ANDY

| | |
|----------|-------------|
| Game | Summer Camp |
| Maker | Thalumus |
| Cassette | £9.99 |
| Disk | £14.99 |

POWER RATING

THE DOWNERS...

- Collision detection can, at times, be less than accurate
- Difficulty may put off some folk...

100

80%

- But perseverance reaps great rewards
- Bold and colourful graphics
- Animation of sprites is great
- Humorous touches add a touch and feel
- The theme of each level is implemented very well. Every scenario is embellished with unique features
- There are puzzles a plenty, in later levels every screen represents a simple puzzle
- Collect items for a variety of important new abilities

...AND THE UPERS

Prepare yourself for a tale of woe. As a youngster, the hero of our tale was stolen from his parents and forced to live in slavery in the temple of Pacoconis, home of the Beast Lord. The infant fell victim to the Magee's dark arts — years of vile potions and brainwashing transformed the child into a little and powerful half-human with no emotions — necessary preparation for his task ahead: the hunting of humans for sacrifice to the Beast Lord.

One day, an old man caught his eye. A slave of recognition places the creature's name... it is his father. Suddenly the years of conditioning peel away. Ancient memories come flooding back and the half-human, sad-damned and enraged by his now-found truth,



A nice action shot of your half-human's flying kick. It's a pity he didn't manage to hit anything in the process. But there you go...

turns against his oppressors and decides to destroy the Beast Lord. Ooah!

En route to the big show-down with ol' Lardy himself, the quest takes our half-human hero through forests, into the depths of subterranean caverns and on to the final assault in the labyrinthine interior of the Beast Lord's domain — an awesome castle.

This visual masterpiece starts in the great outdoors where the creature has to be slain.



A subterranean guardian decides to make a year 200 message. And very soon a big spike will come and get you unless you move it.



These sneaky beasts pop up out of the ground just when you aren't looking. Beat them quickly and then beat them in the belly.

SHADOW THE BEAST



One of the most impressive games ever to appear on the Amiga has finally come to the C64, from Psygnosis via Ocean's 8-bit conversion. Unbelievable graphics and sound have been packed onto this new cartridge but the gameplay is just like the original and that has our reviewer worried...



Another pop-up monster prepares to do us harm some serious harm. Gipping stuff, eh? Well it will be if you let the gear devil get too close. Take it as read that these guys have insatiable appetites.



En route to the Beast Lord's castle, things really start to heat up. Here you have to avoid the dragon-like droppings while feeding off the very advances of that creature behind.



Backstab, evasions... What should you do? Get stalked up by the big lake beasties - or get a mythic scorpion through the top of your skull?

W OF EAST

the landscape, running from left to right past trees and greenery to reach the entrance to the first underground level. The scrolling on this section has to be seen to be believed - eleven layers of parallax (including the clouds) with full-screen trees gliding smoothly past guaranteed to make ST users sick with envy.

The Beast Lord's minions (further creations of the Mage's experiments) are out to stop this attempt on their leader's life and pop up out of the ground, fly out of the sky and bounce into view. Contact with any of these

drains the half-human's energy. Care is needed - no blundering headlong into danger (although at first this is the only way to find out where the abominations appear).

Once their locations are learned, our hero's creature can wait for them and give them a kick in the tentacles, a swift punch in the mid-section or a flying kick to the head. With only these three moves, combat is a bit limited, but hairy's fast and responsive to control.

Below ground, a fair amount of exploring is in order to find keys for access, to take potions and for the weapons needed to destroy the guardians that await - and what guardians they are! As well as mid-level monsters, there are some hu-u-uge end-of-level jobbies. First on the menu is the Rock monster, a grey creature who fills the screen. If you haven't picked up some serious firepower by now it's a short battle, one touch and you're dead meat.

As well as mid-level monsters, there are some hu-u-uge end-of-level jobbies

And that's another drawback - you only have one life. Once that energy level runs out, it's back to the square one (well... screen one). Mind you, this doesn't prove half as painful as it is when a disk or tape is nullified!

Without a doubt, *Shadow Of The Beast* is a stunning demo of what's possible on what's possible on the Tandy 1024. Poor old SID is working overtime, pumping out some marvellous tunes, while the number of huge characters plus the eye-popping parallax makes *Beast* one of the most visually appealing 64 games ever, following in the tradition started by the Amiga version.

However, the conversion is a little less accurate - instead of listening to the many reviews of the Amiga *Beast* which argued 'nice graphics, shame about the gameplay', the programmers have assumed that the OS-



This gorgeous leading screen sets the scene for the forthcoming visual extravaganza - probably setting the visual standard by which all 64-bit games for the bit will now be judged

Beast is much the same. It's merely a matter of mapping your route, finding the right order to collect things in and being prepared for when the creatures appear.

It shouldn't take hardened gamers long to complete but the journey is long and arduous and there's plenty of action to get your teeth into. There won't be too many disappointed buyers.

DAVE



| | |
|-----------|----------------------------|
| Game | Shadow of the Beast |
| Maker | Ocean |
| Cartridge | £19.99 |

POWER RATING

THE DOWNERS... 100

- Gameplay is a little too repetitive, and the action too sporadic
- Main screen is a tad small
- Limited combat moves and the predictable monster attacks don't make us quest early-ending

70%

- Eye-boggling graphics with amazing scrolling and some of the biggest guardians you'll meet on a 64!
- Moody tunes keep the ears interested as well as the eyes
- Customisation to make more exciting by the promise of virtual towers to climb
- The provision of a few money items and items to collect helps to pass up the mainly
- The challenge is long and difficult - you won't go for white-out scrolling and preparation

...AND THE UPERS



No interior of the Beast Lord's castle excites impressively like this. No, no, it's not too late to turn around, go home and pull your feet in... Shitman...

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Amplitude's *Amplitude* provides a stunning backdrop to this particularly nasty level. Or is really like this?

cal beam which hangs around for a second or two and bursts any bubbles it touches. But instead of going pop and disappearing, they merely split into two smaller bubbles which also need popping. And so on, until after about four hits, they finally wave bye-bye for good.

Your title character is guided to left and right across the bottom of the screen but has to climb over obstacles which start appearing on later levels. Sounds a double go for... But the bubbles are deadly - even the toughest touch and your title chap is seen flying and losing a life (what a wimp). Not only this, but each



As the game progresses, your journey around the world is charted in this map. Beat these bubbles if you want to travel.



Destroy these stampeding spheroids

PANG

O you must employ someone specifically to track down and acquire the rights to incredibly obscure coin-ops beginning with 'P'. After

Tatsu, Pango (left) and Piting (left) comes the Michael Corporation's Pang (right) and so on. And whenever that deserves a case, since Ocean has come up things with all these titles. Pang is smaller on each only job and a right little stinker it is too.

The plot of Pango is made your way - either solo or with a pal - from Japan to the Easter Islands in the Pacific, travelling via the rest of the world. Your task is to earn money by completing screens representing different locations around the globe. Each screen - complete with a very nicely drawn backdrop - is beset by bouncing bubbles. Simply? Your task is to destroy these stampeding spheroids by spewing them with your harpoon device. The game fires a wit-



convincing, and the only glitch comes with the big get coins which occasionally lose a sprite when things get busy.

It's very fast, very playable and very 'one-more-go-ah'. What more if you want? How about simultaneous two player action? Yes - get that too!



| | |
|------------------|--------|
| Game | Pang |
| Maker | Ocean |
| Cartridge | £19.99 |

POWER RATING

THE DOWNS...

- Repetitive nature of the gameplay is the only reason to down points
- Possibly a little too easy to complete

100

88%

- Simple and basic gameplay is simply easy to do
- Sweeping backdrops across all different world locations
- Simultaneous two-player action adds playability
- Bouncing bubble movement has been beautifully captured
- Good choice of weapons and goodies stays off monotony
- Play is fast and the character has good contributions
- Many variations of coin-up games get the best of things
- Loads of levels as you're for more popping bubbles!

...AND THE UPERS

COLLECTIBLES

As if it's your life W. Action Bubble-Busting Harpoon wasn't enough, useful items drop from the stars for an adequately explained screen, and can be collected to help your mission.

- GLITCH** - Passes all bubbles in screen, so you can steal one to life.
- NOORGLASS** - Gives you more time to clear the screen.
- ANDON HARPOON** - Advances fast to the calling, stopping at impenetrable wall of harpoons, for a bit.
- DOUBLE HARPOON** - Fires a double stream of deadly harpoon heads, like a starting gun that isn't of thing.
- SHIELD** - Defends against a single bubble bump, but not against creatures.
- VULCAN GUN** - Kills Mr Spooks, breaks, not really. It shoots loads of bullets, but can't damage the platforms.
- RYANITE** - Shoots bombs - reduces all the bubbles to their smallest size, but so starts if there are beads on screen!

screen is home to a series of creatures, like birds and small... things, which stroll across the screen in mid-game. The cheek! Shoot at them by all means, but if any of them touch your hero, it's time to start running. Another One Does The Duet.

Burst all the bubbles on the current screen within the given time limit (without losing all your lives) and you're sent to the next location, simple as that. As screens are cleared, a map appears showing your globe-travelling progress; survive to Easter Island and you've finished the game!

Pang comes as something of a pleasant surprise. The coin-up may not have made a big hit, but this deserves to be! Sound and pictures are well up to scratch with some odd-looking jolly visible lures and those smart backgrounds. The bouncing motion of the bubbles is pretty

SHADOW DANCER

US GOLD

Begin a follow-up to their successful wartime Shindobi currently being converted by Images, under the guiding hand of Jen Williams, author of the Knight Games trilogy and Pig Tales, which appeared on the second PowerPack cover-top.

Shadow Dancer takes the Shindobi game play a step further, introducing a white-clad Shindobi ninja type and his white Shindoi dog (translates ninjaboo filly). There's lots of jumping, stair-climbing and ninja mugging, not to mention sand-gas-masked-shinobi-kills-off-to-vengeance-gone-poor-for-real-about-his-girl-and-freshly-park-ing.

Our early demo looks very impressive, with cool-up-top-cinematic graphics and creamy smooth multitap parallel scrolling effects.

The main up was jolly good fun, so *Shadow Dancer* promises to be a good 'un. And loyal CP readers will be able to tell beforehand - there's a PowerPack demo coming your way real soon!



"Unknown track on the scanner sir... Sir, there more of them, all heading in on this trajectory. I'm trying to identify them... Sir, er, they seem to be games for the C64 and C64GS. No sir, I don't think there's anything that can stop them now..."

Could it mean martial arts in the sequel to *Shindobi*? Report's waiting on action. *Shadow Dancer* should be further news from US Gold in the next page, or watch out!

EARLY WARNING!

RUBICON HEWSON

Hewson have been a tad quiet of late, but that's all set to change with two new titles, the first of which is *Rubicon*.

Set in the early 50s (during the Soviet nuclear reactor on Koola Island doesn't sound very Russian to me) has goals 'fooms', spreading radioactive fallout over an area 500 miles across. Oh dear.

With that much radioactivity lying around, there are bound to be some odd things about and sure enough, the creatures of Koola Island start to mutate. These grotesque abnormalities are growing stronger and faster every day, and if someone doesn't stop them they're going to get too big for their boots. Enter Rubicon (that's you) with a big gun and an appetite for death. (You can probably guess the rest for yourself.)

Rubicon features some wicked line-draw graphics, lots of 64 sprites (as it says here) and some big 'n' messy mutations. Release date is February, so look out for a review in CP.

Amazingly creatures aren't your standard in the forthcoming Hewson release.

DICK TRACY

EMPIRE/DISNEY SOFTWARE

Cool old Dick is back with a vengeance, following the success of the Warren Beatty movie. Empire and Disney Software are at work producing a CD version where the prime suspect now is set on the trail of Flat Top and his mobsters who have kidnaped his beloved Tess Treatment.

This fantastically scrolling chase is about ten up before the style of the film and needs little visual aids, featuring a series of hard and colourful locations. Dick's quest takes him across five main levels, from the inside of bars through streets and down into the sewers (watch out for 'Furber') as he finally survives down his search to the Ritz hotel.

Dick can pick up different weapons

to aid his efforts, including hand grenades and Tommy guns. The city Police also pop in to give you a hand, making off with any gangsters you arrest. It all sounds very jolly and there's a very good chance of a full review next issue. He's on his way...

Look it checks out the New York City skyline with a Tommy gun at the ready, look to catch any of Dick's traps as you out there



The film used bright, vibrant, block colours. This idea has been translated into the game set here



Success on Dick means take another character on a high level

SUPER CARS GREMLIN

Demco seem to be into fast cars these days, but even the Lotus Esprit gets into a significant when compared to an electric blue Ferrari. Meanwhile, the stunning Vauxg Interceptor (and, ahem, the Patron Parasol Eh? Well, maybe you never heard of one? That's probably because you've never played Super Cars. And that's because... ah... it's not out yet. But it will be soon!

Playing an aspiring young Super Car racer, you're just leashed out on a new Mercedes and are heading for Las Vegas, first leg on the 27 stage competition to win the World Championship. Each race is played overhead, like a scrolling Super Sprint, and any prize money earned can be spent on upgrading your car, or winning victory badges, like power steering or a turbo charger.

Sounds like a hoot, and the Amiga version was rather spiffy. We'll fit you in next month, probably.



The four original Gauntlet characters are joined by four new companions but only four can play at once

GAUNTLET 3D US GOLD

They moved us with Gauntlet, they assisted us with Gauntlet 2 and now US Gold are about to send us into fits of ecstasy with Gauntlet 3D. Remember the original four-player coin-op full of hundreds of gaudy goblins, freaky-looking monsters, dragons, disappearing doors, keys and the like? Well, development team Software Creations have re-created the main characters a bit, filled the landscape, thrown in some rather nice background graphics and added a very complicated 8-way scroll. There are eight different levels, each about 60 screens in size, and in addition to the four original characters (player, elf, wizard, warrior) there's a quarter of new ones to choose from as well — though you can only control two at a time.

As for gameplay, it's basically going to be most of the same. Run around mazes, kill ghosts, smash the baddies, collect keys and pick up loads of treasures. The difference is that there are loads of new monsters, a whole host of new weapons and a few totally new puzzle elements. Everything comes in gloriously smooth scrolling isometric 3D — which means the fall is wondrous, sometimes. So far it's looking good and sounding great (Software Creations wrote the brilliant Music Commandos and LED Storms. Check it out next spring.



Part of the Gauntlet 3D gameworld is developed.

This publisher will soon be producing its loads of treasures.



Game
by
E. F. F. F. F.

Super cars need super handling so Gauntlet's game has a full workshop.

MOONFALL HEWSON

Hewson's second planned release is one of those rare occurrences on the C64 — a 3D vector graphic game, in the same vein as the classic Moonlander.

Phoenix Flight is a small moon inhabited by the brutes of the future — four-bit star phots making a quick buck and drinking it all in easy to burn. Pinned into a premium landing, your spaceship Deedee is captured by

the unruly trading pilots and you are forced to cut dangerous mile-slots between the moon's 15 cities ground locations in return for very little payment.

You've figured out that by the time you've finished your nights and final mile plan you should have made enough money to buy out the whole moon —

If only you can survive that long! Prepare for touchdown some time in the new year — we'll be there!



We think this one's going to be a hit. This cost from Moonfall goes up to the name of the game.

LOTUS ESPRIT TURBO CHALLENGE GREMLIN

This game needs little introduction, since you should (by now) have a full good eye-fall of the action on offer with our rolling items on the cover page. Plunking you into the soft leather upholstered bucket seats of a big racer is our dream (I only - I'd). LETC gives you a taste of two player head to head racing with the clever split-screen view.

Negotiate twisting, heaving roads, avoid the hazards, pull in for repairs and get to the finishing line ahead of your enemy, it's safer than the real thing — and a damn sight cheaper too!



There it is, glancing and streamlined and streamlined, the green super car of the nineties, ready to perform on the 64

SUPER MONACO GRAND PRIX US GOLD

Busy old France are at it again. This time they're equipping the mighty Sega coin-op

TEENAGE MUTANT HERO
TURTLES™



**THE HEROES IN A HALF SHELL™
ARE COMING TO YOUR COMPUTER SCREEN!**

**THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA,
ATARI ST, C64, SPECTRUM & AMSTRAD 486.**

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NO-ONE HAD THE GUTS UNTIL NOW!

WARC

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ocean

Breaks cables and a B&B flash, infiltrate the criminal underworld - your mission is to seek out and destroy the King pin of the MIB INC CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bygone patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a deep freeze, packs of vicious canine scapes, the psychotic clown with an evil sense of humour - you'll die, but not laughing! There's a lot of gas gazing Cadillac, jack - a cool specimen, rifle hanging on the door sill, a carious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing dust.

It's not all that!... You've got a chopper to back you up, a mean, heavy duty machine, some heavy metal hardware and some pretty neat moves. And what about the King pin... did I say he was Mr. Big? No, he's **MR BIGG!**

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