

OVER 100 POKES FOR TOP C64 GAMES. IT'S A CORNER!

AUGUST 1991
£2.50

No. 11
BIGGEST AND BEST!

GET A C47 & THEN GET THIS!

11

Commodore

FORMAT

POWERPREVIEWS

MORE Terminator 2

C64

Out Run

Europa

Speedball 2

PREVIEWS

Redland

THAN

Double

ANY

Dragon III

OTHER

Darkman

MAG!

PLUS LOADS MORE...

LOOKY HERE

2 BRILLIANT GAMES!

2 MEGA DEMOS!

Commodore!

2 COMPLETE GAMES!

PITFALL II

LIGHTFORCE

**POWER
PACK**

PLUS

2 DEMOS!

SWITCHBLADE

OVER THE NET

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TERMINATOR 2 DEAD GOOD OR WHAT?

Find out just how Ocean's blockbusting movie tie-in is shaping up. And dare you miss our spectacular Arnie poster!?

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THE HIT SQUAD: PO BOX 350, MANCHESTER, WYOMING

The software situation heats up. We grab a batch of the latest scorchers set to keep you in the shade and put the heat on, till they're

POWERTESTED!



20 VOLFIED EMPIRE

Blazing a trail that's hot on the heels of its predecessor, this second generation MegaCity squares up to the challenge and comes out of our PowerTest a Conker!



ENGLAND GRANDSLAM

Yet another challenger threatens Anco's top-of-the-league Kick Off 2 but it'll be over before extra time.



31 MERCS US GOLD

Dimey if an ex-American president has gone and been kidnapped. The job is to get him back off the Zetulan revolutionaries. But is worth it?



44 LOGICAL RAINBOW ARTS

Get stuck at the traffic lights and lose your bearings - ball bearings that is. This new mechanical puzzler could prove to be 'bumditz' fun. But from the look of it, you're going to have your work cut out for you. Ah well...



32 BETRAYAL MICROPROSE

When the most exciting thing to come to town is the plague, you have to start



thinking about what you want out of life. The throne, perhaps? Or is it all going to be too much trouble?

F1 GP CIRCUITS 64 IDEA

Get into the driving seat of the latest racer to chase the chequered flag and find out if Italian game designers like are taking you for a ride. Lay up our in-depth Formula 1 PowerTest.

as a Bloodnight seeking the shattered Fireblade. Get a good idea of what you might be getting into with this mega demo.

BITBALL II ACTIVISION

David Crane's classic Activision arcade adventure finally features on our tape. Find the cursed Raj Diamond, Quikoklaw the cat - ah, and Harry's

coucun Rhonda. The Last Covenant await.

LIGHTFORCE FPS

This one's for frustrated shoot 'em up fans (well a minute - shoot 'em up fans are all frustrated - lol). Look out: this is one helluva blast!



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AUGUST 1997

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OVER THE NET LEVEL

Play a full set of action packed sand kicking volleyball in a demo where it never rains.

SWITCH BLADE GAMES

Drop down into the depths of the University

QUICK START

PITFALL 2

Make sure your joystick stick is plugged in to port one before setting out on your gold-gathering quest. Move left and right and press fire to jump over holes and enemy creatures. Push up or down to climb or descend ladders. Earn points by collecting gold bars and try to reach the red restart crosses. The others await. Export

NEW GAMES

LIGHT FORCE

ApplePie in port five please. Press the fire button three times to start the slingshot. Then move left, right, up and down while hammering that fire button! Shoot everything and try not to get blown up, eh?

SWITCHBLADE

Force your fistblade in port five and press fire twice. To parry or block, tap the fire button, to unleash a big slice, hold the fire button until the green bar fills up, and then release. Climb up and down the ladders, smash badguys, and explore as far as you want!

OVER THE NET

Slide your ball balls on slot two and press fire twice. Send your player around using the joystick and press fire when you want him to hit the ball. Make sure he's standing on or near the ball's shadow for an effective shot. You've got an old set in which to make your mark on the opposition, so play to win!

BIG PROBS!

But what if disaster strikes? What if your tape refuses to cough up the code and doesn't load? You check all the connections and the head alignment on your cassette unit and it still refuses to load. What do you do?

Here's what: you pop the tape in a jiffy bag (keep the box, you'll need it when you get your replacement), receive a stamped addressed envelope and send it to:

**Ablex Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4OD.**

PLEASE DON'T SEND YOUR TAPE TO THE COMPAGNE FORM OFFICE

POWER PACK

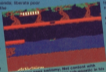
PowerPack 11 is here, and what a blast from the past it is, with classic oldies Pitfall 2 and Lightforce. Mind you, we've also got brand newbies in the shape of Over The Net and Switchblade demos. Anyway, it's flippin' fab

PITFALL II

Activision

This classic David Crane title from a previous place you'll find in Peru, as Pitfall Harry - adventurer par excellence, gold digger and all-round jungle flipper - is the sequel to the original Pitfall. Harry has three main tasks: to rescue his lost niece, ravishing! Phanda, liberate poor pussy, Quetzalcoatl the cat, collect the cursed Raj diamond, and gather as much gold as he can carry. In four tasks - rescue Phanda, save Quetzalcoatl, get the Raj diamond and collect loads of gold. Yes.

Harry starts off with 1000 units of energy and, well, that's it. No hat, no bulletproof, nothing. Harry is guided left and right and can be made to jump by pressing the fire button. You can use Harry's gymnastic talents to leap over holes in platforms and to avoid the nasties that inhabit the Peruvian jungle.



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Your first step is to explore the landscape, find some glittering gold bars (for extra energy) and locate the nearest restart point (a red cross). If Harry makes contact with one of the jungle nasties, he loses energy and is sent off the way back to the last red cross he touched. He might have to go back quite a distance, but at least Harry doesn't have to start his mission again from the very beginning since he's touched another restart cross.

When you reach a ladder, you can climb on from the side by standing on the edge of the hole and pushing diagonally up (at least, it works for us). You can then snort up and down the rungs like a man possessed. If, however, you attempt to grasp a ladder and instead find yourself plummeting earthwards at high speed, keep pushing towards the nearest ledge. Harry slowly edges sideways and will eventually land on a platform.

Harry is pretty impervious to bouts of falling from high places and 'slaying



At the end of the game, the creature below is a red restart cross which Harry returns to if he is hit by a nasty



The very start of the game. The creature below are a standing great rat and a green jumpy frog (which is tough to get past)

OVER THE NET

Line!

"Thinking out around the world are you ready for a brand new ball?"

"Summer's here and the time is right, for standing outside and getting thoroughly soaked 'cos it's the properest summer since 3,000 BC when the sun's rays were filtered out by huge amounts of volcanic activity!"

Oh well, we might not be able to lie outside without catching hypothermia, but at least we can still indulge in some nice summery sports with our trusty 84. Line! is our volleyball simulator. Over The Net! boasts a cutting-edge two-player beach balling action and we've got a nice little leader for you to get your teeth into.

The demo only lasts for one full set, so when either team reaches 15, the demo hands out completely. Well, this game you



bang, set, spike and all that gibberish. Basically, get that ball over the net and let the other team worry about it...

plenty of time to suss out the opposition and give them a good trouncing, maybe.

The rules are pretty straightforward: you have to play for serve and only score on service balls, just like tennis. Your team member is guided around by the computer, so you know who is blame when he smacks it outside the court!

Underlights on a mission into the Undercity of Thraxa to recover the 16 segments of the shattered Parabola. It - well you would be if that were the full game. In this exclusive demo you play Hira on a mission to have a good wander round for a few minutes. There are only a dozen or so rooms so when you've gone down far enough the demo just stops.

At first, Hira plummetes down a stairwell on lands on a platform, with stars whirling round his head. A creepy spike-lo is heading right for him, so press and hold the fire button to build up a power tick - then let the little bug have it.

From here you can move down wards using ladders, and explore left and right through stairways (represented by a vertical red strip) or by smashing smashable blocks (these are grey and have more than the normal number of cracks). Other than that, just watch out for badbies (including proximity-sensing Bioespikes and smashheads) and have a good wanderage around.



underwater for long periods of time". So don't worry if H drops off a platform or has to go swimming. Having grasped the basics of Parasitic exploration, the next step is probably to start mapping the beast, since the playing area is BIG! You can bet your life that Parabola, Quabloc and the Big gear will take a fair bit of fitting. Good luck!

KEYS

F1 - Close up this cover and start again from the beginning
 CTRL/END - Toggle pause during play

SWITCHBLADE

Gremlin

More chessy thanks to Gremlines for knocking up a playable demo of



Hira's first few faltering steps into the subterranean city of Thraxa, which is full of smashable blocks and maul-wielding enemies

Parabola. Old mining gals Dyer only gave a 70% last issue, but this little snippet of action should be enough to let you know if you like it or not.

Anyway, to business. Your play the best, Hira - best of the legendary



Lightforce is a sci-fi title about three PTL. This is one of the later levels (which you'll probably never see, 'cos it's free!)!



This water station on level two is very cool - not-fuelible - well, it would be if it wasn't for the tonnes of enemy attack cells...

LIGHTFORCE

Faster Than Light

There is some weirdy plot about a distress call from Pegasus, but let's ignore that. Lightforce is a shoot 'em up - pure an' simple. All you have to do to ensure long life and happiness is to blow the living day-lights out of anything that moves and most of the stuff that doesn't.

As well as an army of attacking ships and asteroids you'll also come across enemy installations. To pick up a hefty bonus (and occasionally an extra life hidden in the rubble) you have to blast all the

individual modules in the installation - a task quite demanding enough, we think.

That's about it really. Shoot everything, try not to die, and enjoy yourself! And when you've finished, you can even have fun with the unusual high score table!

KEYS

F1 - Toggle music/sound effects
 F2 - Toggle pause mode
 F3 - Abort mission



This room's a complete enemy installation. To earn bonus points and extra lives, you've got to destroy all the separate modules (pinky)

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES



GOING UP



GOING DOWN



STAYING STILL

1	SUPREMACY Virgin	Well, what a surprise! Who would have thought that you lot would like this. We loved it with a Goating 95%	HE
2	DIZZY COLLECTION Code Masters	Being nowhere fast. The ever popular Bag Bats thing on at number two despite containing Fast Food	HAND
3	BIG BOX Beam Jelly	That old chestnut from BL. This momentous compilation is pretty good value (but does have some stinky games)	THUMB UP
4	VIZ Virgin	Typical that a 'not for sale to children' label on the box and magazine says it. We gave it 95% so there's that	HAND
5	CREATURES Thelamus	Chain command for 97% and hit the number one spot. Every creature has his day - and his has been and gone	THUMB UP
6	BACK TO FUTURE 3 Microsoft	Hardy and the line have dropped to third slot, but are still doing well. 97% we gave it, and that's about right	THUMB DOWN
7	TEENAGE TURTLES Microsoft	They're mean green and on the map and. With 70% the game wasn't half bad, but well on Turkey 3	THUMB DOWN
8	POWER UP Ocean	Ocean's spiffy compilation stays still. Tactics, Handover Islands, Altered States and others. Good!	HAND
9	SHADOW DANCER US Gold	97 just missed it earlier with 95% but is one of the best 3Dpc volume games around. Straight in at nine	HE
10	SUPER MONACO GP US Gold	More racing action - but not enough of it. Still, it's one obviously enough to guarantee you of its potential	THUMB UP
11	M-P SOCCER MANAGER D&H	It looks like you've beaten us to it! 95% scores a measly 49% in this early issue, so 9% too late for some	HE
12	FISTS OF FURY 2 Virgin	Blimey, it's back into the spotlight for this slightly soft compilation. 95% was all it could muster	HE
13	LAST NINJA 3 System 3	Oh dear, perhaps the day of the Ninja is drawing to a close. Even CP's 95% can't guarantee a long short-life	THUMB DOWN
14	GOLDEN AXE Virgin	What an excellent arcade conversion this was. We gave it 95%. That must be why it's still here six months later	HAND
15	H'WOOD COLLECTION Ocean	Plenty of action in this movie-based compilation, but the four games are all looking a bit aged now	THUMB DOWN
16	ENGLAND Grandson	It's generally to agree of and a painful multi-hour reworked the England team with just 95%. Don't buy it	HE
17	ROBOCOP 2 Ocean	With a 90% CP rating, this excellent card game has proved popular but is still on the slide...	THUMB DOWN
18	F16 COMBAT PILOT DI	Yep, it's that Right slot again, but it's dropped another place this month, so could be it certainly isn't 'must'!	THUMB DOWN
19	LOTUS ESPRIT TURBO Gramlin	The best 3d racing game to date. Split screen action, ultra-fast graphics and a track log 95%. So far so	THUMB DOWN
20	FUN SCHOOL 3 Emapress	Good heavens - an educational package! This one's for the ever serious, and jolly good it is too	HE

BUDGET GAMES

1	MAGIC LAND BICEST Code Masters	HE	4	DOUBLE DEADON Mezzotronic	TD
2	QUESTO CARTOON Code Masters	HE	7	CL'S ELEPHANT ANTKS Code Masters	TD
3	DRAGON NINJA Hit Squad	TD	8	KWIK SMILE Code Masters	HE
4	MULTIWAY 1 Blue	TD	9	QUESTO ADVENTURE Code Masters	HE
5	PAPERBOY Emapress	TD	10	CAVERNAMA Atanilla	HE

Big Arnie is back. But this time, thanks to a little bit of reprogramming, he's on the goodie' side. The new blockbuster movie — which, they would have us believe, has cost a staggering \$165 million! — has Arnold Schwarzenegger reprising his role as the T800 Terminator unit. Directed by James Cameron (Terminator, Aliens, The Abyss) this sequel takes off about ten years after the original movie ended. Sarah Connor, the erstwhile heroine from the first film, has cranked up in the busy film, unable to cope with her exclusive knowledge of the world's future. Her street-wise ten-year-old son leads the life of an... er... street-wise ten-year-old.

Anyway, the plot is a) ludicrously complex and b) a bit secret. So, in the spirit of not giving the game away, here's a skeleton version of the game



There are barely enough pixels on our early warning scanner (p15) to warn you of everything the software companies have aimed at your C64. But one thing is for certain, it's going to be an autumn offensive. If that sounds bad, remember — it's still better than having an offensive autumn...

TERMINATOR

LEVEL ONE

Having failed to bump off Sarah Connor the first time round, the machines decide to send a new improved T1000 Terminator unit back in time to kill John Connor instead. Level one features a cool-up and beat 'em up where Arnie jabs a T800 unit reprogrammed by the robots and sent back to protect young Johnnie (I) faces up to the T1000 disguised as a policeman. This takes the form of an 85-style punch-out with burly characters (83 pixels by 68 pixels and made up of 12 expanded sprites appear to be bits overlayed and six multicolor underlays).

LEVEL TWO

Having saved John from the advances of the T1000, John follows a road chase through one of those big three drive-thru things, with young John on his Honda. Arnie on a Harley Davidson and the T1000 in a

stinking great Mack truck. This vertical scrolling action places you in charge of young John on his Honda, as he attempts to out-run the Terminator and avoid getting squashed by the approaching megalith. All the graphics for this section went a bit fuzzy so we can't show you it. Sorry.

LEVEL THREE

Survive the cycle chase and Arnie has to carry out some field repairs. This consists of a sliding tile puzzle game in which you must re-connect the wire linkages in the T800's arm. Don't worry if you muck it up — this is only for bonus energy and doesn't have to be completed in order to continue with the game.



Part of the wireless later expansion, copied from that of the movie.

LEVEL FOUR

The action now cuts to Sarah as she attempts to break out of the mental hospital where she has been kept by a cruel warder. Tackling the boss run-up theme of the first level, it also incorporates factory scrolling as Sarah explores the corridors and uses electricity to make her way to the Boss.

LEVEL FIVE

Following a spectacular end to the chase sequence, Arnie and John make their way to the hospital, just in time to meet Sarah. Unfortunately, the T1000 is still in town and



The final in-between screen, showing a goodly amount of the disguised T1000. There are about 14 of these little pictures for third view.



It's the start of the Terminator's arm being attempted to hook level one's reprogrammed T1000 into the middle of your head.



Play old Arnie gets a bit better up and has to stop for some coffee OR F. Level three's sticky puzzle looks awfully similar to this.



Here Sarah tries to escape from the loose robot jolt in time.



To take a helicopter used on the first Terminator battle, it's out for a second time!



This vertical shooter has you shooting the bad T's and fending off a chopper attack!



We can't show the later scenes, but here's an advanced plot point: the really bad, bad



John reprising Arnold — you could be his coach. The other number two

track between parked cars and road works, while trying to shoot down the helicopters. The gun right away goes hot and falls as you drive (a simulated Sarah in the back of the truck) and you just hammer the fire button whenever chopper and gunship meet up.

LEVEL NINE

This is it: the final showdown. It's not really giving much away to tell you that Sarah and the T1000 have a one-on-one to finish the game off. However, as well as the punching and kicking, there is something on screen that you must do to secure the downfall of this genetically invincible android.

And there you are. None the wiser, but ever so ready to get your paws on what could well be the closest film to ever be state.

None of what we've seen looks quite as early original but it all ties together nicely, is very smooth and looks gorgeous. We'll be PowerRanking this little carbon copy of ASAP! Terminator 2 is released in cinemas on August 18th.

ATOR 2

appears at the hospital in the disguise of a security guard. Our another level 'em up section as Sarah has to combat the Terminator once more.

LEVEL SIX

After defeating the T1000 yet again John shows some anxiety regarding Sarah's violent tendencies. Sarah in turn explains how she can be re-programmed to learn certain instructions: toggle a few DIP switches in his memory chip and you can then instruct him not to actually kill anyone else (he'll just go around shooting people in the legs instead). This is represented by another sliding puzzle game in which you must re-arrange Sarah's face behind the three screens on. Again, this is only a bonus round — the more you complete, the more energy you gain.

LEVEL SEVEN

This is where the boss details of the plot starts getting a bit closer, and we don't want to give away the whole story so we'll be nice and vague about those last few screens. Level seven is a multi-way shooter similar to level four, in which we show Sarah has to escape from the Cyberdyne labs (with the aid of a hired thug) and runs the gauntlet of rampaging SWAT members.

LEVEL EIGHT

Another vertical shooter, this time the good guys (and girl) have secured a SWAT truck and are zipping it down the highway at high speed. The T1000 (yes, they haven't jumped from all just yet) is in hot pursuit in a stolen chopper, courtesy of SWAT yet again! This section has an intriguing control method which you must master.

Big it is back in the most expensive movie of all time. And from what we've seen and heard, it could be one of the most technological action films of all time, too!



Barling through the English countryside, our agent takes a bit of a high speed and leaves the road!



Under a motorway bridge (part of things). You can even see the scenery on the other side. Well, huh?



Speeding past the white cliffs of Dover. This segment is particularly well done, and looks pretty realistic (for a 1984).

CF recently caught up with the latest road racer doing a cool 110 mph down an autobahn in a hot Ferrari, so we waved it down for a spot check. 'Excuse me sir, can I see your licence? Out Run? Ah, that'll do nicely...'

The name *Out Run* has become one of the legends of computer and video gaming. The original Sega coin-op came out in 1986, and was followed by US Gold's C64 coin-op edition which appeared in January '88. Coded by Dennis Webb of "Amazing Products" the C64 version was... OK (just) but nevertheless won loads of awards. It also sold over 50,000 units on 64 alone, promptly started up the charts and set up permanent residence of the number one slot.

OUT RUN EURO



The coin-op was sequenced in 1986 when Sega's Turbo-*Out Run* hit the masses. Boasting a variety of level scenarios and different weather conditions, Turbo proved just as popular as its predecessor. The C64 version followed suit in December '89 (courtesy of Mark Kelly of Probe Software) and was even more highly acclaimed than was the original.

The *Out Run* name appeared again in May of last year, when Battle *Out Run* - a Chase HD clone - appeared for the Sega Master System console. No C64 version was

produced but *Out Run* itself was introduced to a new generation of C64 owners when the original was re-released on the Plus label in November last year.

How the latest chapter of the *Out Run* story, *Out Run Europe*, has been written by Probe again. Don't go looking for the coin-op, though, because Europe is actually an original game developed especially for home computers and is merely based on *Out Run*'s racing theme. Not only that, but Europe could even make the original look a bit limp...

TYING IT ALL TOGETHER



Here's the latest scene, with Europe in the background. Hence the name, *Out Run... in... Europe*. Right?



THE AGENT WOULD HAVE HEARD OF THIS BY NOW AND THE DETAINMENT OFFICE WOULD HAVE BEEN SENT OUT... SOON EVERY AGENT IN EUROPE WILL BE ON IT TRAIL...

As our agent here makes his way across Europe, interlocking pictures and messages keep the plot rolling along.



"YOU ARE UNDER ARREST... YOU HAVE THE RIGHT TO REMAIN SILENT... ANYTHING YOU DO SAY MAY BE USED AGAINST YOU IN A COURT OF LAW... WE DO THIS"

Eventually your luck runs out and the officers catch up. That's final your collector. Think a little harder for you, huh...?



Jabbing over to France would be fun if it wasn't for the constant bombardment from stinking great attack choppers!



Dave François, you bet! We've clocked on Porsche — you smart driver, but you never pull in. That'll eat us out, won't it?

Two rather snazzy sports cars. Each level is set in a different location and is between screens but it all together.

Starting from London, you steal a motor-bike and burn rubber down to Dover, passing the towering white cliffs as you reach the coast. An unattended jet takes you over the means of crossing the channel until you hit France (literally). Your lot of heroes then stretches to making off with someone's Porsche for a swift scorch through the French countryside.

Following a brief jaunt down to Barcelona (that's in Spain, Dum-dum) you board a speedboat for more waterborne warfare as you cross the Mediterranean en route to the Italian coast. And would you believe it? Someone has left their Ferrari F40 with the keys in the ignition? Never one to look a black horse in the mouth, you swipe this beauty too. Ensuring that its legitimate owner never catches sight of it again, you drive it through Italy, into Switzerland and across the Alps into Germany where your mission ends and you retrieve your briefcase (and get thrown in jail for stealing about a million pounds' worth of hardware).

The game features tunnels, hills and dips, plenty of huge readable scores, telescopic enemy vehicles and a stunning series of tunes and sound effects by Dutch maestro Janne Tui (alias Marnus OJ Nieuw, alias The Sonic Circle). Get Run Cop's history-baby high speed action will be making its CP debut next issue, and should hit the shops soon.



One of the more impressive aspects of RSC is the tunnels which are pretty realistic and do feel real and fun like falling, funny things



Having reached the end of this tunnel, not only have you ended up in 0:52, but your Porsche has turned into a MK4, Eric...



Police Officer or RoboCop? Well, thanks to the success of the movie, the character will be hitting your TV for a third time...

ROBOCOP 3

The word on the streets is that RoboCop 3 will be the movie in production as we speak. It's going to be happening in the US. It's going to be another cool-city game and Probe are doing the coding. We have reason to believe that this is going to be the best of the bunch so far, so tune in next month for more details.

EXILE

Sorry, we can't mention Exile in the snippets, because we've already reviewed it. Exile, Exile, Exile. Please, we get carry with it...

BLUES BROS

Blues have scooped the licence to produce a game based on that rather odd movie featuring Dan Aykroyd and the late James Brown. Yes, folks, that ultimate cult movie (which means that most people really hate it) The Blues Brothers is about to hit the loading screen. The exploits of Jake and Elwood are being rep...



It's possible... maybe... probably... possibly... certainly... to have it said... you, you, you... Said you, you, you... It, it?

vent into a Super Mario Bros style platform game. Jake's earlier movie cost \$22 million and no-one would be so in. Let's hope I'll see him out in the movie remake.

CAPTAIN PLANET

Handle up anyone who's watched the Saturday morning cartoon series, Captain Planet (as hands all touch the floor in the CP anthem, Well,



It's pretty much out of the screen. Yes, it's the first Super Environmentalists Weekly magazine, Captain Planet.

DOUBLE DRAGON III

STORM

They're back! And this time they're bringing their... er, no, perhaps not. Billy and Jimmy of Double Dragon fame have been away for two long years finishing their martial arts training (or at least, that's what they say).

On their subsequent return they met up with a crusty old hag who told them they must recover the three Rosetta Stones and then go to Egypt. Why? Well mainly because that is where they can find the world's strongest enemy. And thus we have the prequel, if somewhat soft, plot for Double Dragon III.

The structure of the game is much the same as the previous offerings. There are five levels which take place in America, China, Japan, Italy and Egypt in that order. Each level sends you to a new area and has an end-of-level struggle. On the last level there are two Big Badies on separate screens for that extra bit of challenge. So is this going to be as disappointing as its predecessors? Possibly not.

For a start the graphics have changed. Gone are the cartoony sprites, to be replaced by more realistic fighting shapes. And whereas in 2001 there were only two enemies on screen at once, now there are four. In this game there are four or five differ-

ent enemy types on each level, like the Mud Monsters who can detach their arms and fire them at you or the Tree Demons who... well, you know exactly what they'll do.

Furthermore, the Dragon brothers have developed some interesting abilities. In two player mode you can perform a back-to-back, whirling rotary kick, an amusing little move that would look more at home in Michael Jackson's Moonwalker than Double Dragon III. They can also do really fast somersaults.

The icing on the cake is the shop. Here you can buy extra abilities (like the rotary kick), extra lives, weapons, energy and power ups to increase the efficiency of your attacks.



Here, yeah, I'll do anything you say. And if you're into any post-mid 90s ones I'll cheer them your support alike!

RO

STORM

Billed as a 'game so cute it'll make you puke', Scotland is indeed a very cute conversion of a Japanese coin-op. In brief, the plot goes like this.

Ram and Jill are two little fairy folk whose mother has been spirited away and locked up at the top of Balcon's Tower. So with their Fairies who are all their Faith of Sheshaemmo (bless you - Jill is hard to get off to) rescue her.

The fairy levels in the game don't count or anything but sit neatly on a single screen. Each of these screens contains a collection of platforms and ladders and, more importantly, your enemies.

In Scotland, your enemies are just as cute as the heroes but they are not to be trifled. Should one get too near, you have to activate your end, press fire repeatedly and bash their brains out against a platform.

There were two original versions, one of which was less frequently seen but which contained extra bits of sprite animation. The sharks, crabs, the monkeys and a cross-eyed and such like. Fortunately this is the one



DLAND

But it's appearing as a conversion and not only that but there are some more levels than in the coin op itself.

Another improvement over the original is in the enemies' movement patterns. In the coin op each enemy type moved in the same way by trying simply to home in on you. In

the conversion, five brand new movement routines have been written to spice up the gameplay. This is understandable as we've played the coin-op and, to be honest, it did seem a little easy.

There are bonuses too, like the sticks of dynamite and missiles, to be collected.

These aren't always reachable though, as you have the handy ability of creating ladders as and when you need them. This is also useful for avoiding enemies. On top of all this, two people can play simultaneously... finally!

There's little more to say about the graphics other than they're neat, they're cute and they're right here in this preview so have a look for yourselves.

You can expect to see it in the shops in September, but I'd nip out and buy next month's *Off* first. It's almost guaranteed to contain the full review - and a playable demo!

Moviegoer have and they were so impressed with the ecologically sound experience, that they bought the license. Tary Crewther (Blade Express, Zig Zag, Bombast) is credited with the design, and without her it that the man himself will be cooking the 64 version. (Who or what?)

HUDSON HAWK

Bruce Willis stars in the new major motion picture *Hudson Hawk*, an 'absolutely unconventional comedy' (ugh). It's been well-taken by Willis, stars Willis and boasts upstating production costs funded (so the movie made way) by inter-personal problems and a special effects budget used to remove obvious signs of handling Bruce's scalp from the film footage! We'll give you three guesses as to the company responsible for the 64 version... (Climes as 'C', games as 'G' etc.)



In the 64 version of *Hudson Hawk*, developers will be able to give Bruce W a full beard of hair by using special computer graphics...

Wesley Pen (or maybe it's Bill - to be honest it's hard to tell, looking out is makes you guess, as promised, well, let's hope the game doesn't have the same effect

AVATOR 2™

MENT DAY

ean™

AmigaOne (that Miller native of New Zealand), Turbo code and the man who put the speed in Speedball 2



It's back! And it's bigger and it's better. But what on earth could Craig McLachlan have to do with an ultra-violent future sport? Stevie J talks to the man who's managed to fit an entire Brutal DeLuxe Speedball team into just 64K, and puts subliminal messages from Australian soaps into his game code...



SPEEDBALL

Squeezing it all in



The 'game' screen from Speedball 2, where you see after the physical attributes of your characters. To give you an idea of how much of a pain it is squeezing all those graphics into 64K, Carl mentions from the game screen is generated...

This single screen is drawn from a palette, a face, lines, numbers and sprite definitions for the body. The sprite definitions are reduced to get every side of the body, rounded to improve compression and compressed.

The character definitions for the numbers and letters take up 250 bytes. All the faces are made out of 'uncompressed colour characters' (these characters are compressed with their respective colours. These can be flipped horizontally).

The palette is similarly made up of uncoloured colour characters. These are bit flipped horizontally or vertically, and are compressed. The screen information which uses colour characters is compressed when it's saved only when it differs from the manager screen, and this 'delta' information is compressed too.

So you see, drawing a lot of words goes into it that the entire the game screen is enough to make you wish Aussie soap!

Microsoft's classic future sport Speedball First appeared on the Amiga to raucous applause. Then there were gasps and shocked expressions all round when the OGA version turned out to be damned good. With the release of Speedball 2: Brutal DeLuxe, Amiga owners were taking notes more about sound, graphics and playability. Well, like a bad dose of Oga vs. Microsoft have done it again. Tell Amiga owners that Speedball 2 was going to appear on the M and they would have cheered their sooty socks off. But the last laugh is ours: Speedball 2 on the M is a stormer.

Programmer Carl Miller has excelled himself. We tracked him down to a small house in Surbiton...

How did you get offered Speedball 2?

Well, I did the tape version of Teenage Mutant Hero Turtles for Microsoft. I wrote it in less and a half months and managed to get it finished in time for Christmas.

How did you get Teenage... Turtles?

Microsoft approached Nick Polling (aka Oriander: 3D Post, Fake, Lopez) and we worked together on the game. Nick did most of the organising and managing, while I did the main programming stuff. We had all the graphics from the Canadian team. Well, but all the tape version was in single uncompressible character blocks, so we had to spend time compressing everything and squeezing it in. Nick wrote some very compression routines. Then disk version multiloaded everything - even the help screen - which would have made the tape version unplayable.

Were you and Nick working as a company?

Yes, we called ourselves 'Noseous (Bots)' and had a little coloured logo. However, Nick has since gotten married, so I'm work-

ing alone from my bedroom.

(Here, this bloke's got a funny accent!)

You're not from these parts are you?

No, I'm originally from New Zealand, I was born in Auckland, but moved when I was about two.

And didn't stop for a long time.

Eventually I went to University in Palmerston North where I studied Computer Science for three years. During holidays I stayed at Wellington, working for IBM (they made me wear a suit) and Sydney.

(Blimey, he's been around a bit!)

After graduating in '83, I went to work for Melbourne House (now called Beam Software). I landed a few utilities, helped Gary (Lobos) with The Last Ninja on the Nintendo version of Days Of Thunder with Trevor Hudson (Austin Games) and Andrew Bailey (Dragon's Breath).

(Didn't sounds of sniggering Days Of Thunder was crap!)

No, the NES version was all right. Well it's better than that F1 demo on your last tape.

BYE! Now hold on a sec!

Anyway, after that I moved to England to earn my fortune. What a mistake! Britain has



Oh dear, you blew it. Another defeat for Brutal DeLuxe (She's 12 in a row, sleep!)

And there it is, in all its glory. *Amiga Speedball 2* may not look too hot, but hey there it glitz!



an unobscurely good press down under. They're always saying how you can earn loads of money in programming, but when I came over I couldn't find any proper computer jobs anywhere. None of the agencies offered me anything and I was even sacked from my dishwasher job at the Connaft. After that I met up with Gary Ladden's friend Nick and that's when Turtle happened.

So how long have you been here?
I've been in the UK since July '90. Now I'm coming up to go back for a holiday!

have to go back in when I've finished.

What's doing the graphics?

Alan Tompkin from Microsoft is doing the graphics. I write a conversion utility to port the Amiga/ST graphics down to CD4. Alan then uses these as a guide to redraw all the sprites and playing fields. The music and sound effects have been written by Martin Walker, although the final game may not have any music.

How does the CD4 version compare to the 16-bit versions?

The game plays differently. I didn't bother looking at the 68000 play code - only the intelligence routines. I couldn't do it the way they've done it due to hardware restrictions. All the stuff that goes on in the 16-bit version happens in the 64; it's just simpler. The Amiga and ST coders can afford to call the intelligence routines every

THE SIMPSONS



You know Dutch as being the Simpsons, but did you know it's going to be called *The Simpsons: Bart vs. The Space Mutants*? The game features:

- Bart himself
- Simpson who, thanks to his X-ray eyes, is the only human (Y) who can see the space aliens lurking over his neighbourhood.
- The only way to dispel these vile creatures is to spray paint every alien, smelt people with his singed hat, and generally act like the pukehound

Wouldn't that be data, Jules? Cool it, Bart - we can see where it's going.
That he is, he should save the game around Christmas time - and we're doing our level best to secure a playable demo before that.

THE ADDAMS FAMILY

Those movie-lovers/gossiping titans from *Open House* game and there it goes! The new Paramount movie, based on the old black & white TV show *The Addams Family*, stars Paul Julia (Mean Old Manster) as Gomez and Jessica Hueston (Wendie) as Morticia the Grifter. The game is an arcade adventure in which Morticia has been whisked away by alien forces, leaving Gomez to fix his alien-obsessed head to solve the riddles, ladybirds and secret chambers of the Addams mansion. Spooky or what?



A groovy bit of love - Morticia (Jessica Hueston) and Gomez (Paul Julia)

MEGA TWINS

US Gold's code up line-up is about to become bigger by one, when Mega Twins joins the Caprice crew. Anyone who has previously enjoyed the antics of this particular studio will know a damn sight more than we do. (We haven't explored this particular shifty world.)



The Mega Twins coming, just what they need. Use 'em the old-fashioned way!

ALL 2

Tell us more about Speedball 2!

Microsoft liked Turtle because they were a little anxious about the US version and we managed to get it finished quickly. When they offered me *Speedball 2*, we thought, well, it's nothing better to do than write a shell building game and it beats starting.

How do you start coding a game like Speedball 2?

Initially I started by ripping the code out of Turtle. It has the same sprite multiplexor which generates around 24 sprites on-screen. I used the ST version (the Amiga one was still in production) as a guide. I looked at the ST code and tortured myself by trying to read 68000 (it has its registers the opposite way round compared to the PC's 8088 chip). I took all the comments in the 68000 code (the extended IBM statements), wrote them down then tried to get the CD4 to do what they said.

How do you find any serious problems apart from speed and trying to fit it all in 64K?

Those are the serious problems.

Oh...

Yes, I have had serious problems - and still do. I still have to find 1K for the remainder of the game. I've left out the win and lose screens while I'm still coding, but these will

frame, but the CD4 can only do it every fourth frame. It reads the joystick ports every other frame, checks for the player nearest the ball every other frame, updates the display panel every two to four frames and so on. Basically it does certain things on different frame updates to try and keep it all talking along. And it still updates leader than the ST!

(E)... run out of Speedball-type questions.)

What Aussie scope do you watch?

I watch Prisoner Cell Block H sometimes. I have a flag in the *Speedball 2* program called Ozzy. It which tells you if the game is home or away!

(Gross!) Is there anything we should be watching out for?

There was good mind-series called All The Rivers Run (and All The Rivers Run 2), about a riverboat on the river Waikato. It was a period thing with the River way in 8. There was a headline about a fare of the century lawyer in Dunedin (or New Zealand not Scotland).

Oh-oh, the cops are going. Well, thanks Carl...



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ALIEN STORM



The remaining aliens of ridiculously high speed! Action followed down for GP gamers!

Yet another Sega coin-op is being given the US Gold treatment as we speak. And how can it if it isn't called Alien Storm, it's an odd little affair in that at first glance it looks much like many things that have gone before. On closer inspection you soon realize that it's a spitting coexistence of game styles that all fit together rather well. Here we begin!

A huge blinding of aliens have been forced to leave their home planet 'cos they messed it all up by changing down too many tracks... and using loaded patrol capability, it would appear, is universal. Needless to say, they figured as humans would be a bit of a pushover and invaded mother earth. As a member of (Starbuck's music please) The Alien Busters', you, and possibly a friend as well, must rid the planet of these filthy, alien, hideous, maniacous and scarily godless alien races.



The red blinky performs a stunner-like action! (Slightly overkill over a common should?)



More rapid running along walls, accompanied by some gratuitous alien destruction



Whew! Oh these laser beams, they aren't sticky enough to get in the way is, is, they!



And having cleared one area, you soon (with rather vague parallel) over to the next

There are six missions to complete, each comprising three stages. Each of these stages contains one of the distinct game styles I was telling you about. Stage one involves moving right along a scrolling backdrop, meeting a variety varied and unusual alien life forms - and blowing them to bits. Sometimes the aliens are hideous and... alien. Often though, they're transformed themselves into easily recognizable earthly objects. For instance you can find yourself trading blows with a beautiful jetted street.

Level two leaves more towards Operation Bull in style. You have a crosshair on screen and must manipulate it in order to kill the green lizard-like creatures that appear from behind crates of orange down from the ceiling. Also be prepared for some unbelievably fast parallax scrolling.

Level three is much more like a traditional shoot 'em up in that you have no control over the scrolling of the screen. The difference in this case is that instead of controlling a spaceship you're controlling a man who's running with his own speed along an alien infested street.

By the way there's nothing new here, but what did strike the GP team was the sheer speed of the scrolling and the unusual, but beautifully drawn aliens. It looks like this is going to be a quality shooter and no mistake. Be sure to find out just how good it is in our full (and probably exclusive) review, next issue. See you then.

PIXIES

The Pixies are a top indie rock band (see issue that you have in front of you) - and apart from the 17" and CD versions of their Planet Of Sound EP feature the "Three From The Sky" based on the pop-up soundtrack. "In what you ask, it... well, we just thought you might be interested." P says not.



The Pixies appear to be doing fine, trying to look as inconspicuous as possible but were wrong in they've got enough credit...

SPACE GUN

Another '80s coin-op comic leads Nintendo makes to Space Gun again. This wonderful GP Thunderbolt clone (which looks well considering how often you play the 88 version) is a bit of a spin and instead of 100% foreign gun riffs, it's a little more homey who are getting blasted into space chunks (with health - 70, 100, 150, 200, 250, 300, 350, 400, 450, 500, 550, 600, 650, 700, 750, 800, 850, 900, 950, 1000). Oh, we can't resist.

PICK IT UP

Simon Park - author of such outstanding titles as Munchies and Revolution on GP (the SpacePuck) - has given it all up to go and spend more time with his beloved family of synthesizers and keyboards. Rumor has it that his alien music tape was pulled enough to warrant immediate signing up a major record company. However, the young Pickstar is still open for negotiations, so anyone wanting to catch in time and snag him up should contact Simon on 0428 808000. Do it!

OH NO, NOT AGAIN!

Yoko, Yoko, Yoko, Yoko, Yoko, Yoko.

WORLD WRESTLING FEDERATION

If you're interested, Owen has decided to release a scrolling pin based on the antics of three favorite rogues, Hulk Hogan (of course), Ultimate Warrior and British Bulldog (but others who see in 1991). Anyone with access to 1000's of us will no doubt have observed that these guys have either a) a very high level of skill and can take forward to those of the same on their own team.





Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away. We'll update them each month, so you can stay informed.



FIRST SIGHTING

Shatterpox, Denmark
This underwater spy-style soccer team is about ten so just missed a review this fall. So you can just pop next expect a full rating in CPT.



FIRST SIGHTING

The Ball Game, Electronic Zoo
Four player 3D board game in which your player walks, jumps and teleports around to gain control of the board. Full review next month!



FIRST SIGHTING

Bobozone, Microsoft
A sideways scrolling shooter in which you play a lone drop on a mission to save New York. Good!



FIRST SIGHTING

Soccer Manager, United Europe, Wichita
This sideways scrolling soccer manager just missed a review this fall. With more options than a large box full of stuff mixed options, it could be a goodie.



FIRST SIGHTING

Psycho Vengeance, Ocean
Poor old scientist Psycho Vengeance is made to look like the latest in platformers on Mercury. Now for a shot revenge in this platform beat 'em up.

C64 Repairs

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Feeding time for Vols



STEP 1 A sneaky whizzy up the maze, avoiding pretty much everything. (That's a thing)



STEP 2 A mad dash across the top, and I've managed to keep one of the little blighters. One down, six to go



CRASH! With some swift jockeying, I've picked off two others and collected a shield power-up token



STEP 3 I may as well take off that shield, as that's not on the left (unlike many other maze 'n' shoot 'em ups, Vols is a right-hander)



STEP 4 Well, a bit creep this bit, what... my point is taking pretty serious when I'm so near to victory



STEP 5 With a swift zig-zag, you can catch up another blighter when, plus a few more points on my total



STEP 7 One straight line across that square, straight and sticks to go, and it's over. Time for one more change, now!

VOLS

Looks familiar? An original coin-op classic lives again thanks to a new incarnation from Empire. So how well has a favourite arcade idea fared from this new lease of life. One of our stringers Qix'ed ass and finds out

Many moons ago, the tribe of Tally did stumble upon the legendary game of Qix, which they did nurture and tend to among the peasants as a coin-op, so that others too might invest in its wisdom.

Several years passed. The image of Qix appeared on the screens of many machines (except for that of the C&A which is a bit of a shame). There did appear another game, which took the groves image of Qix and passed itself off as Qix, but was on budget and yep really, Jeddy was pretty good really, but a bit short-lived.

In the meantime, the tribe of Tally grew wise and strong and probably a bit too big for their own boots and did release some odd coin-ops. A bit pushed for ideas were they, but a favour was forthcoming in the shape of their long-lost sibling. And with-out further ado, Qix re-entered the domain of the arcade, but with the unsurpassable name of Volled! The Empire can see that it



found four and I've got a great big float that just sits and then shoots to dead with, I've just trapped one so it's working good!

It's a corker!



was good, and promptly signed up Volled for Super Qix (as it has been known) and so, the C&A version was born!

For anyone unfamiliar with the game-style, let me elucidate (you do sit and you can clean it up after you) - Dep bit, each level is a single screen occupied by a variety of little swimming blighties plus one big stomper. Your Volled ship moves only in straight lines - up, down, left and right, but not diagonally - and leaves a solid trail behind. When you completely enclose an area of the screen, it disappears to reveal the scenery from the next level (player, whiff). The amount of area removed is shown as a percentage of the whole, and once you've removed 80% or more, the whole bit explodes and you're on to the next level. All this will be familiar to ex-Qixites.

Your ship, however, is pretty unprotected. And, you'll be thrilled to hear, there are a vari-



Would I see up I've managed to pick up three blights, two brown squares and killed four others. Still in action!

FILED



No major alien on this round, although one of the enemy ships splits differently - he's the one to trap. (Meanwhile, I'm dead!) Lots of unusual and interesting ways in which you can snuff it. Collide with a swarming thing and it's curtains. Similarly, hit the big mother or one of its missiles and you're doom-balled. Alternatively, you can make a ball that's just a bit too long. When one of the aliens touches an unswarmed trail it becomes unstable and sends a pulse of energy speeding towards your ship. If you don't reach an edge before the pulse reaches you, it's vacuum pie for tea, spaceman.

And there's more: you begin each level with a little shield around your ship which protects it from the ravages of the enemy. It's not active while you're making a trail, but you can sit on the sidelines of day without getting as much as a scratch. However, sit around too long you



Yuck! You're just about to grab up nine bonuses in one go (that is if their green beauty-beast doesn't do me in first) and I think "How do you do that", and leaves you to it. One touch from the alien and it's bye-bye time once again (and believe me, you really don't last very long without your shield shield).

As you nibble away at the alien's living quarters, so to speak, you will occasionally enclose one of them. This is a good thing because if it blows up, it you get bonus points for each one that you destroy, and it means there are fewer of them to hassle you.

As well as these woad creatures, there are also patterns of square blocks which appear and disappear at random. Trap one of these (or even a whole group), and they will also explode leaving behind bonus points or a token for temporary power-up.

The original Qix was a wonderful game but had one or two annoying fea-



Attack of the amoeboid hoppers, with that purple Time Warp power-up (you can beat your 95, that I'll be able to finish this screen next go)

tures, like spikes that constantly formed in on you, the inability to brace your line, a harsh time limit and a Qix (the big wily creature that you had to trap) which was too vicious by half. Muffed has eliminated all of these, making the game much more playable. With the added attraction of some stunning backdrops, a variety of enemies and the power-up tokens, Muffed is one cool play. You won't be lashing away for hours on end, but I'm pretty sure it'll be in and out of your console deck with alarming regularity.

Now, if you'll excuse me, Andy D has just destroyed my high score, so I'm off to Qix some more, yet again.



Game	YOLFIED
Publisher	Empire
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNS...



- ❑ Spite games on the Super-trail
- ❑ The addictive Qix gameplay is still there, but has been tidied up and improved
- ❑ Beautiful backdrops - and there are 16 of 'em
- ❑ Loads of enemies on screen
- ❑ Amazing spin effects and collisions are done smoothly
- ❑ Good animation on the alien creatures, explosions etc
- ❑ It's a single head, how'd!
- ❑ Bonus tokens and power-ups help to inject some strategy and variety
- ❑ Very stylish coded with terrific attention to detail - a brilliant commendation
- ❑ Extremely challenging requiring tactical play later on

...AND THE UPERS

TOKEN GESTURES

If you successfully enclose some square bonus items, they explode to reveal either a set score or a bonus token.

- POWER UP**
Stop your shield timer from counting down. For a bit, anyway.
- TIME STOP**
Temporarily stuns all the alien ships allowing you to enclose them without fear of harm or hazard. (Lovely!)
- SPEED UP**
Your ship whizzes around at twice normal speed.
- CRASH**
If the enemy this instant hit the water tanks, your ship becomes wall hard and can attack through the little aliens.
- LAREN**
As you make a line, hammer the fire button to waste those wasted.
- EXTRA LIFE**
Well, I'm sorry but I couldn't save this one out of all. In... hold on a sec, you don't suppose it could be far - off.

Depending on the token colour later you'll be receiving one of these wonderful prizes...!

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GAME BUSTERS

We begin this month with thanks to Jean Owen, Commodore for some huge, whopping cheats which we thought you'd quite like to see. Cool, a £20 mail order voucher is yours! How then do our good-looking ladies, let's get devious...

SWIV

Pause the game (F4), then press the following keys one after another: Commodore key, Q, Commodore key. Then on-pause the game and you should have infinite lives.



The keyboard hides an infinite lives cheat in Jean's SWIV

TMNT

Press the Control key along with F.A.B.L. and D for infinite lives and energy.

MONTY PYTHON

Two cheats here. On the high score table, type **ENTER DINKLESTON** (including the full stop) to get infinite lives. Or by typing **SEM-PRIM** on the high score table to restart on the last level you were on.

MIGHTY BOMB JACK

Here are some Action Facility POLKES sent by Paul Hutche of Manchester.



Here are your ideas how much damage an infinite number of Bombjacks could do! BTW

Andy Dyer and his cracking crew are on overdrive this month. Before we let him get on with it, remember that Mr D thrives on your maps, tips and solutions. It's a special diet and his doctor says he'll be fine as long as he sticks with it

POKE/7029,170
POKE/16625,160
POKE/1940,170 - infinite lives

ROBOCOP

You too can make Robocop fly thanks to Antony Harris. All you need to do is press F, J, M and J, push the joystick up and right and press the fire button at the same time... and grow another pair of hands.

To make fire come back down again do the same thing except this time push the joystick down and right.



These will fly where you use our own tips for RoboCop's time travelling ring

BACK TO THE FUTURE II

Chris White provides these timely tips. On each level pause the game and type:
Level 1 - **SMARTY MCFLY** - infinite lives
Level 2 - **8000, 05 THAT YOU** - skip level
Level 3 - **TOM LOVES THEPCOA** - inf. lives
Level 4 - **CUT A TIME** - skip the level
Level 5 - **BACK TO THE FUTURE 3** - loop to skip levels one and five pause the game and press J

EXILE

Here's some jolly good advice. As Exile has only been out a little while, keep reading! CF

and before long we'll have some spiky, spiky and moreover spiky tips for it (that's enough Exile references - JG).

BOMBUZAL

Thank you Matthew Johnson for these codes to Bombuzal. Printed below are the codes and the levels they start you on.

BOMB - level 000
RACE - level 008
BATT - level 010
LEAD - level 024
DAVE - level 032
IRON - level 048
LEAD - level 040
WEDD - level 056
RAGG - level 054
SHEL - level 070
GOLD - level 080
CPAL - level 088
BCRG - level 096
FIRE - level 104
LAMP - level 112
TRIS - level 120
BANK - level 136

We wouldn't mind some more of these!

Send those tips, maps and cheats

Andy has a supply of £20 mail order vouchers to give to people who send in the best game busting game every month. Send yours to:

**Gamebusters,
Commodore
Forum,
30 Hornmouth
Street,
Salford SA1 2AP**



MYTH

THE MAP



PART 1

MYTH - THE SOLUTION (PART ONE)

LEVEL 1.1 - HADES

When you start the level, kill a Haggie as close as possible, and collect the bread he leaves behind. Slaying in the same area, kill as many Haggies as you can - one of them should eventually drop a sword. Collect this sword and use it to cut free the hanging statue at (A). When he falls, drop down after him to point (B).

The next step is to kill him, making sure that his head falls into the fire. When it does, Lucifer will rise out of the flames (path), so run back to point (C) and have your bestial at the ready (if you're a Haggie short of a full

LEVEL 1.2 - ANCIENT GREECE

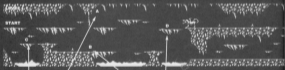
use the sword like there's no tomorrow and slay any Centaurs you meet. When you come to the Haggie (A), watch her hand signals: when she tells you to stop, kneel down and she will give you extra energy. If she doesn't, kill her with the sword if you trust her or shoot her; she turns into a huge shakab-woman and you turn into flesh, so don't trust her about it.

When you arrive at Aphite's statue, hit the rightmost head (B) several times with your sword. The statue eventually collapses leaving a shield in the rubble - pick it up and head for the exit.

If you use the shield on this level the gnat lords will kneel to worship you, and they can be kicked from behind for extra points.

LEVEL 1.3 - THE TEMPLE

Tricky. Leap across the platforms with your shield at hand, and stop when you reach point (A). When Medusa (B) fires at you, flood the fire button to deflect her shots. Still flooding the shield the sword but don't activate it. When Medusa looks away from you, leap across the gap, press space to catch your sword, and quickly show off her head (which you should duly collect). The only thing which can hinder this process is the presence of



Right: Lucifer now has a sword to cut fellow station to save time. Place the shield ready here (shakab-woman).



heads, kill a Haggie to get one). When Lucifer appears, slay him and collect the Trident he leaves behind.

Work your way up and across the map to point (B) with the Trident at the ready when the Chimera comes into view, and the space bar to slunge the Trident towards her - she should be destroyed. Now instead of dashing straight for the exit, play a visit to the caves below the Chimera, as there's a cache of fire energy to be gleaned.

LEVEL 1.4



Stop jumping here and have your shield ready.

Medusa when she looks in the other direction, leap past or her and slide away.

Shoot Hydra's top two heads.

Drop down to face him B and shoot last Hydra head.

Happies you should be dealt with by way of a holy hoo.

Continue across the platforms until you reach the awesome Hydra (C). Stand on the platform marked (D) and shoot the top two heads, then jump onto platform (E) and hit down onto platform (F). Shoot the final head, and you're finished the level.

LEVEL 2.1 - SWING LONGBOAT

Typical British excellent! Select your sword and kill every thing you are faced with, then there are more left. The Raven (A) flies over the ship, occasionally swooping. Stand at point (B) and wait for it to swoop at you - hit it with the sword, and collect the magic disk to teleport to...

LEVEL 2.2 - THE DARK FOREST

Use your sword to kill the little Elves, who will usually drop daggers (which seems like a reasonable thing to do under the circumstances, even for an Elf). Collect these and use them to kill the huge Traits (but save



drop. If Thor appears beside you, hit him until he flies away. Make your way up to the castle doorway (A). There's only one route you can take, so just be careful when jumping the gaps. Any tip here will be your last.

When you arrive at (A), shoot the Eye above the door - with daggers - until it is destroyed. Then level outside the door and wait for the Jester to come out. When he throws his axe (which should fly over your head) stand up and the back of daggers at him. Repeat the process until he is gone.

You can't have to hit the eye of the aceman at this particular entrance, but if you do,

one for you to hit. When Thor has been killed, Odin sees you as a worthy opponent; stand on platform (B) and jump three daggers at him. After a while you should hear a gust of wind, so jump onto the platform next to his throne. Odin will put his hand on your shoulder and teleport you to the next level. And, rather sadly, that's all for this month. We conclude this outing into everything Mythological next month with the constantly Egyptian line, not to mention a meeting with Damocles himself. And, fingers crossed, we should have some cheats especially for the cartridge version. Be there or be cube shaped.

LEVEL 2.3



some daggers for later). At point (A) your sword vanishes - if you listen, you can hear the blacksmith hammering away on it. After a short while, it should reappear in the same spot, only now it's much more powerful.

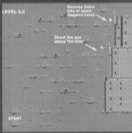
Continuing through the forest, you will come across a tall maiden being burned at the stake (B). Collect the final sword from

it, add it to your sword point (meaning you won't go back to the start when you die).

From here make your way up to the second chimney at (C), making sure that you have lots of daggers to spare. Kill the Eye with daggers using the jumpthrow, then hit the aceman as before. When this is done, stand on the disavowledge. They will now carry you off to meet Odin himself.

LEVEL 2.4 - THE COURTYARD

Every time Thor appears, stand firm with daggers, while avoiding any fire from Odin. If you run out of daggers, stand beside Odin's throne (A) and he'll summon a few drags



beside the fire and use it to kill the Wraiths. If one of them poses you up, wriggle quickly to escape its clutches. When all three have been destroyed the fire goes out and lightning makes you a god.

Carry on your way, killing the Traits as before, until you reach Halfdreg's chaggen (C). When his axe is raised, strike his neck with the sword (and a small axe) appears. Step back a little and watch a volley of dog paws into the sword but be cautious when Halfdreg raises his leg - no, he's not going to use a lamppost, he's getting ready to chuck a football in your direction. After a while you should be able to run past him, where you'll be taken up to the next level. Don't try to hit the dragon - he's worth three immense

LEVEL 2.5 - TRILHALLS

Oh, a real fiasco this one. Shoot the dragons, and collect any magic or daggers they



26 GAMES TIPS

Load the game with a reset switch or AR cartridge plugged in. Reset the machine, type in the POKE, then type in the SYS number. The game will restart with the cheat working.

1442
POKE0004, 04 (level)
SYS0004

ARC OF TERROR
POKE0000, 00 (level)
SYS0000

ATTACK OF THE
BUTTERM CAMEL
POKE0100, 00 (level)
SYS0000

BATALIX
POKE0007, 00 (level)
SYS0000

BLUE WAX
POKE0100, 11 (level)
POKE0004, 11 (level)
SYS0000

BOLEBRASH
POKE0000, 00 (level)
SYS0000

BOUNTY BOB
STRONG BACK
POKE0000, 00 (level)
SYS0000

BRAIN BLOSSAGE
POKE0000, 00 (level)
SYS0000

BUGGY BOY
POKE0000, 00 (level)
SYS0000

CRABBY COMETS
POKE0000, 00 (level)
SYS0000

DRY AFTER
POKE0000, 00 (level)
SYS0000

DNA WARRIOR
POKE0007, 00 (level)
SYS0000

EAGLE EYE
POKE0000, 00 (level)
SYS0000

EQUILIBRIUM
POKE0000, 00 (level)
SYS0000

EVIL IN A
POKE0000, 00 (level)
SYS0000

FINDERS KEEPERS
POKE0000, 00 (level)

SYN0000-00
SYS0000

FRIGHTFAP
POKE0007, 00 (level)
POKE0100, 00 (level)
SYS0000

FRANTIC FREDDY
POKE0000, 00 (level)
SYS0000

FRIGHTFIRE
POKE0000, 00 (level)
SYS0000

GAME OVER
POKE0100, 00 (level)
POKE0000, 00 (level)
SYS0000

GARTFELD
POKE0000, 00 (level)
POKE0007, 00 (level)
SYS0000

GHOSTS AND GON-
GOL
POKE0000, 00 (level)
POKE0000, 00 (level)
SYS0000

GUY
POKE0000, 00 (level)
POKE0000, 00 (level)
SYS0000

HENRY'S HOUSE
POKE0000, 00 (level)
SYS0000

HERO OF THE
COLDEN TIGER
POKE0000, 00 (level)
SYS0000

HIGH ROOM
POKE0000, 00 (level)
SYS0000

HUMAN BOMB
POKE0000, 00 (level)
SYS0000

HUNTER PATROL
POKE0000, 00 (level)
SYS0000

HUNTIN' MOON
POKE0000, 00 (level)
SYS0000

ICE PALACE
POKE0000, 00 (level)
SYS0000

SYN0000

LAST VS
POKE0100, 00 (level)
POKE0000, 00 (level)
SYS0000

LADY JONES
POKE0000, 00 (level)
SYS0000

METROCRASH
POKE0000, 00 (level)
SYS0000

MY FOR BANGA
POKE0000, 00 (level)
SYS0000

NEILA SPYKE
POKE0000, 00 (level)
SYS0000

NORTHWESTERNS
POKE0000, 00 (level)
POKE0000, 00 (level)
SYS0000

ON THE
POKE0000, 00 (level)
SYS0000

PAWPAW
POKE0000, 00 (level)
SYS0000

PIPPY PATROL
POKE0000, 00 (level)
SYS0000

POG
POKE0000, 00 (level)
SYS0000

PRINCE HEART
POKE0000, 00 (level)
SYS0000

QED BANG
POKE0000, 00 (level)
SYS0000

RAMBLON ISLANDS
POKE0000, 00 (level)
SYS0000

RAMBLON ISLANDS
POKE0000, 00 (level)
SYS0000

POKE0000, 00 (level)
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RED HEAT
POKE0000, 00 (level)
SYS0000

ROCK (ARCHER)
POKE0000, 00 (level)
SYS0000

ROCK (SWORD)
POKE0000, 00 (level)
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ROCK (SPEAR)
POKE0000, 00 (level)
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SAMARITAN'S CORNER

Are you stuck on all your shoot 'em ups? Does every game get you down? When you think you've finally reached the end send your plea to: Samaritan's Corner, Commodore Format, 30 Monmouth Street, Bath BA1 2BW and we'll solve the problem that has you stumped. It doesn't matter how many games you want help on - if you give up, write in

WIZBALL

Esau Kerr is rather stuck with this superb shoot 'em up sure about collecting space, so for an infinite supply of lives merely type WIZBORE on the title screen, then start the game as usual. Alternatively, when you have lost all of your lives and the title page reappears, you can start on the level you last completed (along with any collected weaponry) by hitting the appropriate number on the keyboard!

WONDERBOY

Alan Braxton and his brother wondered if there was a POKE for this game, so here it is. Type it in, then RAM it for endless lives.

```

20 POKE $120054:POKE $1,POKE $1
30 POKE $120054:POKE $120055:POKE $1
40 POKE $120054:POKE $1
50 DATA 149,14,141,118,28,76,0,2,
149,48,141,40,3,289,0,181,41,1
60 DATA 198,187,289,0,182,0,148,12,
144,249,32,289,289,32,229,289
70 DATA 34,217,0,78,80,3,189,49,142,
119,2,189,289,142,140,2,84
  
```

Alternatively, anyone with a reset switch can enter POKE 2676,173 followed by SYS113 to get things moving.

RASTAN

This POKE will let you traverse the land of weird quakes with considerable ease, but fire and water still have to be avoided. Oh, and you can thank Craig Sawyer for requesting it. So on then, thank you!

```

10 POKE $120054:POKE $1,POKE $1
20 POKE $120054:POKE $120055:POKE $1
30 POKE $120054:POKE $1
40 DATA 32,44,247,12,186,245,149,
541, 142,198,2,249,1,142
50 DATA 281,2,76,167,2,189,189,
241,218,1,289,1,141,217,1
60 DATA 149,89,142,212,2,249,76,
241,244,18,141,215,18,76
70 DATA 80,2,189,76,142,146,149,
275,242,7,202,76,54,229
  
```

FOOTBALL DIRECTOR

Here is a profit-making technique for Craig Sawyer. Just before the last match of the season, an infinite amount of shares can be sold proportionally, the money from which is yours in the next season!

RAMBO III

So it's a tougher one, with Neil McClean, Craig Sawyer, and Steve Bowden (the computer coding giant) at my elbow. Well, here is a screen-by-screen guide for levels 1 and 2. Use an emulator with the firing in C/P/S and the game is a breeze. The usual UNDO/IR directions apply. DOOR means go through the door, and LEFT DOOR/RIGHT DOOR/ TOP DOOR lets you which door to go through. Oh?

LEVEL 1

From the start: R, DOOR, U, U, DOOR, R, U, L, COLLECT GOGGLES BATTERY, U, DOOR, GET DETECTOR, U, U, GET MEDKIT, D, D, DOOR, R, R, R, R, U, R+D, D, GET LIGHT KEY, U, U, L, U, TOP DOOR, L, HIT SWITCH, R, DOOR, D, D, L, L, L, D, D, L, DOOR, R, D, DOOR, U, U, GET ARROWS, D, DOOR, D, GET NE FINGER, U, RIGHT DOOR, D, DOOR, D, LEFT DOOR, LEFT DOOR, GET GOGGLES, GET DOOR, RIGHT DOOR, U, RIGHT DOOR, D, DOOR, GET GLOW TUBE, RIGHT DOOR, U, DOOR, LEFT DOOR, U, DOOR.

You are now outside. U, U, U, U, U, L, L, L, L, L, L, M, U, U, U, GET AMT-PEPS, MINE, U, DOOR, D, D, D, R, D, GET DARK KEY, D, USE DARK KEY, DOOR, GET DETECTOR BATTERY, DOOR, L, U, U, U, U, DOOR, D, HIT SWITCH, U, DOOR, U, R, R, R, D, HIT SWITCH, U, L, L, D, D, D, R.

DOOR, GET RUBBER GLOVES, DOOR, R, R, U, DOOR, RIGHT DOOR, GET MEDKIT, DOOR, LEFT DOOR, D, R, D, GET POSTER, D, USE LIGHT KEY, DOOR.

You are outside again. D, R, R, U, U, U, U, U, DOOR, R, R, DOOR, D, D, D, DOOR, USE GLOW TUBE, D, DOOR, D, GET UNIFORM, U, DOOR, U, DOOR, USE UNIFORM, D, D, D, USE LIGHT KEY, RIGHT DOOR, U, U, GET MEDKIT, D, D, DOOR, D, D, RIGHT DOOR, D, GET ARROWS, U, DOOR, D, D, D, L, L, DOOR, U, U, GET MAGNET GUN (2) MINE, D, D, DOOR, U, U, U, HIT SWITCH ON WALL WITH EXPLOSIVES ARROWS, DOOR, AND YOU'RE COMPLETED THE SECTION.

LEVEL 2

From the start: R, R, U, U, GET BOMB, R, R, U, U, GET BOMB, L, L, L, L, L, L, L, L, L, L, D, SET BOMB, U, R, BLAST DOOR + GO THROUGH, R, U, R, GET BOMB, R, R, R, R, R, U, U, GET BOMB, L, U, U, GET MEDKIT, U, R, BLAST DOOR + GO THROUGH, U, L, L, L, L, L, L, L, U, SET BOMB, U, U, R, R, L, L, L, R, R, R, R, R, GET MEDKIT, R, D, D, GET MEDKIT, R, R, R, BLAST DOOR + GO THROUGH, SET BOMB, L, WALK UP TO CHOPPER TO COMPLETE THE SECTION!

Oh. To set a bomb, just walk over it, and blow doors away by the exploding arrows. No tip for level 3, it's just an out & out shoot 'em up. Good luck!

HACKER

Peter Coppell of Grimsby writes to us for the codes to Incher. Strangely enough, later, Gerald Whitaker sent them to us.

```

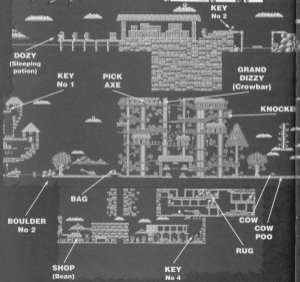
Level 1 - MAQAAA, LTD
Level 2 - AKD-8010479
Level 3 - HYDRALUD
  
```

GHOSTS 'N' GOBLINS

Michael Harris of Bude takes us (sorry your name on the high score tables) DELICTY.

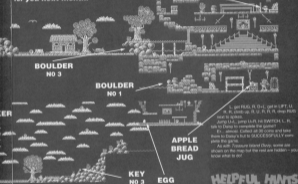
You can now use the first three F keys to select levels too, three and four. What's more, F7 enables you to see the end screen. It's as simple as that.

FRAME BUSTERS



FANTASY WORLD DIZZY

Let's get down to Dizzyness. Once again we deliver the goods on our egg-headed friend. We'll crack another one for you next month!



L, get BREAD, R, D=L, get in LIFT, U, R, R, climb up, R, U, R, R, R, drop BREAD, head to island.
Jump U=L, jump U=R, hit SWITCH, L, R, talk to Dizzy to complete the game!
Eh... almost. Called all 30 coins and took time to Dizzy a bit to SUCCESSFULLY save this game.
As with Treasure Island Dizzy, some are obvious on the map but the rest are hidden - you know what to do!

HELPFUL HINTS

- The majority of the hidden items can be found by trial and error.
- The bag is hugely useful as it allows you to carry loads of items.
- Be careful when rising in the air - it's all too easy to get caught in the eggs.
- Talk to Dizzy to gain a rope - you can then use this to great effect by dropping it on the crocodile to stop it snapping.
- Some of the fully-usable life chests can be jumped on, some can't, get to know which chests are which and use them!
- Before you fix the patch to make your beloved Dizzy, by collecting the coin that sits underneath the table.

From the start, drop the APPLE next to the foot, get the BREAD and the JUG OF WATER, drop JUG next to the

L, get BOULDER, U=L, drop BREAD in case of passage, U, drop BOULDER, R, jump Crocodile and get BOULDER.

L, drop BOULDER, U=L, hit SWITCH, U, R, jump U=L, jump U=R, U=L, get BONE.
D, R, get KEY, L, D, L, D, R, drop KEY and get BOULDER, L, drop BONE of cave entrance and get BOULDER.

L, L, drop both BOULDERS in water, R, R, R, R, get BOULDER, L, L, L, L, drop BOULDER in water, L, L, L.

Get SLEEPING POTION from Dizzy, R, R, R, get KEY, R, R, R, R, R, drop POTION next to Dragon, L, L, get KEY, R, R, R.

Get BAG to carry more objects, U=R, R, D=L, get keys in LIFT CONTROL, R, R, R, R, get KEY, L, L, L, L, get KEY in LIFT CONTROL.

R, U, L, L, get in LIFT, R, U, get in LIFT, get CROWBAR from Grand Dizzy, L, get PICK AXE, R.

Get in LIFT, D, L, get in LIFT, R, R, D, R, get COIN, L, U=L, L, drop CROCODER on foot, hit D, Wood Cog.

D=L, give COIN to Shopkeeper, get BREAD, R, R, get KEY, U, D, get U=R, R, D=L, get KEY in LIFT CONTROL, R, R, place BREAD in the R - BOO.

L, U, L, L, get in LIFT, R, M, R, get HAMMER, L, D, L, get in LIFT, hit U=L, L, L, U=L, M, R, jump U=L, jump U=R, U.

Drop ROPEBOX to Dizzy to open it, L, get BUCKET, R, D, L, D, R, R, R, U=R, R, R, R, R, hit BUCKET inside, L, L.

Drop BUCKET on the pig-pon, climb up, U, R, R, get DRAGON'S EGG, hit D, L, D, L, L, L, L, get in LIFT, drop BREAD in end, R, jump on left hand ledge, drop PICK AXE.

POWER PACK POKES

PowerPack 8

MEAN STREAK

0 **WIN MEAN STREAK CASSETTE CHEAT**
 1 FOR 8-517 TO 588; READ TO C4-C5
 POKS 3, 9, 8007
 2 IF C4-C5=7888 POKS
 157, 228, 000007
 3 **SECRET "DATA BLOCK"**
 4 DATA 245, 28, 141, 48, 3, 149, 2,
 141, 48, 3, 32, 80
 5 DATA 245, 249, 32, 141, 178, 2,
 149, 2, 141, 178, 2, 96
 6 DATA 25, 71, 80, 149, 32, 142,
 222, 1, 149, 25, 141, 222
 7 DATA 3, 149, 2, 142, 224, 3, 32,
 48, 3, 96, 149, 173
 8 DATA 212, 90, 11, 242, 90, 18,
 141, 80, 27, 149, 149, 142, 348
 9 DATA 41, 141, 142, 24, 141, 204,
 32, 218, 32, 208, 96

TOP DUCK

0 **WIN TOP DUCK CASSETTE CHEAT**
 1 FOR 2-217 TO 588; READ TO C4-C5
 POKS 4, 74 8007
 2 IF C4-C5=7888 POKS 25, 1246,
 80017
 3 **SECRET "DATA BLOCK"**
 4 DATA 100, 18, 245, 45, 3, 149, 2,
 241, 41, 3, 32, 80
 5 DATA 245, 149, 32, 141, 178, 2,
 249, 2, 241, 178, 2, 96
 6 DATA 73, 77, 80, 149, 32, 141,
 222, 2, 249, 81, 141, 222
 7 DATA 3, 149, 2, 141, 224, 3, 32,
 48, 3, 96, 149, 173
 8 DATA 141, 157, 75, 141, 148, 73,
 141, 154, 73, 140, 352, 73
 9 DATA 246, 32, 208, 96

PowerPack 9

ZAMZARA

0 **WIN ZAMZARA CASSETTE CHEAT**
 1 FOR 8-273 TO 573; READ TO C4-C5
 POKS 74 8007
 2 IF C4-C5=7888 POKS
 157, 228, 000071
 3 **SECRET "DATA BLOCK"**
 4 DATA 32, 48, 245, 149, 4, 142,
 48, 3, 24, 71, 141, 12, 3
 5 DATA 56, 76, 77, 80, 142, 32,
 246, 76, 149, 110, 141, 221, 18
 6 DATA 24, 80, 132, 241, 228, 23,
 141, 25, 23, 224, 96

BULLDOG

0 **WIN BULLDOG CASSETTE CHEAT**
 1 FOR 2-244 TO 573; READ TO C4-C5
 POKS 74 8007
 2 IF C4-C5=7888 POKS 124, 60, 60, 614
 3 **SECRET "DATA BLOCK"**
 4 DATA 25, 44, 241, 24, 228, 245,
 149, 24, 142, 34, 4
 5 DATA 124, 60, 614, 60, 4, 76, 24,
 71, 80, 228, 24, 228
 6 DATA 73, 149, 178, 141, 224, 124,
 141, 121, 81, 208, 96

OPERATION WOLF

Richard Kelly of *Computerized Engineering* tells us Yorkshire has sent in a few POKs for use with an Action Replay Cartridge.
 POKS 2492, 188 - infinite grenades
 POKS 2608, 188 - infinite energy
 POKS 2601, 188 - infinite bullets
 POKS 24013, 179 - infinite rapid fire

The following POKs can be used by anyone with a reset switch or similar device and they've been sent by *Scott McKinley* of Dundee, *Mark Farnsworth* of Boston and *Robert Pinder* of Kent.

LIVING DAYLIGHTS

POKS 4306, 208 - infinite lives
 575 4302 to restart the game

BOMBJACK

POKS 5712, 0 - infinite lives
 575 31 01

730

POKS 2388, 173 - infinite lives
 POKS 11780, 98 - infinite money
 875 2128

SLAMBALL

POKS 2248, 290 - infinite lives
 875 2806

FIGHTING WARRIOR

POKS 5650, 185 - infinite lives
 875 48778

DROPZONE

POKS 2314, 255 - infinite bombs (well, 255 anyway) 875 1308

METRO-CROSS

POKS 1281, 234
 POKS 1282, 234 - infinite lives
 875 4086

Power Pack 10

PARK PATROL

0 **WIN PARK PATROL CASSETTE CHEAT**
 1 FOR 8-517 TO 573; READ TO C4-C5
 POKS 3, 74 8007
 2 IF C4-C5=7888 POKS 25, 1246, 80017
 3 **SECRET "DATA BLOCK"**
 4 DATA 148, 28, 141, 48, 3, 149,
 2, 141, 48, 3, 32, 80
 5 DATA 245, 249, 32, 141, 178, 2,
 149, 2, 141, 178, 2, 96
 6 DATA 25, 71, 80, 149, 32, 142,
 222, 1, 149, 25, 141, 222
 7 DATA 3, 149, 2, 142, 224, 3, 32,
 48, 3, 96, 149, 173
 8 DATA 242, 252, 115, 228, 12, 208, 96

ANARCHY

0 **WIN ANARCHY CASSETTE CHEAT**
 1 FOR 8-517 TO 573; READ TO C4-C5
 POKS 74 8007
 2 IF C4-C5=7888 POKS 157, 228,
 00007, 800
 3 **SECRET 00000117**
 4 **SECRET "NO YOU WANT IMPROVE THE
 LEVELS (V)P"AS-IF AS-77" TRIM
 POKS 271, 142**
 5 **SECRET "NO YOU WANT IMPROVE THE
 TIME (V)P"AS-IF AS-77" TRIM POKS 241, 4**
 6 **SECRET "NO YOU WANT IMPROVE
 (V)P"AS-IF AS-77" TRIM POKS 241, 4**
 7 **SECRET "NO YOU WANT IMPROVE
 (V)P"AS-IF AS-77" TRIM POKS 241, 4**
 8 DATA 189, 18, 281, 60, 3, 149,
 2, 142, 41, 3, 32, 80
 9 DATA 249, 149, 32, 142, 178, 2,
 149, 2, 141, 178, 2, 96
 10 DATA 25, 71, 80, 149, 32, 142,
 222, 1, 149, 25, 141, 222
 11 DATA 3, 149, 2, 142, 224, 3,
 32, 48, 3, 96, 149, 0
 12 DATA 178, 200, 32, 174, 97, 31,
 149, 12, 174, 41, 31
 13 DATA 218, 32, 208, 96

ROLLING THUNDER

POKS 32673, 173 - infinite lives
 875 32788

HEROBOTIX

POKS 20042, 758 - infinite lives 875 20049

Send your budget game cheats, tips and POKs to:
 FrankQuinn,
 Commodore Format
 28, Monmouth Street,
 Bath BA1 1PW



MERCES



A massive piece of hardware if ever there was one. This level has nearly come up and down the screen firing missiles



When you recognise a hill on TV, your eyes are treated to this dazzling display of pyrotechnics (6). Isn't it just burning white? (8)

A kidnapped ex-US president is held hostage in Africa, but the government has decided not to use military intervention. Instead they've decided to hold a peace summit with the Zulu revolutionaries in order to secure the former president's release through diplomatic means. You have to sit around a big table, hand words, make statements to the press... (only intelligently sound) - Ed.

Heh, trinky! Okay let's try this. You must play the part of an elite corps of mercenaries who battle off in Africa without a care in the world (or peace), to kick some crates of opium out of the Zulus, for cash... and release the aforementioned American official (that's a fo-fo-fo pump there) - Ed.



The end-of-level 'thing' in the first stage must be a harder job to fit in heavy dress, as it can float easily in one place. In fact that's all it does

It's a one- or two-player game (the two-player option being simultaneous). The screen display is vaguely similar to Commando, your characters being viewed from overhead at a 45 degree angle. But that's where the similarity ends.

There are eight levels to descend. They start with a bit of side-to-side wobble thrown in for good measure. You're equipped with a basic gun but more potent firepower can be obtained by shooting crates that lie scattered among the scenery. These crates also contain power-ups and bonus energy. You also have a limited number of smart bombs which are accessed by pressing and hold the fire button for a short time.

Your opponents are rebels who look the same as you but wear green trousers. They have guns and are surrounded by sandbags, tanks, and inevitably anti-air level super nasties. These take the form of oddly flying jet fighters, mammoth tanks, helicopters - potent military hardware dreams.

If your tired little mercenary legs aren't up to the challenge, you can, on certain levels, seek out alternative forms of transport. Level four for instance contains an armoured cat. Sadly it's completely useless as it moves like some speed as a regular foot soldier, takes up hits at an appalling rate and fires slowly. In one of the later levels you can board a dinghy. Alternatively get bored in a dinghy.

Your biggest problem is the random nature of enemy attacks, including the BGL battles. There are no attack waves to learn, no shortcuts to discover. It's basically a case of leading in and hoping the continue options last long enough to get you through.

The one-player option is doubtly dull for this very reason, at least in two player mode you can get a bit further to relieve the bore-



That must be the White House then. No, it belongs to the Zulus and explodes just like everything else



Here we are, players one and two, starting in the Zuluian landing that this game is all about. Are we interested? Do we look it?

dom. A little more thought on the playability front would have made this game quite palatable. There are some real graphics hits but there's no consistency. The best graphics are interspersed with appalling explosion effects. Average sounds don't rescue it from the dullness. A game based on a peace summit would have been far more exciting.



ANDY

Game	MERCES
Publisher	US Gold
Cassette	£11.99
Disk	£16.99

POWER RATING

THE DOWNERS...

- There are no tactics to learn - you just play it in.
- The end-of-level battles require the same treatment.
- There's a single exciting sound effect to be heard.
- Special vehicles are a bit dull - they just move too slowly.
- Especially dull for the single player.
- Let's clarify some poor special effects - explosions are poor.

51%

...AND THE UPPIERS

- There are eight when it comes levels to completely blow.
- The simultaneous two-player option provides the best entertainment.
- The action is frantic.
- Some of the scenes are eye-catching enough.



BETRAYAL

Bored of the backstab



Battle control between characters on the left is tedious for villages.



Well taxes and bills - assuming you can get any response from the controls.



Everybody shares the same tasks in this town but there's no way to tell which one.



Right as well with these die by turning the entire population into frenzied apaches.



This is what it's all in all of. Gate control of the king's court (left) and the bishop's court (right). Hey, don't they look surprisingly (yawn) different?

Everything about this game is so reprehensible that now I come to write this, I don't know where to begin. I don't know why, for a start, I don't beg somebody else to do it. 'What a minute, that wasn't too. I wanted' to play this game to start with.

You play a king wannabe who's only going to get to the top of a slippery ladder of power by standing in everyone else's face and stirring the crazy. Three others play against you with the same odds.

There are two bases of power, the king's court and the bishop's court. You want to get them both and the means to get one works for the other. You get them by killing them with people on your side. There's coin for 20 people in each court and everybody in this backstabbing extravaganza starts with eight 'counters' present. Each counter comes from a village. The village's allegiance is the same as its counter... until it's vanquished in battle. Then its allegiance is that of the victor.

Each village generates wealth by producing crafts and crops. Squares production at these to the limit and you get hard cash. You raise taxes on your villages for more cash. You raise personal forces by recruiting from each town's militia, being sure to leave them with enough strength to defend themselves if attacked. When you put the pressure on a village, it starts to think before about what it thought you were so good for in the first place. No problem. When you notice this the village's payments start coming down, but your feet don't and hit them with a heavy dose of tyranny. Then, with the forces you've assembled, attack other knights' villages and increase your power base.

Wait a minute, what about the others? What will they do and when will they do it? The game is split up into tagged subdivisions of turns and sub-turns, moves, clicks... (But look, don't worry. I've got to tell you now, my advice to you is never play this game.) Your enemies play to win and you simply have to play better. In practice, computer controlled opponents follow their programming while you desperately try to find something in the manual or on the screen that makes sense.

I could just say, 'It's like medieval Supremacy' but they've made a complete hash of it. But I thought this game might have been better than Supremacy. Anyway, you're generating all this cash so you can put big wads in front of the king and bishop. There's a minimum payment to make to avoid a penalty.

You have to spy on your opponents. As they're all doing what you're doing, it's easy to gather evidence (I mean there's plenty of evidence around - nothing is actually easy to steal anyway). But they will do it to you. The idea in this game is not to hold back.

Yes, isn't it?

What we're here for is a challenge. But the point, or rather the other challenge, is the one they don't tell you about in the manual. It is the manual. It's lack of definitions, order and clarity. It's on the safety screen in the form of mysterious icons, some never explained. It's even in the collision detection which proves to be a fast ditch defense to stop you from doing anything to affect the running program even when you've figured out what it is you want to do. I could go on but with only one good feature to mention, why should I? Steer clear or you'll feel... well, take a guess.

SIAM

Game	Betrayal
Publisher	Microprose
Cassette	not available
Disk	£30.49

POWER RATING

THE DOWNS...

- The 160 page manual tells you what's at the heart of the game but completely fails to make the machine-to-clear. It leaves whole areas unexplained, others explained badly and most in the wrong order.
- The controls don't respond well at all. You can spend minutes trying to get a response from a single click.
- Presentation is inconsistent and necessarily confusing.
- The multi-player option is guaranteed to cost you friends.
- With information being so hard to physically access, the damn old programming just doesn't make it worth the effort.
- The graphics are so tedious as to not be worth the effort.
- A bug sometimes causes the game to crash immediately after loading.

100

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16%

It follows a fine, and only a combat... AND THE UPPERS

0

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'Eating a pizza reduced to half price because it was (only) two weeks past its sell-by date was just too good an opportunity for me to miss. Not surprisingly it gave me the most horrendous nightmares imaginable. Still, surviving the episode has put my good self in a better mood than usual' (Ha! - Ed)

RED HEAT

IBM Spcsrc, £3.99

Better make sure you have a joystick constructed at Microsoft for this one. It's a lobby deal 'em up based on the film featuring that plaid, third conscientious objective Annie Schwarzenegger megastar. He plays a Russian dick (that's American for detective - Ed) who has teamed up with an American G.I. (that's 'detective' in detective Russian - Ed) in order to break up a Soviet drug smuggling operation. In the game only the Russian matters.



What's idea was it to build the multi-bit computer in Siberia this year? The necessity is obvious, the gameplay isn't.

Actually it's all pretty tedious. You move along a winding trackline, minding your own business until a group of adversaries try to take a go. Then you either blow 'em out or punch them. There are a few in-between scenarios to break up the monotony of the levels but all in all it's pretty good, which is sad really as the graphics are fine.

RED HEAT

No amount of fancy digitized graphics can make a negative and ultimately unenjoyable game sell up. Give this Annie Steady a wide berth.

FRAME RATE

38%



Impossamole leaped heavily toward... only to have his little furry head steered in two by the infinitely more dextrous one member.

IMPOSSAMOLE

Genesis, £3.99

By its very name, Impossamole's starting conditions have appeared on budget. For the reduced price is a lot of a waste and so mistake. In this game young Marty has been transformed by aliens into Impossamole. They did this so that he could learn that their home planet in order to retrieve five sacred scrolls from something unpronounceable and to save their own necks into the bargain.

There are five levels of platform-foddy, the first four of which can be played in any order. This means you can fully practise them before trying to work your way through all five levels in sequence to complete the game.

Each level takes place in a different region. The areas in question must be earnings brought as the levels have names like 'The Clean and Isolated' - very odd.

When you first start all you can do is run and jump. You soon come

How odd here, Annie old they. My Mother will tell you if you get bored all over my keyboard now [gasp]

across weapons which make killing your foe a whole lot easier. Some enemies can be killed, like the skeletons, but others such as the birds merely serve to mess you up a bit and get in the way.

The graphics are splendid and it's all very playable but it lacks the polish which made the first Dangerous games so good. Still, this isn't Risk Guard as a platform game in it's own right and at budget price it's great value for money.

IMPOSSAMOLE

What may have been slightly disappointing at full price has finally found its niche. Being able to practice individual levels is a nice touch, making this one worth...

FRAME RATE

80%

LED STORM

Amiga, £3.99

Stick stuff this one. It's a race game but set in the future. It takes place on a track floating high above the city. Sometimes gaps appear in the road through which you can plummet to your doom. To prevent this hideous happenstance occurring, press fire to make your car leap the chink.

hazards include other cars, little froggy things that get onto your car to slow you down, debris on the road and



Who you gonna call? Not Blaster! If you can't get the answer I was born with! Frames, that's for sure



huge tracks which get in your way and inevitably lead to your equisally obvious. These are loads of stages to get through and they are well-hand. In fact if there was one criticism of the game it would have to be it's high difficulty level. Still, it provides one hell of a challenge and what's more has smooth, fast graphics that'll blow your pants down off.



So sure to line up with this ramp or you might find yourself plummeting off a steep, which is definitely not recommended

LED STORM

If a colony pizza doesn't keep you up at night, then this will. Fast, colourful, hard and so slick as the hair left on the top of a head is this LED.

FRAME RATE

88%

QUATTRO RACERS

Codemasters, £3.99

The coders are up to their old tricks again. Yet another Quattro title means yet another themed games compilation and this time it's all about types of racing... or, except for BMX Freestyle which isn't really a race at all.

First of we have BMX Simulator 2 (which is a race). This is basically a race between four mad cyclists who fall off at alarmingly regular intervals. If you saw the first BMX Sim then you won't feel anything new here.

Next comes the ATV Simulator. ATV means all-terrain vehicles and if you don't know what that is, it's a four-wheeled motorcycle with bloody massive knobbies (that's tyre to you and not folk - ESH). This one is viewed side on and you have to regulate the speed of your ATV and the amount of lift on your front wheels in order to negotiate hazards. These include fences, icy slopes, logs



There to make friends between £3-£5 BMX can't create a potential god's gift-cage by landing your BMX on it. Bless the art of BMX racing moment and your BMX falls gracefully into one of your loose cables

and so on. It's simplistic (but despite this it's a real riveting play).

Championship Jet Ski comes next. Not much to say about this one except that it's like BMX Simulator but on water.

Last comes BMX Freestyle, a series of cycle-related challenges ranging from the ludicrous 'perform a 45-foot wheelie' section to the not so ludicrous but far more difficult half pipe in which you cycle from one side to the other without falling off.

All the games are fairly good fun but that's all. There are four of them so there's a lot of good value to be had but don't expect to be stunned.

QUATTRO RACERS

Despite being a bit crude, all four of these games have a strange way of being fun you playing. For this reason alone you should give it a go.

FRAME RATE

74%

QUATTRO FIREPOWER

Codemasters, £3.99

Good I'm up to my neck in Quattro budget compilations. This one is entitled 'Firepower' and, quite frankly it's about as interesting as



Our blizzard it looks amazing. It's just a shame that it plays like a large bucket of dung. Unfortunately the same is true for all four of the games on this budget compilation.

the editor's life story. Of the four about 'em up there are two vertical scrollers, one horizontal scroller and one dogfight it is After Burner. My 2D/3D After Burner rip off is a bit sad to say the very least so I'll say no more about it. Although the resident horizontal scroller is only marginally better. It's dead fast and smooth but seems to follow no fixed pattern of enemy attacks. This, alongside the tricky controls, means it's frustratingly difficult to progress.

Later Force is a shoot 'em up with a difference as it incorporates scenes reminiscent of many old classics. Let me

explain. The first level scrolls horizontally. Then you go into a game that looks a lot like Centipede: a deadly creepy crawler travels down the screen to destroy you.

Unfortunately there are so many other things on screen at once it's totally unplayable. Next comes a docking sequence (remember Moon Crested?) and, finally, a high speed race against the clock through a narrow sawway. Once you've completed all of this section it's back to the start but this time the first stage is different and the other bits faster than before. It could have been a great little game but your opponents appear and move so randomly it's annoying to play.

Terra Cognita is the final game and it is too grander horizontal shoot 'em up. There are lots of scenery that kill you and other bits that, when shot at, furnish you with all sorts of bonuses and power ups.

All four games are very well programmed indeed with fair ticker free graphics and imaginative sprites and backdrops. Unfortunately, little attention has been paid to playability in any of them.

QUATRO FIREPOWER

Absolute shoot 'em up freaks may find some pleasure in this but the lack of a good game design makes it more annoying than engrossing.

FRAME RATE

60%

GHOSTBUSTERS II

MS Square, £3.99

This continued I review a different Ghostbusters game every single month. This is based on the second film and consists of three levels of earth-walloping arcade action in one pot or another.

Level one sees one of the Tootlers leaping himself down into the city's sewers to collect a slime sample. You can swing your man left or right and raise or lower him. Meanwhile, various ghostly hands and ghoulish blobs try to impede your progress and higher you into falling. One creature even attaches itself to your top and bites through it. Typical.

Level two has you gliding the Statue of Liberty, or should that be diving? To be honest the statue moves by itself. All you have to



A levels looking game and it plays quite well too. But if you can ignore the occasional you're a better man than I...

Roger's Briefs

QUATRO CARTOON

ColecoMasters, £3.99

Four arcade adventures in this Colesie package. Frankenstein Jr is beautiful and the worst of the lot. Wood Gully is a pretty little platform jockey though. So what with that, Oh & Jesse and Little Puff it's a tidy little gathering even if it isn't going to set the world on fire.

FRAME RATE

66%

MULTIMIXX 3

Atari, £4.99

Three Capcom classics, so the packaging says. In truth Street Fighter is a fairly poor horizontally scrolling beat 'em up. 1943 is a vertically scrolling average shoot 'em up.

However Bomber Command is brilliant. It's worth buying just for that. Believe it, it's a bruiser.

FRAME RATE

72%

So it sees groups of tiny little people back and forth along the pavement. They collect little blobs of slime in order to keep the statue's energy level topped up. Slime's glib through the air, threatening to reduce the statue's energy when they come into contact with it.

The third and final level involves sneaking into the museum, rescuing Oscar the spook and killing Vigo the Carpathian. Throughout the graphics are excellent, and gameplay certainly isn't lacking either. But sometimes it becomes frustrating, not least because of the via multiloop.

GHOSTBUSTERS II

If you have the patience of a saint and can ignore the hideous multiloop delay, then there is a grateful treat in store.

FRAME RATE

43%

AMERICAN 3D POOL

Zeppelin, £2.99

This game arrived in the CP office very late in the afternoon but thank your lucky stars that we managed to squeeze it in because it's splendid. Don't confuse this with Firebird's 3D Pool which has a table viewable from any angle. This is nowhere near as technically brilliant as that but it does play exceedingly well nevertheless.

There are loads of game options. Play on your own, against a friend, against up to

seven friends in the tournament, against the computer in a tournament, play trick shots... oh I could go on all day.

Playing against the computer is a treat but it's also a little strange. Quite often your 88 will make an appalling shot making you think it's rag. Once it's lured you into the false sense of security it clears up, leaving you with a dozen eggs on your face, grade A at that.

The screen display is nice and clear with a 2D representation of the table on which you can line up your shot. Once you've done that and set the power and spin of the shot it switches to the 3D screen. This is fast and glitch free and adds to the overall realism a great deal.

Being American pool, the rules can appear odd at first but you soon get the hang of them. The trick shot option is great for too, if a little odd. There are ten different ball configurations or tricks to complete. In some you have to pot all the balls with just one shot. In others you only have to pot specified balls. All you have to do is work out where to aim your shot, how hard to hit it, and whether or not to spin it. A3D's a treat, visually repeating and above all massively playable.

AMERICAN 3D POOL

A marvelous game, this oozes playability. Me and the 801 spent hours playing this and only stopped when the office had to be locked up.

FRAME RATE

90%



Here we see the 3D ball in action. The scenery on both ends and watch the proceedings on the screen. But the graphics are smooth, fast and effective. This game looks grand but plays even better. What's more there are loads of different play options to keep your interest.

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WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S]

[BOUND TER BE COS IT'S GOT ME INNIT!]

[SO YER BETTER BUY IT....OR ELSE I'LL COME
BOUND 'N' PUNCH YER LIGHTS OUT....RIGHT!]



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STARTER FOR FIVE

Dear Funtastic Groovy Thing,

First of all how are you (aged question) and secondly, I have some brain training questions for you, first on... I recently saw Last Ninja 3 in the shops as a cassette game, in your review of it, you said it took up \$12K in cartridge, so how is it possible to program it onto tape? Have you got any tips for Turbans (the final one) or Creators?

How does the tube load speed up loading on a cassette?

Why has Pang taken so long to come out and how would you rate it on suitability?

Also, how much do you earn? Michael Thompson, Wolverhampton



UNO makes it onto tape by being chopped into little pieces (in other words, it's multi-taped). Add all the bits together and you'll get 512K (more or less). We've already printed the complete solution to Creators in CF 7, at 2nd 18. Andy Dyer assures me that the answer I have a clue about when or indeed if it's going to write a solution to Turbans. Does anybody else there want to do it? Write to Andy using large unconnected letters.

Some tape loading routines don't verify the data they take from the tape (something

which normally happens during a cassette load), hence shortening the loading time. No device will speed up the loading routine already on the cassettes.

There are any number of reasons why Donat could have delayed Pang just as I've not wanted to ask them what they were (just in case they weren't deliberate).

However, it's on its way very soon now and when we reviewed it (28th CF 4) it had the on-my-tape-for-really-a-second, so I strongly suspect you'll be hooked for a couple of months, especially if you get a third or the two-player version. As for money, it's rather old-fashioned and I don't want any. Humans see it because they can't afford shoplifting any more. Take a tip from me: you do need personal motivation, non-polluting energy sources and positive mental attitudes. Once you've got these, you'll never need money again (unless you need change for a parking meter).

TMB

HUNGER PANGS

Dear Brian,

I am very hungry for info, so I thought TMB's the man? He's got it all: brains, boots, (f

COPY COPY

Dear Mighty Brain

I was disappointed to hear that a certain mag of a mag for the CF has been copying your mag's ideas. For one (Ray Faint) started giving boxes for their cover tape (the cheap boxes, not the CF's) and also they have nicked your catch phrase.

There 60 readers than any other mag, but with slight changes. They looked out the things to be more like CF, they are trying to be witty like CF but are falling miserably and they have also stolen Swearing. The original and best etc, etc. I am a devoted CF reader and I think that the CF is the best. I am very angry over the way that THAT MAG is copying some of CF's ideas. I feel very strongly about my views and would like other people to know how I feel.

Peter Martin, Liverpool

We noticed some design elements that looked strikingly similar to our own in that other magazine, too. It doesn't matter what else another magazine does, really. What does matter is that the readers of this mag (or you) are happy with CF. However, it does seem a bit silly to have two identical CF magazines of the same size. Either do other readers think?

TMB

you like that sort of thing) and excess wit, so off I go:

1. If you subscribed in *Commodore Format* 1984, do you get an extra free issue (CP14)?
2. Is it possible to copy multicolored games with an Action Replay so that I won't have to play previous levels but can play later levels?
3. What is the thing between the RF socket and the Expansion Port?
4. Why don't you put the 'toon 'rings' in the budget section and only give them a couple of paragraphs? I think you should give budget games more room, but keep old 'Rag' Frames, 'cos he's a laugh (and a miser).
Delyed Griffiths, Wrexham

1. Yes, you should do. The deal was that you get a free issue when you subscribe in CP1.
2. Yes. You can re-load the game at the stage that you saved it out. Then, if you finish that level, as long as you've got the game tape or disk at ready to load in the next section or normal, it should be OK. But don't blame me if it doesn't.
3. It's the output channel selector. Depending on how it's set at the factory when the machine is made, it determines which TV channel the RF output sends sounds and pictures to.
4. At the moment, most of you seem to think we've got the budget section about right so using the terms might be possible if the magazine use them very smart. What do other readers think?
TMB

LOADSALOADS

TO TMB,

As you are such a brilliant brain, I thought you might spare the time to answer some questions for poor little me, because I'm in desperate need of your help. Right, let's get on with the questions.

1. Which part do you plug games cartridges into, and can you use them on any C64?
2. Some weeks ago, I purchased some C18's 4 games very cheaply. They don't load. Should they?
3. Is it possible to get an expansion for the C64, and if so, how much is the highest? Oh Yeah! I think I can help R. Smith of Merrylands, in CP 8. He's looking for 'Terra on tape. Here in little old Hybla's Woodwain, they have 'Terra on tape for sale.
Tim Young, Hybla, Kent

1. Oh blimey! Now listen up everybody! For the very first time (altogether now) Carl Games Move On All C64s. Cartridges slide into the expansion port (the port on the back nearest the joystick port).
2. Yes. You need a C18 or a C-1 to load them.
3. There used to be a 64K expansion for the C64 but to get one now, you'd have to run an advert somewhere (like *Play Computer* Express). Alternatively, you could try getting a cheap second-hand C18. This is probably your best bet anyway.

We can only hope that R. Smith has just read your letter and will immediately upon reading the last novel in this magazine, run *Wizards* onwards at top speed!

TMB

LUCKY 13

Dear TMB,

I am a new Commodore owner and I would like to ask you a few questions.

1. With my computer I got about 'em up (Construction PC). I would like it if you could give me a few tips on it, and do you think it is any good?
2. Can you find most video films?
3. What's 'RT' software?
4. Will most books (back to basic) for helping us to make up games of our own. Do programmers use books to make games?
5. Why would P. Reeves pay £10 more for a letter into and received gameplay?
6. Are there any good horse racing games but there other than Double Daily Horse Racing (any good)?
7. Do you need a 512K number for a Power Card and is good for £17,50?
8. If 80 games come in for review and you wanted to put in all your regular features and it came in 180 pages, would you need any software to see you only allowed to give into a certain amount?
9. How many levels are in *Beast Wars*?
10. How many 'Terra on tape'?
11. No more 2-page Early Warnings. See what happened in *Dark Trap*.
12. Early Warning Sumner - 100.
13. Last point, is *Energy Hughes Soccer* the best soccer game on the market. It's been in the charts since day one. It's brilliant. If you don't print this I'll know you don't like long letters.



13. *Brain Drainers*. Go. Heyo, Ireland

Okay, you asked for it.

1. The golden rule is: Read The Flipper (WFFM). They read it again. Like you understand it if by following examples and experimenting as you go. It's worth studying (don't let by Commodore KR because it's a good way of learning about game design as any and you get quick results. Once you've learned the system a bit and what, what it can and cannot do, you'll learn much of what it is that makes a great game.
2. It depends on the mail order firm. The vast majority — and certainly the ones that advertise with us — use *Mailbox*. If in doubt, don't do it. And never, ever send cash (and order companies don't like that anyway).
3. It's software designed to run on the PET computer. PET stands for Personal Electronic Transactor. It was the very first computer Commodore manufactured, way back in the sixties. It's OK, PET Sound wrote an article called The C64 Story which actually had a lot of details about the PET as well. That's where you should look if you want to find out more.

4. He's already doing that. To write a game of any kind, you'll first have to understand everything the writer has covered so far and follow it closely in the format. Commercially available games, however, require 160 lines in 64K, 64K is a computer language that makes it easy for people to learn how to program. To make it easy it uses words in its commands like 'if', 'then', 'and', 'or' and so on. But commands are the only thing a computer understands and most the numbers it uses are weird — 1 and 2. That's why lot. Everything every computer has ever done has been the result of it and it used lots many of them there are and which order they're in. When a computer has to perform a task just by using those few numbers, it does the job very quickly. When it has to make those numbers into words like 'if' and 'then' so that it can understand what you want it to do to

£4,500 — and then actually follow those instructions to do those things — it takes about 100 times longer. Some writers on BASIC would be mad to run and slow to run. Programmers write in machine code.

Complex arrangements of commands and numbers that are harder for a human to understand than £4,500 are easier and more efficient for a computer.

5. Maybe P. Reeves is not in death waiting for multicolours to load.
6. What are you doing getting on horses at your age?
7. Not always. If you use your C64 a lot — especially for programming or with a disk drive — it certainly is worth it.
8. We would probably make the issue bigger. If 20 games all come out at once, the manufacturers of those games would all want to advertise them. By taking advertising space in our magazine, they would effectively pay for the increased issue size. Contributor magazines all grow in size around Christmas for the very reason.
8. Right.

14. Your opinion is duly noted. However, the reason why we stopped running the *Scientist* is because it wasn't very popular. Almost every young kid reading it but hardly anyone ever asked for it so it probably they don't believe the veggies in the office would have really paid for them to come along and give for the time. We've still extended the response to our PD section but it looks as though it will be more popular than the *Scientist*.

11. Bewaremate we can find out a lot about a game before it comes out. If we do, then it's our duty to tell you what we know and if that takes two pages then so be it. But you should always wait for the *Power Test* before making a decision to buy.
12. Cheers, Big Bang.
13. The vote would have gone to Kick Off 2. TMB

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INSIDE INFO

SPRITELY GRAPHICS

Dear Inside Info,
Here are two programs that show you how to manipulate sprites. I hope you'll print these in your mag for they are pretty interesting.

BIRDY: A Sprite Animation

This program uses the 64's sprites res. 0 and 1. Firstly it displays sprite 0 for 200 counts. Then this sprite is erased and sprite 1 is displayed for 200 counts. The two sprites show a bird in two different positions of flight. Displaying these figures one after the other and changing the horizontal screen positions make the bird fly!

Lines 400-407: sprite-data in memory, determination of sprite-number and memory locations (from C64 March '81 page 73)
Line 408: set sprites colour to brown = 8.
Line 414: turn sprite 0 on.
Line 415: X=8-YD adds 16 to horizontal position, POKE Y+8,X (horizontal and POKE Y+1,Y (vertical) positioning of sprite 0, POKE Y+2,D turns off all sprites, POKE Y+1,D turns Sprite 1 on.

SWEET 16?

Dear Inside Info,

I am writing to you hoping that you can help me out. My problem is that simple that I expect you will laugh when you read my letter. I have recently bought some games but unfortunately I don't realize until I got home that they don't work with the Commodore 64. The problem is, though the games are good ones, try as I may, I can't get them to load on my Commodore 64.

Is there anyway of converting them to load on the 64? The games are: 1) Treasure Island by Commodore Business Machines; 2) Snake Works also by Commodore Business Machines; 3) Swooby Claw by Elite, and 4) Ripper Jacked by Measuronic. Hope to hear from you soon with your answer.
Tony Fisk, Surrey

Oh, sorry Tony, the most computer manufacturers, hardly any of Commodore's computers are compatible with each other, so the answer is a definite no. However, we do get letters from C18 owners asking where they can get software for their machines, so if anyone knows of anywhere still selling C18, MC20 or Plus 4 software, drop us a line. CPPLD (Independent Commodore Products) User Group, 651 346-8050) have a wide range of commercial and PD software for every basic Commodore over made. PL

Blimey! Our technical editor, a certain Paul Lyons, is getting ready for a full scale project assault on your C64 so these are the last of your contributions (for a little while). This month he's picked up a few more fascinating fractals for you to generate and has an item or two on sprites. So watch the birdie...

Line 478: horizontal/vertical sprite 1,
Line 870-885: data, sprites 0 and 1.

```
30 POKE 51200,1 : POKE 51001,1 :
  PRINT " (SHIFT-CLR HOME)"
400 FOR D = 0 TO 1 : FOR Y = 0 TO 40
  : READ D
400 POKE 802 + ( 84 * D ) + Y , D
  PRINT " 8800"
405 Y = 51240 + Y - 70
407 POKE 2040,13 : POKE 2041
409 POKE Y - 20,0 : POKE Y - 10,0
414 POKE Y = 21,1 : D = 1-D : GOTO 880
```

```
880 X = 8 + 16 * POKE Y + 0, 8
  POKE Y + 1, Y + POKE Y + 10,250
  8800 : POKE Y + 21,0 + POKE Y + 21,2
  824 POKE Y = 0, 0 : POKE Y + 1, Y
  FOR D = 0 TO 200 : PRINT D; TO 414
  880 END
```

```
500 DATA 0, 0, 0
501 DATA 0, 0, 0
502 DATA 0, 0, 0
503 DATA 0, 0, 0
504 DATA 0, 32, 0
505 DATA 0, 60, 28
506 DATA 56, 40, 40
507 DATA 24, 32, 318
508 DATA 28, 120, 206
509 DATA 21, 200, 282
510 DATA 41, 200, 128
511 DATA 43, 200, 0
512 DATA 56, 31, 0
513 DATA 32, 31, 0
514 DATA 0, 40, 0
515 POKE 0, 60, 0
516 POKE 0, 48, 0
517 POKE 0, 32, 0
518 POKE 0, 8, 0
519 POKE 0, 8, 0
520 POKE 0, 8, 0
521 POKE 0, 8, 0
522 POKE 0, 8, 0
523 POKE 0, 8, 0
524 POKE 0, 8, 0
525 POKE 0, 8, 0
526 POKE 0, 8, 0
527 POKE 0, 8, 0
528 POKE 0, 8, 0
529 POKE 0, 8, 0
530 POKE 0, 8, 0
531 POKE 0, 8, 0
532 POKE 0, 8, 0
533 POKE 0, 8, 0
534 POKE 0, 8, 0
535 POKE 0, 8, 0
536 POKE 0, 8, 0
537 POKE 0, 248, 48
538 POKE 0, 128, 128
539 POKE 43, 255, 255
540 POKE 43, 255, 252
```

```
541 DATA 30, 255, 128
542 DATA 56, 127, 0
543 DATA 121, 120, 0
544 DATA 0, 240, 0
545 DATA 0, 0, 0
546 DATA 0, 0, 0
547 DATA 0, 0, 0
548 DATA 0, 0, 0
549 DATA 0, 0, 0
550 DATA 0, 0, 0
551 DATA 0, 0, 0
```

SQUARES - Sprite movement with three sprites and no use of DATA numbers
Line 111: sprites 2, 3 and 4, POKE V+21, where the actual value of sprites 2, 3 and 4 is 444-M*28.

Line 120: creates squares by filling in all sprite pixels (with value 255).
Line 126: POKE V+20,10 = vertical expansion of sprite 2 and 3; POKE V+28,10 = horizontal expansion sprites 2 and 3. The value POKEs for both is 8+M*12.
Line 130: Runs program five times.
Lines 130-180: horizontal positions of sprites 2, 3 and 4 are given by POKE V+4, POKE V+8 and POKE V+8. Vertical positions are given by POKE V+6, POKE V+7 and POKE V+8.

```
100 V = 53248 + POKE 51200,1 : POKE
  51200,1 : PRINT " (SHIFT-CLR HOME)"
110 POKE V + 21,2,4
112 POKE 2040,13 : POKE 2041,13
  POKE 2044,23
120 FOR D = 0 TO 42 : POKE 810 + D,
  255 : NEXT D
125 POKE V + 20,10 + POKE V + 28,10
128 YD = YD - 1 : YD YD = 0 Y880 880
130 FOR D = 0 TO 200
140 POKE Y + 4, 0
141 POKE Y + 8, 0
142 POKE Y + 8, 255-8
143 POKE Y + 8, 0
144 POKE Y + 8, 0
145 POKE Y + 8, 0
146 POKE Y + 8, 0
147 POKE Y + 8, 0
148 POKE Y + 8, 0
149 POKE Y + 8, 255-8
150 POKE Y + 8, 0
160 NEXT D
170 GOTO YD 120
```

M Umar Luthi, Amsterdam

Anybody else feeling spritely? Send us your meticulous multiplications then. PL

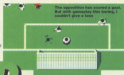


Foots with anything. That seems to be the order of the day this year (release) - Ed. Unfortunately, almost without exception, these supposed soccer simulations have been decidedly average. Let's now that is, for digital Championship Special has arrived and it turns out to be even worse than the previous 'foot' offerings.

The game comes with a lot of options that any computer controller must try out to

to switch off, switch back on and start all over again.

The Single Game option works exactly as it sounds. Choose your team, choose the team you wish to play against and you're in your way. Set Preferences allows you to toggle the sound on and



ENGLAND CHAMPIONSHIP SPECIAL

familiarity. Though the Single Game Practice option is a bit more useful to newcomers, it only allows you to choose eight teams to play against, not all ten. Then you play through a series of games which make up the knockout tournament. In between games you get the option to drop and change the formation and line-up of your team. Or at least you think so. In reality this option locks up and you can't get to the next game. All that remains is



The opposition have just managed to give away a corner... berks

anyway. You can also choose to include weather, which basically consists of the odd lightning flash. Next comes the number of players: either two humans or you and the computer can skip it out. Finally you can set the match length. This is oddly set to a full 90 minutes when you load the game. A match that long would do your head in though so a five minute match is far more sensible. Unfortunately the programmers forgot to include a 'take the game back and get a refund' option which would have been the most useful.

So how does an actual match play? Very badly. The manual claims all the excitement and features of real football. In real football rises the clock stop during goal kicks and throw ins? I think not. When you're watching your local team do they form a wall in front of their goal player for a free kick? Doubtful. And all new old fashioned but when did ten out of eleven team members ever run steadily around the headless stickers, only interchanging the ball when the law of averages caused it to hit them on the back of the head? Not an everyday occurrence, down themby way, I think you'll agree. There are so many Soccer sims kicking



The best graphics in the game are those of the team members digitized from photos.



On this screen you can change the formation and line up of your team... or, at least you could if it didn't crash the game

around at the moment that anyone who releases a new one really ought to be confident that it's better than everything that's gone before - especially with games like Kick Off being the rounds. If they're not, they're doing themselves a disservice but more importantly they are letting off the gaming public. If I may, I'd like to summarize with a few classic footballing phrases. I'm under the moon, sick as a lemming if you want and I'd like it over here son, in the bin. **ANDY**

Game Publisher	ECS Grandslam
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- The inclusion of a scoring 'mode' would have helped you pace the ball more effectively.
- The computer controlled opponents have need to no intelligence.
- The game locked up/ and/or crashed at regular intervals.
- Pressing to offset, the ball would always pass to the opposition.
- How the computer moderates free kicks is a complete mystery.
- The manual's awful 'chicken' even began to tell you how to use the lobby line-up menu.
- The default setting for match length is 90 minutes, real time.
- The sound effects aren't that much better.

23%

...AND THE UPPERS

■ The pitch events occasionally and the gamplay is fast



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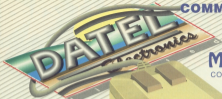
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DR WHO AND THE HIDDEN EXILES!

COMPETITION 51

If you're one of the other fans who haven't rushed out and bought Exile yet, this is your chance to win a copy! That boy, DJ pony Jamell and the CP pages don't do things by halves (you've seen them? Ha). We've managed to get hold of a genuine Doctor Who costume from the dearest repository of a wardrobe at the Boat.

The costume appeared in an underwater adventure of the Doctor's called 'Warriors Of The Deep' or some such feeble. And although this may not be the tightest the suit will look as good as it ever did. It's a beautifully tailored piece with lines so sleek you could wear it to a wedding and steal the limelight from the bride, the bride-groom, the bridesmaids... In fact you would be the envy of everyone.

So what do you have to do to win this chemical luggage protection so... THWACK!... or, this highest quality overcoat prop? It's



Plus every issue includes the out look - what involvement of will see this by creating into the future publishing offers? (This, via the tabs)

Win an original Doctor Who costume in an Exilent word search!
And win a dozen copies of the Exile game!
(Well, one each, actually)



There! That's all right then. It was there in a silly suit... and very ordinary it was too. So, it's in the list with you, you fashionable frogmen... them!

And it's a horrible creature - probably from 20,000 fathoms - and it's heading our way! (Well, as that looks like Steve in a silly suit standing in front of some low-budget underwater special effects)

(Except wrong reader)

simple, but at the same time a right old pain in the rump. We want you to tell us how many times the word EXILE appears throughout the pages of this issue of CP.

Just to get the ball rolling, there are nine obvious ones on this page... The others could be anywhere!

Send your answers on a postcard or the back of a sealed envelope to:

But make sure that your entry reaches us by August 23rd, otherwise your prize will be going elsewhere...

There are prizes of comparable value available to those who help us each other out each month. The editor's decision is final (and he is allowed to change from time to time). People who can't enter include staff of IPC and publishing people who work for IPC. There are also restrictions on who else can win (such as those who live in the same area as the prize). For more information, please contact the publisher, Penguin, 27, Broad Street, London W1J 9PL.

If you're wondering what to do with your prize and there's no prize in your area, please get in touch. We'll arrange a nearby representative who can help you with it. The prize will be yours to keep, and we'll be happy to help you with it. For more information, please contact the publisher, Penguin, 27, Broad Street, London W1J 9PL.

That's The Most Fashionable Thing Since Ever Was comic
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BUMPER TO BUMPER

Andy Dyer helps you sort through two games compilations that offer a lot at first glance

VIRTUAL WORLDS

Domark, 14.99 cassette, 19.99 disk
Heaven! A history of Freescape on one compilation.
And if you don't know what Freescape is, shame on you. It's Incentive's 3D modelling system with which they produce amazing 3D worlds you can explore

DRILLER

The first in a fairly long line of Freescape games features a planet called Earth, and a very strange planet it is too. For the filling with dangerous gas at a seeping rate of knots, if something isn't done soon, it will explode. This, we are sure you'll appreciate, would be bad, very bad. You must locate the gas barrels and set up drilling rigs to release the harmful vapours scattered across the planet's 16 domains.

As with all the Freescape games you can move freely around as well as look up and down to check some important item is perched high on the wall of a skyscraper or something, and that could well happen when a giant fire sphere oval. (It's sorry, I've got this, too - E!) It's a neat sort of environment and a bit sparse when compared to the other games in this package but if you're keen to get into Freescape, you should really see it all.

TOTAL ECLIPSE

Atmosphere was the buzzword with this one. The plot was much easier to identify with as it was set in

Egypt in the 1900's (and we were all in Egypt in the 1900's weren't we Chris - Ed). An ancient Egyptian curse stated that if the sun sets during daylight hours terrible things would occur.

What, it's

time for the prophecies to start to slip because the moon is about to make a total eclipse of the sun. When it does, it will explode, showering the

earth with radioactive dust generally doing untold damage. What you have to do is reach the uppermost sphere in the sun god's pyramid and destroy it, as this is where the curse was first created.

Throughout the game a creepy Egyptian tune complements the creepy Egyptian scenery on screen. There are a few bonus things you need to look in need to enable you to complete the game. Keep your water bottle filled. There are loads of problems scattered around so it's no problem. Neglect this and you'll die. Whenever you see an Ankh (weird Egyptian symbol) collect it, it proves useful in removing barriers of one kind or another. And there's a visual representation of your heart level. If it gets too fast, rest. Again, pay no heed to this and you'll die. Other than that, all you need to do is explore every nook and cranny possible. The screen

update is a bit slow but the atmosphere in this one really grabs you.

CASTLE MASTER

Freescape came on in leaps and bounds for this one (well, more of a hop, skip and a jump but what I'm trying to say is it improved). The graphics style was the same but the detail contained therein had increased. What's more the puzzles were a whole lot more care-

ful. If you saw our complete solution way back in issues one and two, you'll see just how devious the whole thing was.

The plot revolves around your captive twin, who has been imprisoned in Castle Master by the evil Magister. There are toys to collect and spirits to kill on the quest for your twin.

A few more advanced options were included here than in previous offerings. For instance, extra viewing options, such as look straight up or **Atmospherically or what? Trouble at the night of the tented castle**



down. A useful running option was also included to speed up the game. Low maximum speed was one of the annoying features of the earlier Freescape games. Castle Master became a milestone Freescape game by taking all the best features of its forerunners and improved on them.

THE CRYPT

This is very similar to Castle Master, and as it should be with a name like The Crypt - Castle Master it. It's never been released before, except to the members of the Home Computer club.

The rules have been reversed and it's you who have been imprisoned. What do you have to do? Escape, it's as simple as that. Much the same as Castle Master but with a different map layout and different puzzles. So if Castle Master left you craving for more, here it billy and is.

SUMMARY

There are some people out there who haven't enjoyed the Freescape games, and in all probability they never will. That's the nature of these titles. Those who have tried and dropped one or more of these games should not miss this package. For those who think it may all be too generalised for them - give it a go. Don't let us forget that before long we'll all be able to dabble in creating Freescape games of our own with 3D-Constructor. It's virtual worlds to huge value for money. Buy it and see what it's about.

BATING 90%

POWER UP

Ocean, £16.34 cassette, £20.42 disk

Well looky here. Are these really the games to give up sleep over or do they flatter to deceive? Well, with a price tag like that, we'd better dive in and take a closer look

RAINBOW ISLANDS

This is Bubble Bobble if for those of you who don't know already. Bubble Bobble was a cute score by screen platform game that was as addictive as an incredibly addictive thing. Rainbow Islands isn't.

It's not dreadful by any means though. Bob and Bibb, characters from the first game, are back. But this time they've changed from streamers into little people. Not only that but they can shoot little rainbows which they use to either kill creatures (bless 'em) or to help them scale the heights of each vertically-scrolling level. All they have to do is get to the top of the level, killing creatures and collecting treasure (which more often than not

The way that description was written probably struck you as tedious, repetitive and not a little annoying. In this respect it's an accurate description of the game. Not only is the gameplay but also the graphics are awful too. It's like a spectrum game with 64 sprites over 16k too.

If you, at any say in the business, 'try before you buy', make sure you look at something else from Power Up or you'll be put off buying this collection or any other game in the world over, ever, ever.

X-OUT

Triplex, 8-bit

Triplex, 8-bit takes me in the face every time. What we have here is, at first sight, a helluva shoot 'em up. At the start you get to choose your ship from a list of four and then equip it with a ludicrous variety of lethal firepower. What follows is a nice-looking, well designed and very playable game. The terrible part is that when you die you have to rewind the tape and load the equipment (ship sequences and level data) all over again. This is probably of very little on disk but on tape it's a striking nightmare.

It's all a bit of a shame really as there are eight starting great levels complete with massive use of level backdrops and all the usual goodies you'd expect from a quality shoot 'em up.

It's all a bit of a shame really as there are eight starting great levels complete with massive use of level backdrops and all the usual goodies you'd expect from a quality shoot 'em up.

ALTERED BEAST

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena from the cunning clutches of Neel, evil Lord of the Underworld. Yip.

That's what the manual says so are you ready to argue. The game that follows this outlandish plot is, at first, a little odd. The graphics have a very strange style and the Beast's on-screen controls are hard to grip with. After a while though, your eyes and fingers adjust as you're drawn into this atmospheric horizontal scroller.



Tricky at first, but ultimately rewarding.

By collecting power orbs you can change your form from man to hard man to war-tiger to bear. Each also gets possesses different fighting abilities for use against the beasts of the underworld. And what weird and wonderful beasts they are. Apart from the comical and sometimes that appear throughout the levels there are superb and of level creatures, like the one in the very first stage. It's a huge pile of man with a guard of a man pointed on the top. But it gets stranger as he starts to detach his hands (yes, hands) and flails them at you causing untold damage.

Again the multicolour is a bit of a pain but the more-bit gameplay enables you to ignore this to a large degree.

TURRICAN

Do we really have to Steve? (Yes - Ed.) But they already know what a classy shoot 'em up Turrican is? (Not all of them - Ed.) Yes they do. And they know that you play a heroic warrior who has to save his planet from Murgul the three-headed monster. I bet they've heard about the brilliant gameplay stretching over five huge scrolling worlds (but are they aware of the huge number of sprites on screen at once, the massive systems of aliens, or the hideous end-of-level challenges? Moreover, have they ever been told of the large array of weapons to be collected or of the discovery of its various and intriguing uses? Ed.) Yes I think so.



Turrican is a gem of a game. And a diamond.



A great looking game. But the gameplay may prove a little repetitive.

look like bits of food). At the end of each level is a large end of level guardian. Kill this and it's onto the next Rainbow Island.

The graphics are just lark (what was Aristotle for 'intensity disaster' -Ed). They're colourful, cute and nicely animated. They gameplay is good too, but suffers a little from lack of variety. Not a patch on Bubble Bobble but entertaining nevertheless.

CHASE HQ

How do you describe a game like this? Action? You could do. Dramatic? Not a bad one. Adventure? We're getting there. Total and utter crap? Eh no.

You're a member of Chase HQ, a group of police types who drive after criminals, smash up their cars by ramming them then catch off to do the same again to more fanbois.



Dreadful. It looks like a Spectrum game. And as for playability, there is none. Not worth by the rest of this package.

SUMMARY

There's a whole spectrum of quality here, from the truly appalling Chase HQ to the stunningly wonderful Turrican. I won't use the 'it's worth buying for Turrican alone' cliché because it simply isn't true. However Turrican, Altered Beast and Rainbow Islands together make it clear (there's a little bit of pleasure to be had from it all). As for Chase HQ use the tape as a blank.

BUYING 85%

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Soccer management games have been around almost since the dawn of computing (it is widely believed by those in the know that the first soccer chip designed by Texas Instruments incorporated a special live league fixtures' function). Kevin Tim's Football Manager is the great granddaddy of them all, but of course, that was some time ago.

TRANSFER MARKET

Goalkeepers	100	100	100	100	100
Defenders	100	100	100	100	100
Midfielders	100	100	100	100	100
Strikers	100	100	100	100	100

Look here we all against giants of the past...

MULTI-PLAYER SOCCER MANAGER

By now we should be witnessing the very apex of management games, the culmination of footballing strategy aims, the tip of the evolutionary ladder, so to speak. Yes?

Well... no. It's evolutionary terms, Multi-Player Soccer Manager is still maturing around in the mud, wondering whether to rip out or to try and for a quick renegade round. Apart from the scorable multi-player option and a nice front end (flex, etc) - it's pretty much the same as its now penitentiary ancestors.

DEFENSE & ATTACK

DEFENSE
 - Defenders
 - Goalkeepers
 - Strikers
 - Midfielders
 - Defenders
 - Goalkeepers
 - Strikers
 - Midfielders

The job is this: you build up to three squads, play the manager of the age of a football team. You have control of the bank, account and have the power to hire and fire team players, the coach, the physio and even the talent scout. You have the say on whether your stats or needs improvements and you're the one who gets the sack if you spend all the game returns on your own private jet. Welcome to the tough world of sport.

Taking control by joystick or keyboard, you launch yourself into the jargon, madcap world of soccer managing. There are loads of options too, to be honest, you only ever need a few of them. Train your players, pick the team, have a swift bid on the transfer market and play a game. That's all you really need to know. You can examine a huge database of league fixtures and opposing team stats, but the action really revolves around getting as a good a team as possible, balancing the books and watching the exciting highlights. By highlights I really mean... erm... the result.

There isn't even a late night edited version to get adrenalin pumping. The main difference in multi-player games is that a season can take up to four times as long to play.

The main options screen - and the only visually interesting screen in the entire game

Buy and sell players without laying out millions. So there you have it. An eight-year-old game style, with eight year old gameplay. No graphics, no sound, no instructions (I and there's even the odd bug or two and even a total bomb-out at the start of my second season. I have a mounting suspicion that the hard soccer management breaks will still get a look out of this. Me? I took a whole month's savings and immediately retired to Fiji.



If you're going to stick with it, your bets better be on their latest level ever.

Manager Options
 Club: Chelsea F.C. | City: London | Budget: £100m

Player	Pos	Age	Value	Contract
Goalkeepers	1	1	1	1
Defenders	1	1	1	1
Midfielders	1	1	1	1
Strikers	1	1	1	1

Game M-PHM
Publisher D&H Games
Cassette £9.99
Disk N/A

POWER RATING

THE DOWNERS...

- Despite its apparent complexity, generally involves around only three or four main options.
- No sound, here. Not a manager.
- Little room for financial experimentation - overpaid and you're immediately sacked.
- Very little to keep you going, except the thrill of being promoted or winning a cup.
- Lack of animated graphics is a real downer. It's text, text and more text.
- Occasional four-in-a-row bugs.

40%

THE UPSERS

- Only option based, and total screen time used throughout.
- Some game helps to keep your career prospects alive.
- Playing with like-minded friends up the playability level - slightly.

Multi-Player Soccer Manager
 Club: Chelsea F.C. | City: London | Budget: £100m

Player	Pos	Age	Value	Contract
Goalkeepers	1	1	1	1
Defenders	1	1	1	1
Midfielders	1	1	1	1
Strikers	1	1	1	1

Check out the squad to make sure every body's up to the challenge of the next game

MULTI-PLAYER SOCCER MANAGER
 Manager Options
 Club: Chelsea F.C. | City: London | Budget: £100m

I've been in this industry for nine years and in that time one question is asked over and over again: why do so few of the games seen in shops look truly original. After all, with so many programs being released all the time, surely there must be lots of people with fresh ideas? By the same token, I've lost count of the number of times that people have told me they have a novel idea for a unique computer game. Sadly, I usually never hear of these games again.

So what happens? Why do so many game ideas end up in the shops? In this issue of *Commodore Format* and this issue, I'm going to try to give you a glimpse into the development of an original game — from the storyboard, the demo, publishers, their management of your game, playtesting and debugging, not to mention the part that lock plays.

IT'S FROM MARS

Novel ideas can arrive at any time of day or night, and in many forms: my original games have always begun with a fairly simple concept that has become more complex as the project developed. *Muster's Moon* was essentially a combination between a shoot 'em up and a computerised *Dynoparc*: in essence the computer was fed designs which then 'grew' the backgrounds to each level. *Citadel* was another hybrid of ideas; this time between a shoot 'em up and a board game.

Video Imagery's *Time Machine* is cleverly constructed around the paradoxes of time travel, and tries a single idea about how a time traveller might influence

evolution's history of (evolution's history of) Hugh Riley's wife, the theme slowly grew into a fully fledged computer game.

Another approach is to start with a storyline featuring specific characters or situations. Yet it often seems as though the storyline was added by the programmer as an afterthought (or, in some cases, by some body else altogether).

Novel ideas can arrive at any time of day or night, and in many forms

HOW TO MAKE GAMES

(AND INFLUENCE PEOPLE)

Do you have an original game idea burning a hole in your brain? Do you always look at your latest purchase thinking, "Dammit, I could do better"? Well, don't just sit there — do something about it! Martin Walker offers his own hard-earned advice to CF readers...

SQUARE ONE

If you have an idea which seems very original, then look at it closely. Someone may have done something similar before. If so, your game will have to promise to be at least as good to stand much chance of success. Anyway, you have to ask yourself this question: will the game even work on computers?

You may have to rethink a program under development that feels slow to play or attention the idea altogether until a faster computer comes along. (This has been known to happen occasionally.)

But, having got an idea, how do you proceed? Well, some programmers leap straight into coding and try out their idea in principle.

But if you're not a programmer or favour a more structured approach, then there's another route — the storyboard. A storyboard essentially provides a detailed description of the game. Indeed, it may be possible to sell a good storyboard to a reputable company without any programming experience at all. Having said that, a lot of work goes into a good storyboard.

From visualising the initial concept of the game and its features, a storyboard explains fundamental details. It describes how every level is completed, how opponents will be beaten, what strategies players will have to learn to employ, and so on. Much of a storyboard is made up of rough sketches of screen layout, heavily but clearly annotated. The storyboard is also the place to explain the concepts and characters in your game.

Your enthusiasm for your idea will doubtless come across to everyone you talk to about it. But if you're trying to convince somebody that they should produce your game commercially, bear in mind the questions they will want answered: why is your idea new, and why will people want to buy it? I've seen storyboards that ran to 30- or 40-typed A4 sheets. This is the sort of depth that is needed to sell an idea alone. Writing a quick letter to a software house with your 'great idea for a game' won't get any results at all.

PERILS

The big peril of original ideas here is that unless they are thought through very carefully, other people may remain unconvinced that your idea will work in practice. For this reason you should think carefully the point at which you approach a software house. If your idea is strong enough to stand on its own merits then a good storyboard will be sufficient to sell it, especially if you have a track record of producing original games. Alternatively, you

Let's see that again

There ain't nobody who'll say that *Planet Dangerous* (the example) plagiarised *Planet II* but the plain fact of the matter is that many games are at least superficially similar. The more similar your game is to



Planet II, how this month's cover tape is a good example of an early arcade adventure game with an exploration theme.

another, the harder it will be for you to convince a software house it's a new & interesting — unless you can make a great improvement.



What *Dangerous* proved that you could beat a game on the same theme — but only if you could make it better in the process.

could approach a software house with a finished portion of the game.

You must expect to meet a potential publisher and be able to sell yourself—as well as your idea—before any commitments are made. After all, the software house must be convinced that you are capable of following through to the end product, and that you have a realistic approach to deadlines. The advantage of going to a software house as soon as you have something substantial to offer them is that getting an agreement from a publisher opens up the possibility of stage payments to help you through the development process. And if the company you go to assigns you a good software producer, you can get help when you run into problems. It's a software producer's job to oversee the project, ensure it smooth progress and that it meets deadlines at each stage of development.

Another option is to wait until the game is virtually finished before selling it. This is a much tigger gamble; you have to finance yourself through most of the development and if in the end nobody is interested you waste an awful lot of time and money. But if you're confident of your ability, then there's an awful lot of clout in being able to demonstrate every aspect of a complete, neat and polished creation.

Creative coders may want to develop the idea as they go along. This method has its own share of problems, but at least the possibility of meeting time. After all, travelling down an uncharted road can be a dangerous journey, and with an original game idea, you can expect a few dead ends and diversions.

You ought to set out a 'battle plan'. A software house will need to see a release date for marketing and advertising purposes, and your progress must be scheduled and charted as usual. Even if you're going it alone, you must monitor your progress. It's easy to lose sight of your target when you get bogged down with debugging routines and graphic tweaks, so you have to plan. Immediately, your work may be complemented by that of a graphic artist and a musician, whose specialties should enhance the end product. You have to know well before time what you're going to need from them.

THE CRAFT

Break the program down into chunks you can manage: complete a single level of the game at a time. The routines that take you between levels, the title sequences, music, sound effects and so on, are almost con-



Masters of Mystery's Magic is an original game built out of an idea in scraps that types of games together. Not that, so you surely know, is history

contained programming tasks. Try to estimate how long each one will take.

Original games often take longer to write than clones of other games, simply because—unless you possess a crystal ball or the perfect storyboard, you don't know when all the work is going to be finished.

One of the big problems is losing sight of your goal. It's tempting to keep adding features to a game. They seem good at the time but may unnecessarily complicate the play or distract from the main concept. But don't be afraid to exaggerate those features you do decide to include: often such features are better than subtle ones that aren't noticed at all. Again, the storyboard can help: if the ideas can be laid out to the fictional storyline, so much the better.

Another side-effect of becoming immersed in the programming of your game is that you lose your objectivity (that means the more work you do, the less you are aware of its shortcomings). So the opinions of others are always useful. Playtesting can help to enhance a game in many ways. Often the software producer and colleagues will act as game testers, but friends can be fooled in as well. Bear in mind that you're not looking for praise but criticism. Correct those mistakes now and you'll get the praise you deserve in due course. But it's always more difficult to see criticism constructively, even though it may give you some valuable insights into your game.

Don't course if your testers are not expert players. More typical levels of joystick skills show up the little things that stump the average player and make the game frustrating. Always try it possible to watch people playing the game, ideally before you show off all your short cuts and special tricks. This way you'll see how a reviewer might read. Well-written instructions help enormously, so note any features your testers find difficult to grasp. It's easy to become an expert at your own game, and so it's possible to fall into the trap of making the first level too hard for beginners.

Don't be disappointed if the going gets rough now and then; if your players don't help you pay over your favourite nine routine for even notice it. They are, after all, trying to take in everything at once. They're far more likely to be concentrating on the 'gamey' or notice how smoothly the scroll moves. Conversely, people always spot faults more easily than features. In the perfectly programmed game nothing would distract the player from a smooth interaction with the game world.

Time in next month for part 2!



Going for the (big) one

Software houses are interested in projects that can be marketed for several computers at once. Come on the days when a single format game could top the charts (with only one or two exceptions), now the only effective way to do it is to sell across 2 or 3 machines.

If your idea involves stretching a certain machine to its limits then it will probably be difficult to successfully transfer. The C64 and the Amiga are good at writing and running games, for example, but very few other machines are. Amazing 67 or Amiga mega-games can turn into nightmarishly slow multitudes on the 64. Consider how problems like this might affect your game before talking to a publisher.

Trying in your original game with the use of a licensed character isn't an idea to dismiss quickly—if the game is good you get the added advantage of immediate customer recognition, and this overcomes the biggest hurdle for any new game. It does normally mean a longer wait before the game finally gets published though. And the bigger the license, the longer the wait. But licenses can sometimes be bought in advance, and if a character suits your plot and is available then go for it!

—And if you do think that a license is what your game needs, check out *Commodore Format's* 4 for a *Quest To The Movies* special which looks at the trials and tribulations of getting a movie license in particular (and which relates some nightmarish stories of its own).



When you get good gaming and a big name licence, you can sell up with short-topping products like *The Hunt* 1 and 2



However, getting the process right can be a nightmare anyway, as *Dragon* found with *Henry Kissel's* fine timing of the film release was the problem



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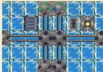
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The dictionary definition of Logic is this: the science and art of reasoning correctly. And did you also know that the word puzzle means 'amateur' roughly puts, especially pertaining to the ball. What's more... (Mind, have you ever heard of the word 'tricolourambler-foot'. It means extreme pain, especially pertaining to your head! - Ed)



It looks simple enough but don't forget the time limit!

els contain one-way gates that let balls through but won't let them back. The most spectacular device (and it isn't all that spectacular really) is the teleporter. Teleporters work in pairs, sending balls between them across areas unconnected by tracks (and when there's more than one pair of teleporters, there's no way of telling where a ball is going to materialise before it's too late). Just the business...

The graphics in the game have the same feel as the mechanical nature of play. The screen looks like one big look set in metal and done with the balls acting like tumblers. Each game element is easily distinguishable and movement is smooth. The sound effects and music don't stand out for good or bad but what of the gameplay itself?

The first five or six levels leave you thinking that this is probably an ultimately repetitive and tedious game. Stick with it. As more game elements are introduced the pace becomes very addictive. One minute you can vow never to play the game again. Moments later you'll be skulking back to the 54 for another go. Some levels do become bogged down in their complexity, and are tedious to finish. But fortunately there's a password system so you need only ever complete a level once. By the time you hit the fourth level mark, nothing in the world matters more, is that Logical?

ANDY

Game	Logical
Publisher	Electronic Arts
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- ▀ Tedious to begin with and the same goes for a few later levels
- ▀ Very hard to get to grips with
- ▀ The graphics look a touch heavy's set in stone (ie they never change)
- ▀ The sound effects could have been more atmospheric

69%

THE UPSERS

- ▀ The graphics are well defined and presented
- ▀ The unique combination is solid and convincing
- ▀ Fine interest in the game increases as the increase as new elements are introduced
- ▀ Passwords enable you to skip to the level you want
- ▀ Traps unwary players with dead ends
- ▀ Deep enough to draw in

...AND THE UPSERS

LOGICAL

Anyway back to logic. It's no mere coincidence that this game is called Logical as it requires a huge amount of correct reasoning. As I describe the gameplay to you, look carefully at the screen shots or else you won't know what on earth I'm on about.

On the screen is a number of discs, each with four holes in them. You can rotate any one of these discs 90 degrees by placing the cursor over it and pressing fire. Between some of the discs run tracks and across the top of the screen sits a bar along which coloured balls travel. When a ball reaches a vacant disc hole it drops into it. Like up two disc holes and you can make the balls travel from one disc to an empty space in another. You can only transfer balls between them if there are tracks. Basically all you have to do is fill each of the discs with the discs with four balls of the same colour. At this point the disc explodes then reappears. The disc can now be used as normal but has been 'neutralised'. That is, you don't have to fill it with another four coloured balls. To finish the level you have to neutralise all discs.

It sounds tedious doesn't it? Well at first it is. But you see, as you get further through the

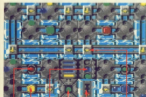


The levels get rather busy as you get deeper down

levels the doorbuck patterns become more and more convoluted. And what's more other little puzzles come into play. Sometimes there is a set of traffic lights present. These lights are made up of three colours which match the colours of the balls. In each case you have to neutralise discs in the colour order of the traffic lights.

Once you've done this, you can continue neutralising discs with any colour you like. The trouble is you often experience a massive build-up of useless balls before you get the colour you require. Frustrating or what? Then there are one-way gates.

Coloured circles that break up the tracks, if a ball isn't the same colour as the gate, it won't be able to pass through it. Next comes the winner of most functional name (the 'colour changer'). Again these sit neatly on the tracks and change the colour of any ball that happens to pass through them. Label lev-



Colour Gate, Colour Changer, Traffic Light, One Way Gate, Two Way Gate, One-Way Gate, Ball Multiplier

As more and more game elements are introduced the pace becomes frantic

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Try to imagine a Formula 1 racing simulation that is so realistic it'll make you sweat... Done that? Right left! Get back to reality and talk about F1 GP Circuits instead.

The programmers must have decided that fresh 3D track routines are more trouble than they're worth and have opted instead for an overhead view of the proceedings. There are nine tracks to race on and, if at the end of your final race you have

Our reviewers are becoming quite proficient when it comes to writing things off. So, when Idea's new release arrived from Italy we had no trouble talking one of our resident joystick jockeys into risking life and limb for a few laps. Afterwards we asked him straight, 'Is it a winner?'

F1 GP

Pit 'n' miss

This is where all the action takes place. When you've chosen the components to be repaired, the mechanics get to work around your machine. They're quick, but when there's a race to win, it's not a nice job, especially a race over the hour.



This is the fuel bar and tells you how your refuelling station is progressing.

So does this. The pit times shown exactly how long you're being here.

This shows your race position. It goes up and up as you work more time in the pits.

around more points than the other 19 drivers, the championship is yours. If you make a few mistakes and drop below 20th place you get to second chance... it's game over.

There's a choice of four cars by teams: Ferrari, McLaren, Williams and Ligier/lotus (those sound awfully familiar) — ah, the different cars have unique strengths and

weaknesses. Each one is even of the same racing venues in the game. As long as you keep winning races for at least three consecutive races, you'll be awarded points. If you have enough points for the next track, you can continue. For example, if you don't have six points by Mexico, you're out



These are the car component lists. Click on these and you can change them. When they turn green it means you've made a successful repair which on these again, then click left to exit the pits.

weaknesses; the Ferrari has a good engine, the McLaren has the best chassis.

The option screen enables you to select the difficulty of the forthcoming championship. It's harder to qualify in a car with a good chassis but even-appears original, like the McLaren.

There is the team logo.

It doesn't matter what your best car is, you can't win anything without a driver and that's where things get to be a bit more complicated. You may wish to choose from each pit (having racing driver names — like in Mexico? — you can't see the name there is an option for changing it. To be quite honest I don't know if your choice affects the game in any way whatsoever. I suspect that any effect it may have is negligible.



Torque-ing shop

Click on the top three bars to bring up info on the other various car tracks in offer

The two top panels and the bottom left one show the component set-ups and give an indication of the performance

This panel shows which designs are already installed on your vehicle

This shows horsepower, or more often than not, how little cash you have to spend

The wrench icon allows you to enter the various selected component in your car. The left screen lets you edit the shop and get back to racing

POWERTEST 65

There are a few criticisms that must be levelled at F1 GP Circuits. The first is the way in which your car slides left and right across the track. It would have been better if you could have seen the car spin or wobble, trying to negotiate a turn of the track (as any). Also, more than two gears would have given it that extra bit of realism. Arguably more, the disk remains playable for too long - it did an awful job of this too long - for type users should prefer something for a trying audience.

But only more cheerfully, it's a game is quite good for to play, giving a return to the car's wheel of racing game with varied terrain. The presentation is excellent, as you should be able to enjoy our comments. It breaks with formulae and also gives graphics of the car and shop settings. After an in-depth graphics test, they do give beautiful views and views.

Overall, it's a great racing game with plenty of playability. We believe the game is a slight bonus, but that will prove a little too early to say.

AMY



Game	F1 GP Circuits
Publisher	Idea
Cassette	£17.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- There are no test beds on the track, they just rotate left and right
- Wasted a vast amount of trackside cash. Screen out, top gear
- They prove to be a little easy for non-enthusiast fans, too

100

68%

- The presentation is very slick, the in-between screens are clear and colourful
- The shops are fun to use and features like... leaving you to get on with the action
- Being able to set up your car at the shop is useful
- The games are very detailed and the track scrolls accurately
- Music and sound effects are a treat, the engine noise is especially effective

...AND THE UPERS

0

RACING CIRCUITS

Racing isn't the nightmare of on-the-spot navigations it once was. Because of the overhead view, the tracks don't contain bends. Instead they deviate left and right across the screen. In this respect, none of the tracks pose any threat to your quality lap. Taking part in a real race is a different story. Rival drivers often box your car or shove unintentionally, and you feel your car subtly buffeted against the on-track barriers.

Needs to show your opponent's car is highlighted, and then a 200-glyphs flag, also look on the grid

Fortunately, you can speed things watching the foot of the top of the screen. These tell you when your car is approaching a left or right turn, a junction of the track or the pits. Other things that you should take of the car need urgent repair.

On your circuits careful drivers can avoid a full race without making a pit stop. But more often than not you need to refuel and make repairs. Pit stops are fun. Pull into the pits, click on the panels bearing the names of your car's various components and wait. When the repairs have been completed, click on Go and you're off again. With luck and a following about you'll win a few races. And what better use for the prize money than to fit out your car with sterling components from the local Formula 1 component. You can buy good old engines, tyres, a new chassis, suspension units, cheap ceramic bars...



In this example your car is not at all well. The diagram (bottom left) shows repairs to most of the components. Three coloured flags need repair urgently

<p>GP MEXICO GP MEXICO GP MEXICO</p>	<p>GP MEXICO GP MEXICO GP MEXICO</p>	<p>GP FRANCE GP FRANCE GP FRANCE</p>	<p>GP ENGLAND GP ENGLAND GP ENGLAND</p>
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