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2 FANTASTIC GAMES!  
2 SCORCHING DEMOS!

Horror of horrors!  
Is Elvira a monster  
hit or what? page 32

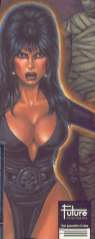
## HEROQUEST



## POWER PACK



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- Double Dragon 2
- World Wrestling
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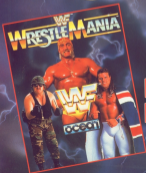
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GAMEBUSTERS: LAST NINJA 3 • TERMINATOR 2 • ALIENS

# MAD! BAAAA & IN YOUR FACE!

## WRESTLEMANIA



WRESTLEMANIA  
*Slaughter*

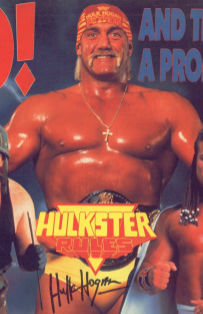
*Sgt. Slaughter*

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ocean

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A hearty dozen games are reviewed this month as the **BIG** season really kicks in. If you want to know what to buy, make sure it's been...

# POWERTESTED!

## 32 ELVIRA - ARCADE STYLE



### FLAIR

Elvira the voluptuous returns to the 88 in a running, chasing, speaking and otherwise shooting platformer crammed with ghouls, ghosts and unreasonably large monsters.

## 36 SMASH TV

OCEAN



It's a Corker!

BF, violence, greed and speed meet up in this conversion of Williams' coin-op hit. It's an endless death-fest from start to finish — and it could be game of the year...

### DOMARK

Now the thumping action of the real thing has left our TV screens, it's time to tackle Domark's Kick Offish simulation. Sweat, bleed, the World Cup and broken joysticks ahoy. It's rugby all right. But is it worth a try?

## 44 RUCK CITY



## 81 BATTLE COMMAND



### OCEAN

Control one beast of a tank in some of the toughest missions since The Battle of the Bulge.

# 15 GAMES

### 33 ELVIRA THE ARCADE GAME

FLAIR

### 35 PIT FIGHTER

DOMARK

### 36 SMASH TV

OCEAN

### 38 STRATEGO

ACCOLADE

### 41 HERO QUEST ADD-ON

DOMARK

### 44 RUGBY - WORLD CUP

DOMARK

### 58 PP HAMMER

DEMONWARE

### 78 THE CYCLES

ACCOLADE

### 81 BATTLE COMMAND

OCEAN

### 85 GATEWAY TO THE SAVAGE FRONTIER

SSI / US GAMES

### 87 FINAL BLOW

STORM

## OF SPECIAL

### 33 HARD DRIVING

First out the best and worst driving games in our high speed chase special

### 55 CISCO HEAT COMPO

Five Scimitar sets to be won as Imagework's San Francisco race game writes up

## REGULARS

### 6 POWERPACK PAGES

Check out the coverage selection

### 10 EARLY WARNING

Super Space Invaders, WWF, Mega Twins and Double Dragon Brand more Elvira

### 14 CF SCANNER

Catch the first glimpses of the latest games and find all our best page

### 17 THE CHARTS

Games, dollars and a special wrap-up

### 19 GAMEBUSTERS

We tame Last Ninja 3, Terminator 2 and Aliens Plus, the conclusion of New Zealand Story, and much more

### 48 BUDGET GAMES

Roger Freeman gets stuck into Indiana Jones, and ends up in a fix

### 63 THE MIGHTY BRAIN

Loads of means, packs of posing and a wagon-load of useful tips

### 68 INSIDE INFO

Tease questions asked, and a rare selection of PEEKS and POOLS

### 70 BACK TO BASIC

The best of the present series

### 72 YOI! ELYBE GUIDE

Spies early in reading Creatures 2

### 90 NEXT MONTH

CP's future unveiled

## 58 PP HAMMER

### DEMONWARE

When old fashioned fun meets equally graphic 3D, you've got PP Hammer and his Pseudocuboid...



## POWER 15 PACK

here's

### ELVIRA

FLAIR

Take Elvira through the Realm of Fire in this specially coded playable demo. You'll be totally spellbound. Try it!

### EQUINOX

MICROCALLLE

Stop the reactor complex from being blown to bits

midbouts in this frantic flick-screen shoot 'em up.

### WORLD CLASS RUGBY

AMMOGENIC

More rugby! Yes, the big A have got an up and under arm of their own coming out and you can



try it first on our demo. It's the safest way to scum by hell.

### DANDY

ELECTRIC DREAMS

This excellent one- or two-player Gauntlet look-alike will keep you scratched in front of the screen well into the early hours. The denizens of these dungeons are deadly indeed, so enter only if you dare! Bludge, heh, heh, heh, heh...

# QUICK START

## FULL GAMES

### DANDY

Take sword and spellbook and go forth into the creepy scull by putting a joystick into port two (or both ports if someone else is also playing) and slice or fry anything that moves.

### EQUINOX

Slash your stick into port two and explore. Shoot anything that moves (that might be go without saying). If something doesn't move, try picking it up and taking it somewhere and see what happens.

## DEMOS

### WORLD CLASS RUGBY

By all means slam your joystick into port two and go for a try against the toughest team there is. But we think you're going to want to read the instructions carefully and think about the best way to break the All Blacks. Have fun.

### ELVIRA THE ARCADE GAME

Help yourself to a huge chunk of the new arcade game featuring the world's first female hero. Put the joystick into port two and enter the realm of fire. But don't get burned. What a screen.

## NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

- 1) Switch off the machine, and wait at least 10 seconds before you try loading again.
- 2) Check that your machine is not faulty, by loading a piece of software you know works properly.
- 3) If it all starts fail, put the tape in a sewing jiffy bag, with a Stamped Addressed Envelope, and send it to:

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Halesfield 14,  
Telford,  
Shropshire,  
TF7 4QD.**

Amlex will verify send you a replacement cassette. Please DO NOT send the tape to Commodore Format in Bath, as this will slow down the replacement process.

## NO LOAD ZONE!

# POWER PACK

Date the mistress of the dark in this hot little demo from her new arcade game. And if you've got any energy for sport after that, give our rugby demo a try. And when you get an appetite for epic adventure take your pick: dare to duel with the denizens of Dandy's dungeons or avert an atomic apocalypse in Equinox. Go on, live - a little...

# WORLD CLASS RUGBY

The button again as the ball is tossed and holding it down increases the height the ball reaches (obviously useful for drop goals and conversions).

If you're in possession in your own dead ball area (behind your touchline), you can ground the ball by selecting a backward pass. This results in a 20-yard line scrum or dropout.

To score a try, press fire while in the opponent's dead ball area or press fire and push the joystick in the direction of play to dive over the line.

When you hold the fire button down with the joystick centred you gain control over the player on your team in the best position to tackle the opposing player with the ball. To tackle a player, press fire in the direction you're running. If nothing happens it's because you're too far away to tackle. Centre and press fire again to

## AUDIOGENIC

JOYSTICK. It won't be if you use the All Blacks a hard time after they whipped England at Twickenham and Scotland in Cardiff, but this one. There are quite a few instructions here, but this is a top-notch master of a demo from AudioGenic. Here we go.

The player you're controlling moves in the direction you hold the joystick. There are also some control keys used for set-pieces (pre-programmed plays). We'll come to this shortly.

The player you control is obvious by the marker over his head. Control always changes to the player nearest the ball.

Press fire and select a direction (in that order) to pass the ball. When you let go of the fire button the ball will be passed to the player in the best position to receive it. You can perform a dummy pass by centring the joystick before releasing the button.

If you select a forward direction with the joystick, the player kicks the ball instead of passing it, the strength of the kick depending on the amount of time you keep the button pressed. The exact direction is modified by the small dot on the bar underneath the player with the ball. Pressing the



Recent this state you'll be more appealing any of playing the game than the traditional and somewhat more painful method! Play it hot match against the computer without getting a head in the face.

pick a more appropriate defender. When you're satisfied you can attempt to pass the ball before you hit the ground. Otherwise, the ball is released anyway and a ruck takes place.

#### Set Pieces

When your team is putting in for a scrum or line-out, you can choose a special play. The appropriate menu appears automatically. Move the joystick in the direction matching the choice you want to make and press fire to select it.

#### Rucks and Mauls

A ruck takes place when a tackled player releases the ball (a ruck is like an impromptu scrum); a maul often precedes a ruck. Both start forwards automatically rush in. As soon as you are in position, you can control them with the joystick. Wiggle it like ball from side to side to push forward and up or down to pass (assuming you gain control).

The coloured arrows which indicate the position of the ball, show which team is winning. The number of players in a pack and their weight determines how easy it is to push back. The opposition - but Maestros also counts. This determines the longer the ruck continues. If the ball reaches the back of the ruck or if the ruck is about to collapse then the ball is passed to the scrum half.

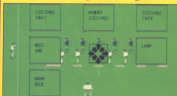
#### Scrum

A team whose scrum it is can choose a special play. Then, when fire is pressed again, the ball is automatically thrown in. Controls are the same as for rucks.

#### Line-outs

When the ball goes into touch during play, play restarts with a line-out. The team throwing the ball is can select a special play (then press fire again to throw the ball in). The length of the throw depends on the position of the dot in the bar below the header. Press fire to make the player in the best position jump for the ball - if he makes good contact, he'll palm the ball to the scrum half or the header, and away you go.

## Mud in your eye



If you want to win this forthcoming match, practice the set-piece moves like this first. Move the joystick in the direction of the play you want to make and press the fire button. Then watch what your players do. Once you know where they're going to run you'll be able to take advantage of the other team's disposition.

**Drop-outs:** A drop-out is a drop-kick taken by the defending team. When both teams are in position and the fly-half is ready to kick, refer to the panel in the bottom left of the screen. This has a crosshair that controls the power and direction of the kick.

The vertical line controls direction; press fire to select it. At this point, the horizontal line starts to move. Release fire at the point you want the kick to take place (the higher the bar the more powerful the kick). Remainder is press and hold fire as the kick takes place, to alter the left of the ball.

#### Conversions and Penalties

After you score a try you can attempt a conversion. Use the ruler to help judge the strength and direction of the kick. If you're awarded a penalty you can kick the ball into touch, to goal or attempt one of the pre-programmed special moves.

#### Special Plays

Most of these are automatic and are triggered by the scrum half. However, you can terminate a move by holding down the white the player is in possession. The **blind side** (scrums only) allows the full-back to go down the blindside with the left winger in support. The fullback makes his run when the ball is thrown into the scrum, so the ball should be held long enough for him to reach position.

In the **Number 8 move** (scrums only) the full-back breaks from the back of the scrum with flankers in close support. There are two **scissors** moves. Their aim is to switch the direction of attack, thereby confusing the defender. **Swing** entries is identical except the final pass is not made.

There are just a few of the tricks or offers, but you'll get just as much fun out of trying new ideas. Get stuck in...

## DEMOS

# DANDY



Graphics take second place to playability in this classic back and forth fantasy action demo. Get those rabbits and give them a taste of a healthy cabbage or two.

## ELECTRIC DREAMS

JOYSTICKS IN PORTS 2 AND 1

(in that order)

If you're a fan of arcade adventures in the Gauntlet mould you're going to flip when you load this one up. It's a case of two-player game in which you've been called by the council to clear the bugs, ghosts and aliens inhabiting one of their poorest Chicago compounds - or something like that.

Actually, there is a choice of four levels of dungeon to start on and they're all just as interestingly populated by monsters.



When you get stuck into the maphem, it's pretty clear what you have to do to survive. Those spells like oozy at anything that moves (who isn't a friend playing with you), pick up new spell supplies, keys and food. Plays work automatically and you can change spells with the function keys.

Keep an eye on your health. You'll snuff it before you can say, 'Something bad is about to happen' unless you regularly rest and eat.

Use the chemistry to take shortcuts into different rooms but don't bother remembering where they lead.

There's no need. Don't let the difficulty level too high at first or you'll find yourself pressing many wrong keys.

If you've ever played Stud or Warlock there's a good chance you'll find a few seconds longer than you would otherwise. You've been warned.



# ELVIRA - THE ARCADE GAME

## FLAIR

### JOYSTICK IN PORT 2

(She was never far from our hearts, but now you can get her into your own sofa player thanks to Flair's tasty and perfectly playable demo of her journey through the realm of fire. Her staff? Come on, it had to be said.)

Apart from the fact that it ranks as one of the largest demos we've ever run, there isn't a lot to say about this without giving away those things held left for learning as you play.

DEMOS

It's worth knowing that there are three levels of monster — the first look like evil princesses who wander around on the low level.

Both you and your foe are stuck on platforms. The first are forbain-spriting moment-guarding things. Fortunately, these don't move. Watch out for lava pits, they're extremely dangerous. When you realise you've cracked it and you're ready for some more, turn to our PowerTest on page 32. Even if you haven't cracked it, you might be able to pick up a few useful tips from the review.



He who isn't taking a bow, Elvira can't take the head when that's up to her neck in it.



Walk this way: Elvira herself, making the potential reader of the first level.

## MICROVALUE

### JOYSTICK IN PORT 2

Older Commodore may remember this beast of a game coming out four or five years ago, and may have wondered what became of it. Well, here is the full version of Equinox, especially for you.

Control a versatile little robot in its attempt to save the base from going kablooie. All the shooting and stuff will be obvious when you get going, but there are some important objects to look out for (illustrated and explained here). Get ready for a real challenge and turn the volume right up.

FULL GAMES



Once you can identify the five kinds of installation scattered through the room for examples, your task becomes a bit easier. The next trick is to note the color in which you have to see them.



# EQUINOX



Always like the deal in massive numbers but what's that cube thing going down there on the left? The 'Repository' of the reactor complex takes the form of boxes of spines which emanate whenever you enter a room.

# GATOC™

## GR360

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Never wonders off? You just can't get rid of the blighters. Unless, of course you don't.

**A**s if to bring a splattering of mischief to the proceedings, here come the Mega Twins, a colorful conversion of a Capcom coin-op, by US Gold. These devilish sword-waving brothers are the king's only sons (and they were until a dragon invader killed all the other people, including the king). Now, fifteen years later, the twins are ready to hack, slash, maim, kill and maul the bad guys to everything that moves.

In fact, the speedy and colorful sprites look chunky and pretty



...in a specifically large sword. There's plenty of hacking to be done throughout the game.

capture the Dragon Blue Eyes, and put the sword to rights. The action rages across six levels across the kingdom, under oceans, through forests and caves.

# MEGA TWINS



To help you out along the way there are coins, power-ups, extra weapons and even snazzy bits of magic to be picked up and used on the vil-lains. The chunky and colorful arcade-style graphics coupled with a cheeky sense of humor and jiggy sound-effects should appeal to Bubble Bobble and Rainbow Islands fans who'll probably enjoy playing in one or simultaneous two-player modes. It looks as though it's really come into its own in two-player mode actually, and let's be honest, who wants to face a dragon invader and certain death without some help?

Will the CD version be as slick as its top platformer such as Islands and Bobble? Well it'll be received as well as the recent, and really quite well 16-bit versions? Thankfully, you only have to wait for our review in the next issue of Commodore Format to find out for sure. In the mean time it's a corker candidate...

<b>Game</b>	Mega Twins
<b>Publisher</b>	US Gold/Capcom
<b>Release</b>	November
<b>Contact</b>	021 339 2399



The boys can graduate and in their sleep, but wake up in the a.m., things get tricky



And there's a good deal of exploration to be done, though most of it is dangerous

**O**hly sssss! Spssss! on from the first Elvira adventure, the former hostess with the mostest is giddling her skirts for excitement, adventure and really, well times all over again, in Elvira II, the writer starts in Elvira's luxurious house in California, where she is visited by the ghost of ABIGAIL, an King of Lizard Blood. He explains that his family have are being

steal and he wants to leave his castle and lands in France to Elvira, if she can prove worthy of his name. So Elvira teleports

The hot air balloon takes out with her... but glowing eyes!

back in time to conquer the three worlds of the past that were once the domain of the King, before entering the castle.

# ELVIRA II THE ADVENTURE

if all looks a bit like the Elvira's first adventure (which was pretty darn good indeed) with graphics ported straight from the Atari ST and re-rendered on the CD, a new interface has been designed to speed up play that there's a completely new set of control keys and a beautiful status display that shows how well (or not) you are at the battle on.

And, of course, it's all done in the best possible taste.

<b>Game</b>	Elvira II
<b>Publisher</b>	Flux
<b>Release</b>	December
<b>Contact</b>	0691 96000

And how can take you, for a ride? If she did, would you mind? Well...



# WWF WRESTLING

**F**or years and years, wrestlers on telly used to pretend that what they did was serious stuff and no, they weren't acting, really, honest. Now with the American World Wrestling Federation, everyone knows that it's a bit of a laugh (apart from my granny, who still thinks that it's all for real), so we can get on with enjoying the spectacle and stop trying to pretend it's something it's not (like apart for instance).

For anyone who doesn't know what WWF is all about (Terry White, the Data



Hulk's in the ring, he's looking mean, he's working hard, and, that other chap is doing enough to stick around!

Let's see, it's exactly what you'd expect the Americans to do with wrestling. It's loud, trash, colourful and it lets you do lots of jolly fun-type things like jumping off the posts onto your opponent.



Brommer, looks like Hulk Hogan has a touch of the self-windster. Poor chap



Ladness and Gashmerson, it's time for some grips-grapple action

arranging them with the ropes and pulling their noggies hairs out. All your favourite characters are there including the big one with the silly haircut and, er, the other big one with the silly haircut and, er, well, you get the idea.

You get to play one of three 'good guys' (Hulk Hogan, the Ultimate Warrior or the British Bulldog) and are automatically pit against a bad guy. After the important pre-bout stalling match, where you get to trade insults with the bad guy, it's into the ring and on with the show. Moves include flying kicks, catapults, jumping off the posts and throwing your opponent out of the ring (you can even climb out of the ring after firm and fight in the audience). There's also special moves like the piledriver (5) and backbreaker (7). One thing's for sure, this ain't cricket.

Game	WWF
Publisher	Ocean
Release	November
Contact	061 832 9830

# DOUBLE DRAGON III

**N**o sooner does the season of silly goodwill loom over the peninsula, than another pair of rigging-mustard martial artists team it the front door and start beating people up. In Double Dragon III, our heroes Billy and Jimmy return for another never-into-the-pot-just-until-the-badies-entrapments-of-funder-and-mayhem. Unlike the first two DDXs, The Rosetta Stone is an

entirely new game, written from scratch by Bethesda based team Storm.

The plot (for plot read, excuse to see nice pictures of Ancient Egypt in the scenery) involves running through forests, battles and towns in search of the three (three?) Rosetta Stones. These are awarded after the ends of the second, fourth and fifth levels, after which the battles get ever harder. One big change from the first two DDXs is that on the earlier

levels there are shops selling weapons, power-ups and extra lives to make the going a bit easier - which is just as well because the battles can be Billy and Jimmy get their bones together for another round in the jungle.

plenty of things at it, when they put their cursed little minds to it. After collecting the stones, you are whisked off to Egypt to fight your way through three levels of seriously heavy monster-type dudes before confronting the Ultimate Evil, which is a...well, I won't spoil the surprise.

Double Dragon III is just going through the last stages of playtesting, bug fixing and sound editing and should be out in time for Christmas. We popped into Storm's headquarters for a cup of tea and a gander, and it's looking good. The backgrounds are detailed and colourful, the characters all move well and even when you're being attacked by six monsters (uhh) everything's fast and smooth. Tweakie your thumbs for a more four weeks and well bring you that review.



levels there are shops selling weapons, power-ups and extra lives to make the going a bit easier - which is just as well because the battles can be Billy and Jimmy get their bones together for another round in the jungle. Read the stones, beat up loads of chancers and take a nice holiday in Egypt



It's another two-player simultaneous affair, but you'll both have to be good to win

Game	Double Dragon III
Publisher	The Sales Curve
Release	December
Contact	071 885 2388

**N**ostalgia ah? Can you remember when *Space Invaders* first started appearing in arcades? Or, no actually, it's a bit difficult isn't it, since it all happened in the ancient year of 1977. It was (soo long ago) the C64 hasn't even been invented, people wore safety pins in the noses and anyone nose under them wasn't even born. But then everyone knows about *Space Invaders*, so it probably doesn't come as a surprise that *Super Space Invaders* is like the original game with whistles, bells and cows added. (Cows? Yes, we'll come back to the cows.)

They're back, and they mean to turn earth into an alien theme-park. Stay 'em up!



# SUPER SPACE INVADERS



Aliens come in all shapes, but usually like this one...



Each of the screens are beautifully illustrated!

As well as a nice set of sound effects, the aliens talk too, so you can generally make life difficult for any self-respecting workaholic. And then there are the cows. Every few levels, you reach a bonus level where the bottom of the screen fills with cows and the aliens swoop down and try to carry them away. If you shoot the alien, it drops the cow and the cow floats back to earth to keep making milk for the real effort. If you shoot the cow, you'll be there!



Certain battles have a hint of growing larger for certain...

Despite the happy colours, nice noises and cow jokes, in the end all you do is go backwards and forwards across the bottom of the screen, shooting, so long-term fun may be limited. But if you're a big *Space Invaders* fan you might find that the whistles and bells on *Super Space Invaders* turn this thing of beauty a joy forever.



They came, they saw, and they got a bonus sipping from gently swishing debaters

**Game:** Super Space Invaders  
**Publisher:** Domark  
**Release:** November  
**Cost:** £97.99/\$200

## AND FINALLY (THE MORE THINGS CHANGE...)

It's been a most weird month on Commodore Format and no mistake. Either Steve Grant and staff writer Andy Oyer have taken leave of their senses and moved into a new (and as yet un-named) magazine here at Future Publishing, while ten new layabouts have been drafted in to fill their empty chairs.

The new editor is Colin Campbell (see *Amiga Power* magazine), games nut and long-term C64 fiend, and our production/evillything

also person is the very odd Paul Lyons (who's been writing some of the best stuff for CP since Day One himself).

The strange art people Oller and Lark are still their exact self, generous, and resident games guru Brian Merton remains on the staff. So, while things are changing, they're not really at all (if that makes any sense). Anyway, a sad farewell to our old charms and hello and hiwah for the new faces. Enjoy the magazine, and take it back!

## SNIPPETS

### LEMMINGS AHOY!

After months of teasing, it looks like Psygnosis will release their marauder 16-bit hit *Lemmings*, on the C64. Although the chaps were initially unsure whether the C64 had the power they needed to make a good conversion,

after trying it out with the

It'll be a sure-fire number one hit

game of the year - even top score to the 64!

They think they've discovered some new tricks that will make the game possible. A final decision on the go ahead will be taken in the next few days and the game is expected to be out in time for Easter.

### CHECK THIS MATE

C64 fans just released *Colossal Chess* and *Colossal Bridge* at the bargain price of £19.95 each. These two classic games have been around for some time and have a huge following. They're two of the greatest 1-2-1 battle games and a real bang for under four quid.

### ADIEU ACCOLADE

Accolade have just published their last C64 game, *Cyclops*. Over the last few years they produced a range of fine games including the *Fast Drive* series, *Jack*, *Witchster* (grrr things), and *Silver Centinel*. For a full review of Accolade's swan song, see page 78 (sorry, it's a bit short).

### MAN THE RAMPARTS

Domark are working on *Ramparts*, a new game first described as a 'wacky' clash between Tevra and weird 16-bit power game. Created after ruffling against the clock to build your castle's walls, with strongly-shaped blocks, you then have to shoot your opponents walls down and destroy his keep before he destroys yours. *Ramparts* should be arriving around Easter.

Plus, wacky speed-and-shoot game *Apocalypse* will not now be released as a separate game. The 20m-op conversion - released on other formats over six months ago - will be held until next year, where it will be used to boost Domark's range of compilation packs. Domark have also decided not to release *Road Driver*, but to move the team onto other, more fruitful projects. Apparently, it's simply not up to scratch, so cheer for Domark for keeping some old shits away from our bits...

# THOSE WIZARD MONSTER HOLOGRAMS!

## THE CF/MERLIN HERO QUEST STICKER BONANZA

If you've taken a peek at our professionally fine stickers on the cover, you might be wondering: "What the devil is it all about?" If you're not, then it's probably because you're one of the thousands who're already well familiar with all things Hero Quest.

It's a fantasy board game which takes players into a place that's weirdly weird in just about every way. On the board are characters such as a wizard, dwarf, barbarian and elf. You take on these characters, limbo off and start casting spells, slaying beasts and otherwise making mystical mischief.

But that's not where it ends. There's also an excellent CD4 version of the game by Gremlin, and an add-on adventure disk (see review this issue). Also, and this is where our offer comes in, there's a sticker collection and album that tells the story of those untold adventures.

If the holograms and stickers have tickled your fancy, then it might be worth taking a look at the whole collection of 132 full-colour stickers, that tell the stories of all the game's characters. In this lovely collection are also 24 holograms, hidden randomly in the sticker packets.

You can collect this lot and stick them into a 20-page album that's bursting with the scenery, the supernatural, and the plain ol' drama. You can buy the stickers (at 20p a sheet) and album (which costs 50p) at any decent newsagents.



# SUPER SEGA 5 GAME COLLECTION



## FEATURING

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# BONANZA BROS.



WHO THE HELL ARE THEY?

## JUST WHO ARE THESE GUYS?

These are Mike (Mike's the good-looking one) and the coolest villain you'll ever meet. They too board, massacre, and innocent computer gamers of free money. They're on a mission and they're coming soon. Ask them who they wear dark glasses and they'll tell you... "Our future's so bright we gotta wear shades!"

Available on Amstrad, CBM, 64/128 Cossack & Disk Spectrum Cossack. Also 27's Amiga.

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# SPACE MUTANTS

# ARE INVADING SPRINGFIELD!

That's right man!

A buncha slim, horrible, totally gross and patrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

### PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a real hero, man. Plus, with cool dudes like Wilson the belly and Stabshaw Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person, a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

**BUY THIS GAME!**

Thanks man.



MATT  
GARDNER'S



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# The CHARTS

The definitive guide to the best-selling C64 games!

▲ GOING UP ■ NO CHANGE ▼ GOING DOWN ◆ NEW ENTRY ✦ RE ENTRY

## FULL PRICE GAMES

1	◆	TERMINATOR 2 Ocean	78%
2	◆	SPEEDBALL 2 Mirrorsoft	
3	■	MANCHESTER UNITED Krisella	58%
4	▼	RODLAND Stern	82%
5	◆	FINAL FIGHT US Gold	NR
6	▼	BIG BOX Beau Jolly	NR
7	◆	RUGBY WORLD CUP Dansk	
8	◆	TURBOCHARGE System 3	
9	◆	F16 COMBAT PILOT Digital Integration	82%
10	▼	S.C.I. Ocean	76%

## BUDGET PRICE GAMES

1	◆	NEW ZEALAND STORY Hit Squad	
2	◆	TURBO OUTRUN Kixx	65%
3	◆	ALTERED BEAST Hit Squad	75%
4	▲	MULTIMIXX 1 Kixx	
5	▼	BUBBLE BOBBLE Hit Squad	
6	◆	TURRICAN Kixx	
7	◆	SLIGHTLY MAGIC Code Masters	38%
8	▼	MOONWALKER Kixx	41%
9	▼	AMERICAN 3D POOL Zeppelin	
10	▼	SHIMONI Mastertronic	82%

## IT'S THE CF STAR GIVEAWAY - 400 GAMES TO BE WON!

Electronic Zoo have just released a curious compilation of 26 old games, in a package called the Disk Star Collector's. Some, such as Battlefield, Survivors and Penelope (p) are classics of their time with smashing graphics and the kind of gameplay that makes a lot of full-price games curl up in a corner and go 'too-hoo, it's not my fault I'm rubbish'. Others are well, er, a bit crap actually. But even they're good fun (in a silly sort of way). Anyway, we're giving 20 complete sets away free! For your very own copy of all 26 games in the Star Collector, just answer this simple question:

What is the nearest star to Earth?

But, just for the hell of it, you must answer the question incorrectly. The most thoughtfully inaccurate answers will be the

winners, so anyone who sends in stuff like the Sun or Alpha Centauri won't have a hope. Remember, this is a disk only compilation so if you haven't got a 3.25" disk drive, don't enter as you'll only win a very thin but expensive teapot stand. Put your answer on a postcard - or the outside of a stack-down envelope and address it to:

Bit of a crap competition,  
Commodore Format,  
29 Monmouth Street,  
Bath,  
AVON BA1 2BN.

Make sure your entries arrive by 30th December. Employees of Future Publishing or Electronic Zoo aren't invited.

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**DRAGONNINJA**



CLIMB TECHNOLOGY



AMIGA ATARI ST

**ocean**

AMSTRAD  
SPECTRUM  
COMMODORE

# GameBusters

What with Andy Dyer bumbling off, we've handed over Gamebusters to veteran tipster Andy Roberts (he's been cracking games for CF for months anyway). This month he spikes Spike, reveals Exile, crushes Terminator II, flattens Last Ninja 3 and much, much more...

## SPIKE IN TRANSYLVANIA

Our rather spunky map and solution featured in CF13 was, as many of you pointed out, lacking certain rooms and clues. Rather than make some lame apology, here is Part One of the official solution courtesy of **ASH HOGG** and **BENJ DIERKS** from **GAMES TIPS**.

From the start in the village blacksmiths or the outskirts of Castle Transylvania, pick up the pair of gloves and the darkskin, then use the darkskin to open the door. Walk left to the next cottage, enter it, and collect the bag of gold sitting next to the fireplace. Leave the cottage and walk right until you bump into the guard at the castle entrance.

Grab the bag of gold next to the guard, who will accept this as a bribe (allowing you to enter the main castle complex). Move quickly through the central corridor, avoiding the energy-sapping ghosts at all costs.

Touch the lever in the next room which will move downwards (subsequently deactivating a trap in the next corridor).

Go through the door in the next room, being careful to avoid the acid-spraying moose (5). You now find yourself on the outer flanks—DO NOT pick up the apple, as it has a delicate herbaceous flavour. Keep going up the stairs, then climb the ladder in the next room to arrive at the ramparts. Here you will find a glowing green bottle, which contains juice of leech (which you should give to Atwood the wizard later on).

You will also find a key here too, which is used further on to release the captured rebels.

Go right into the church and collect the crucifix, which can be used to kill any ghosts you may come across later on. There is also a bag of clothes to be found here, which should be used to revitalise your strength.

Walk your way back across the ramparts (avoiding any lightning bolts), over the ladders and through the outer flanks until you are back in the central corridor. Take the door on the right into the rat-infested lower corridor, and walk left until you come to a room with three bats. Continue left, avoiding the bats, but DON'T go up the stairs just yet—go left into the dining quarters where you will find an energy-replenishing chicken on the table.

Walk left once again and continue through the doorway into the kitchen.

Pick up the ploughman's lynch—this must be given to Farmer Piles (to be found later on). Go back past the guards the way you came, climb up the steps to the upper balcony, then pick up the key next to the guard.

Go back to the far right of the corridor and take the door on the left. Walk along the upper corridor until you come to the dungeon entrance, walk through it, then walk left until you reach a lava pit. Pull the lever on the far left to activate a stonebridge (which allows you to cross a lava pit further on). Head right, ignoring the torch, and unlock the rebel's cell—the dungeon gate will fly

up releasing Prisoner One. Walk through the door to the right of the cell, continue left and release Prisoner Two. Go back the way you came, pick up the torch on the way, and once outside the dungeons climb the ladder ladder to your right. You will find a key—pick this up, and continue climbing.

When you reach the belly, select the gloves in your inventory and touch the rope to ring the bell. This will deafen the bat, stunning it. When it drops to the ground, pick it up and climb back down the ladder. Drop the last text to the key. Next month: Part Two...

## EXILE - CF DEMO

If you're having problems finishing the CF demo version of Exile, try some of Mark Smith's Action Replay PCROMs for a variety of amazing effects.

PCRE 41911\_255-Invincible\_Alt\_Pack  
strategy

PCRE 41880\_255  
PCRE 41912\_255-Coin and unlimited bullets

PCRE 41881\_255  
PCRE 41913\_255-Saw and unlimited bullets

PCRE 41882\_255  
PCRE 41914\_255-Breast and unlimited strategy

PCRE 41884\_255  
PCRE 41915\_255-Shield and unlimited strategy

PCRE 41879\_255-Booster

PCRE 48883\_173  
PCRE 41888\_18-Unlimited plasma balls

And for the Pythonised among you...

PCRE 48880\_255  
PCRE 41908\_11-255-To pull chests, bombs, traps, etc. from your pockets!

PCRE 34448\_255-Original explosion

PCRE 41883\_33-Turns you into an angel!



Mark Smith's games in CF's demo of Exile, if you like a few Action Replay PCROMs.

## FREE GAMES!

Send This month's 128 software vouchers going to Warren Pinnington for his amazing PCRE listings, and we should be in a position to choose for our tantalising mail order selection. If you would like to get your mitts on one of those prestigious vouchers, send in your maps, solutions, tips, and PCREs to: Andy Roberts: Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2JW.

A final word of warning: we've received a few PCREs and tips taken from other magazines recently—and, unfortunately, yours is one of them. Sorry, but we'll be unable to give you a voucher for this, and, well, it's a bit pointless really.



into the lava pit. Pull the lever on the far left to activate a stonebridge (which allows you to cross a lava pit further on). Head right, ignoring the torch, and unlock the rebel's cell—the dungeon gate will fly



## A 3

while to find your footing, but once you have, climb up the rocks and go into the next screen. DO NOT go near the boulder (yet). Just continue right into the next screen, then pick up the LAMP from the wall. Go back the way you came, down the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, stand next to the first barrel on the left and use your 'pick up' motion to transfer the lamp into a BOMB. This too can be tricky, so keep trying.

Switch to the goons, then climb up the rocks again and into the boulder screen. Select the BOMB and, facing the boulder, use the pick-up motion to blast it into the lower gong. Go back down the rocks, take the left-hand path into the temple screen, then take the topmost exit. Walk onto the boulder, then face the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the WITCHMASS and SCROLL at the ready. Use the forward jabbing motion with the occasional kick to defeat the Shogun with ease.

## LEVEL 2 - WIND

From the start screen, take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Shogun... that's OK. Take the right path and collect the BULLDOGS on the next screen. Before you leave, use your pick-up motion to move the LILY PAD, as it comes in rather useful on the next screen. Take the right path into the waterfall screen and jump over the river via the floating lily. This is tricky but you can do it simply by pausing for a second when you enter the screen and then running straight towards the lily. Continue into the next screen and collect the POSITION from the doorway to represent your strength.

Go right again, then take the upper left exit and collect the scroll from the centre of the screen. Take the leftmost path, then take the upper right exit. On this screen you must collect the ROPE situated just under the window, but be careful not to venture near the tree—there is a nasty bug in the program which often gets you stuck 'behind' the screen. Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom-left, then fol-

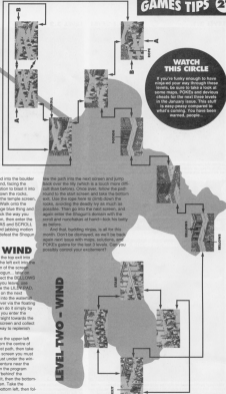
low the path into the next screen and jump back over the lily (which is a much more difficult feat than before). Once past, follow the path-round to the start screen and take the bottom exit. Use the rope here to climb down the rocks, avoiding the deadly fly as much as possible. Then go into the next screen, and again enter the Shogun's domain with the scroll and manoeuvre at hand—look for help as before.

And that, budding ninjas, is all for this month. Don't be dismayed, as we'll be back again next issue with maps, solutions, and MORE games for the best 3 levels. Can you possibly control your excitement?

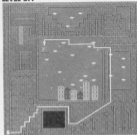
## WATCH THIS CIRCLE

If you're lucky enough to have made your way through these levels, be sure to take a look at some maps, POINTS and device cheats for the next three levels in the January issue. This stuff is sure going to come in handy when what's coming. You have been warned, people...

## LEVEL TWO - WIND

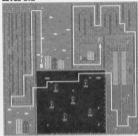


LEVEL 3.1



Follow the route up the right-hand side (avoiding the entrance at all costs). Move as swiftly as you can to the exit. The turtles present an awkward but avoidable obstruction. Keep clear for best results.

LEVEL 3.2



Get on a vehicle as soon as you can. (The things you have to do, ah?) Then fly up and drop into the main. Move into the open space. Next, jump into the water and swim upwards towards the exit.

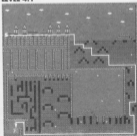
**NEW**

S = START ☆ = GET ON A FLYING PAD

**ZEALAND**

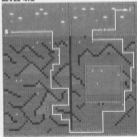
**PART TWO: Guidef**

LEVEL 4.1



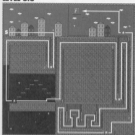
This level isn't too hard at all. The only hazard you face is the risk of running out of oxygen (which would be pretty bad for you), so remember to stop regularly to replenish your oxygen supply.

LEVEL 4.2



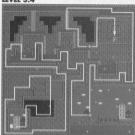
Much the same as the previous level but be careful of the wild spaces lying around. And avoid going through the 'bars' on the right of the level - you can try if you're brave, but you'll die horribly.

## LEVEL 3.3



Move quickly to the right, drop down, get on a catfish again and fly down to the stopped pyramid. Make your way up and right. Then move on to the rocky section and get on a flying pad, bottom right.

## LEVEL 3.4

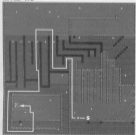


Don't being scared, climb to the waterfalls and make your way down to the bottom-right section. The Escalator is an aid. Simply stay at ground level, then jump and shoot as few times as you can bring

# AND STORY

From the fluffy Kiwi to the enthralling end...

## LEVEL 4.3

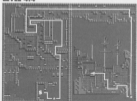


Get on a flying pad as soon as you can and fly quickly upwards. Next, make your way through the water and swim towards the exit but be careful when you emerge from the water (you'll see why).

## IT'S BIGGER THAN HUGE

Just for the record, New Zealand Story is probably the biggest CD game ever, boasting levels that make Turbowar look tiny. There are hundreds of screens in there, making it one of the most challenging, absorbing and fun games around. Why not give it a whirl?

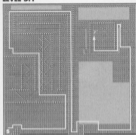
## LEVEL 4.4



Get a flying pad and carefully pass the willy spikes. If you come out of that in one place walk up to the solid wall at the top right to gain access to the pirate ship. Finally, drop down and find the exit.

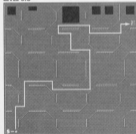


**LEVEL 5.1**



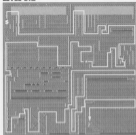
The pathmarked dots can be a real pain in the headquarters. You've got to take care when you come up against some stray flying saucers. These often types never give up without a good fight.

**LEVEL 5.2**



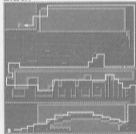
Gain control of a flying pod and weave your way towards the exit. The saucers don't pose any real threat but take care to deal with the cells - your only chance is to shoot 'em as soon as possible.

**LEVEL 5.3**



Looks complicated, doesn't it? Yes it is. Keep a cool head and stay on the move. There are very few dangers, except for a few of the dots. Jumping the platforms to the exit is, like, very hard indeed!

**LEVEL 5.4**



This final level is extremely difficult. What's more, you've come back to the start of the level every time you get killed! If you can kill Wally Walrus the Guardian, consider yourself a well-bred duke.

**COMING SOON: TIPS AND TRICKS APLENTY**

This completes part two of the biggest game we think we've ever mapped. Ace Gamebustor Andy Roberts is even now tackling another batch of beastly games including *Batman - The Movie* which is leaping all over the charts after a budget re-release and the climax to the terrifically difficult

Lost Ninja 3. There's also *Phal 2* from CFT's *PowerPack* (which seems to have caused readers more than a few tricky moments) plus loads more - all for next month. And for those of you who wanted more cartridge FORPs, he's got a ton of those, too. And don't forget to send us any tips your own...



# ALIENS - THE MAP

Last month's cover tape game was difficult, to say the least, what with 250-odd rooms to explore (and six players to guide through them!). That's why we bring you this comprehensive page of tips topped off with a handy map of the terra-complex. Oh, yes. Don't forget, this time it's war...

## GAME PLAN

The main aim is to search out and destroy the Queen, who is situated in room 248. However, you must also replenish your ammunition, shut down the generator and rescue that sweet little girl.

So, guiding your men (as at a time, force the counter on to the AIRLOCK (05), then on to the CONTROL ROOM (76), up to the GENETICS ROOM (77), down again to the MEDICAL BUREAU (177-180), and finally into the QUEEN'S CHAMBER (248). What you do after that is anybody's guess, but moving for the atmosphere processor seems to be the best bet.

## ESSENTIAL TIPS

● Guide your men (as at a time, leaving them in light rooms as you progress.

● DO NOT blast any door unnecessarily. It's just a waste of valuable ammunition.

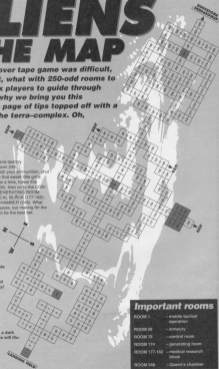
● Certain doors are obscured by alien growth - blow it away!

● Whenever possible, move using the so-called 'programming' technique.

● Play with a friend, as two heads are better than one.

● If you can't see an alien in a dark room, firing a couple of shots will illuminate it.

● Watch the film on video - it's great, and it'll give you some ideas.



## Important rooms

ROOM 1	- mobile tactical operation
ROOM 28	- armoury
ROOM 76	- control room
ROOM 177	- generating room
ROOM 177-180	- medical research block
ROOM 248	- Queen's chamber

# TERMINATOR 2



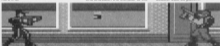
## LEVELS 1, 5 AND 9 ▲

These best-kept sections are difficult to provide any decent tips for. It'll take a lot of practice on each one to find the best methods. But don't succumb to the lure of pushing left and



## LEVEL 6 ▲

This second-the-sliding puzzle is a little easier if you have a picture of Annie's face in front of you to work from — so here it is!



## LEVEL 2

After the first 'caggle' section, suddenly you're hit with 'very hard indeed'. Study our screen plan on the left, memorize the layout and get ready to steer round all the obstacles. Or better still, get someone to call out directions as you go along.

The whole map cycles round a few times, so this level takes a lot of concentration and quick reactions.

## LEVEL 4 ▶



Here you have to guide Sarah Connor through the corridors and elevators of the Providence mental institute. Don't worry if you think our route map gives the game away — this tricky level is still a tough nut to crack!



*Terminator 2 is a bit of a toughie, so we've prepared this player's guide. Beware! If you don't want to cheat, flip the page now*



## LEVEL 3

This slider number one, where you have to repair Annie's arm. This one is easier than level 4, and is made simpler still when you know what the best pickup is supposed to look like.

## LEVEL 7 ▼

Easy-peasy this level. To get Annie out of the Cyborgine labs, run left, ignore the first elevator and carry on. Catch the second elevator down. Run right to the end and catch the elevator to the

ground floor. Run left and it's haste to visit level seven.

If your energy gets low, take your time. Keep ducking, watch the enemy fire, and then bob up and take a few pot-shots. It's a doozy. Just be patient.

## LEVEL 8 ▶

With a T1000 in a helicopter on your tail, you have enough problems without having to reddy about the street layout. So we've taken the worry away by making a map of the route. As with level two, the map keeps on cycling round but you only have to memorize the part shown. Keep your eye on the road, avoid the approaching hazards, and hammer that fire button!

## STRATEGY GAMES FOR THE SPEEDWAY FAN

(An Apple II required)

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### PROGRAMMERS

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Please send a DEMO and covering letter to:

Gareth Briggs, Head of Development, Zepplin Games Limited, PO Box 17

Houghton-le-Spring, Durham DH4 6JP.

All replies treated in the strictest confidence



Good old Warren Pilkington has been busy to say the least - just feast your eyes on this plethora of POKE(s) to use each listing simply type it in, SAVE for any subsequent use, then RUN it (ensuring the relevant game-cassette is in the CDP).

**CHIPS CHALLENGE**

Here's a wonderful little POKE for one of most entertaining puzzle games around. What might be the fruit of your labour? Why, quite simply infinite time.

- 0 RUN CHIPS CHALLENGE CHEAT BY NAG
- 1 FOR 0-184 TO 441:READ V=C+V:POKE 2,V:END
- 2 IF C=7000 THEN PRINT "DATA ERROR" END
- 3 POKE 107,128:SYSTEM
- 10 DATA 002,004,200,240,240,100,140,200,000
- 11 DATA 100,007,141,200,000,070,010,000
- 12 DATA 100,010,141,045,107,100,100,141
- 13 DATA 000,107,100,001,141,047,107,070
- 14 DATA 000,200,170,210,100,200,170,200
- 15 DATA 010,000,000,041,100,200,100,210
- 16 DATA 101,000,107,041,000,107,101,047
- 17 DATA 107,000

**SHINOBI**

This is for the renaissance version only - whether it works on the full colored game remains to be seen. Anyway, type in the listing for infinite time and magic.

- 0 RUN SHINOBI CHEAT BY NAG
- 1 FOR 0-184 TO 431:READ V=C+V:POKE 0,V:END
- 2 IF C=4510 THEN PRINT "DATA ERROR" END
- 3 POKE 107,128:SYSTEM
- 10 DATA 002,000,200,240,240,100,140,200,000
- 11 DATA 100,000,141,010,000,070,010,000
- 12 DATA 100,010,141,000,002,100,100,141
- 13 DATA 000,107,100,001,002,100,100,141
- 14 DATA 000,200,170,210,100,200,170,200
- 15 DATA 010,000,000,041,000,100,100,210
- 16 DATA 101,000,107,041,000,107,101,047
- 17 DATA 107,000

- 042,070
- 14 DATA 004,000

**NARC**

This first ever disk listing in CP rewards both players with infinite energy.

- 0 RUN NARC DISK ONLY CHEAT BY NAG
- 1 FOR 0-870 TO 701:READ V=C+V:POKE 0,V:END
- 2 IF C=4700 THEN PRINT "DATA ERROR" END
- 3 PRINT CHR\$(147): "INSERT NARC DISK THEN PRESS ANY KEY"
- 4 POKE 100,0:PRINT 100,1:SYSTEM
- 10 DATA 100,001,000,000,000,000,000,000,000
- 11 DATA 200,100,000,100,200,100,000,000,000
- 12 DATA 100,200,000,000,000,000,000,000,000
- 13 DATA 010,210,200,100,200,100,000,170,000
- 14 DATA 141,000,000,070,010,000,071,000
- 15 DATA 077,000,000

**SWITCHBLADE**

The following POKE(s) for infinite lives will come as a relief for even the best players.

- 0 RUN SWITCHBLADE CHEAT BY NAG
- 1 FOR 0-184 TO 420:READ V=C+V:POKE 0,V:END
- 2 IF C=4000 THEN PRINT "DATA ERROR" END
- 3 POKE 107,128:SYSTEM
- 4 DATA 002,000,200,240,240,100,140,200,000
- 5 DATA 100,000,141,240,000,070,010,000
- 6 DATA 100,010,141,070,000,100,100,141
- 7 DATA 070,000,070,000,000,000,100,100,141
- 8 DATA 107,000,100,000,141,000,107,000,141
- 9 DATA 004,010

**THE POWER**

By this listing for more time than... er... something with lots of time needed.

- 0 RUN THE POWER CHEAT BY NAG
- 1 FOR 0-544 TO 507:READ V=C+V:POKE 0,V:END
- 2 IF C=3000 THEN PRINT "DATA ERROR" END

- 3 POKE 107,128:SYSTEM
- 4 DATA 002,000,200,240,240,100,140,200,000
- 5 DATA 100,000,141,220,000,070,010,000
- 6 DATA 100,000,141,200,000,070,010,000

**BUBBLE BOBBLE**

Here's a neat listing for one third of the Rainbow Collection - type it in, then RUN it for infinite credits.

- 0 RUN BUBBLE BOBBLE CHEAT BY NAG
- 1 FOR 0-10200 TO 11200:PRINT V=C+V:POKE 3,V:END
- 2 IF C=10000 THEN PRINT "DATA ERROR" END
- 3 SYSTEM
- 4 DATA 010,000,240,100,000,141,200,000
- 5 DATA 010,100,000,100,100,170,141,000,101
- 6 DATA 100,000,100,100,100,141,000,101
- 7 DATA 070,170,007

**LEAGUE CHALLENGE**

Fancy starting in Division 1 with £200,000? No problem, just enter the following...

- 0 RUN LEAGUE CHALLENGE CHEAT BY NAG
- 1 FOR 0-507 TO 970:READ V=C+V:POKE 0,V:END
- 2 IF C=0-500 THEN PRINT "DATA ERROR" END
- 3 POKE 107,128:SYSTEM
- 10 DATA 100,010,141,000,001,000,000,141
- 11 DATA 001,000,000,000,000,200,000,000,141
- 12 DATA 100,000,100,000,141,170,000,000
- 13 DATA 100,010,141,100,001,000,000,141
- 14 DATA 200,000,100,000,141,210,000,000,000
- 15 DATA 000,000,000,000,000,000,000,141
- 16 DATA 100,000,100,000,000,000,000,000,000
- 17 DATA 000

**SUNBURST**

Markus Pugh delivers the goods. Type in the listing, then RUN it for infinite lives. Your energy won't reset if you get killed.

- 0 RUN SUNBURST CHEAT BY N PUGH
- 1 FOR 0-510 TO 500:READ V=C+V:POKE 0,V:END
- 2 IF C=4000 THEN PRINT "DATA ERROR"
- 3 POKE 107,128:SYSTEM
- 4 DATA 10,000,000,100,21,041,000,0,100,0,141,000,0
- 5 DATA 00,077,00,000,0,100,040,4,70,0,0,100,0,100
- 6 DATA 110,0,100,0,040,110,0,70,00,0,100,0,100
- 7 DATA 00,101,040,100,100,100,110,141,000,100,100
- 8 DATA 00,141,040,140,140,140,0,141,140,70,27,0

# SAMARITAN'S CORNER

**Crushed by Creatures? Tortured by Turrigan?**  
**Fear not, Good Samaritan, Andy Roberts is here**

## TURRICAN

Kevin Daniels, Jason Robinson, Robert Rowlands, Gordon Bauls, Stuart Farley, and Michael Smith are just a few of the people stuck on this rather splendid shoot-everything-that-moves ramp. For infinite lives, time, and gyroscopes, merely type in the listing...

0 ROM TURRICAN TIME CHEAT  
 1 FOR 0-200 70 020,0000 510C-VI-Y000  
 0,7,0000  
 2 IF 0A-2000 7000 PR00T \*0000  
 00000\* 0000  
 3 FORK 157, 118,000000  
 4 0000 032,000,000,100,000,101,  
 110,000  
 5 0000 100,000,101,110,000,070,  
 010,000  
 6 0000 100,000,101,070,000,100,  
 070,101  
 7 0000 070,000,101,110,010,070,  
 000,100

## TURRICAN 2

And once you've completed Turrigan, you will probably indulge in the sequel and get hopelessly stuck—just the Daniel Broughton, Brent Metcalfe, and Michael Richards did. Type in the listing and RAM it for infinite lives.

0 ROM TURRICAN 2 TIME CHEAT  
 1 FOR 0-200 70 011,0000 510C-VI-Y000  
 0,7,0000  
 2 IF 0A-2000 7000 PR00T \*0000  
 00000\* 0000  
 3 FORK 157, 118,000000  
 4 0000 032,000,000,100,000,101,  
 110,000  
 5 0000 100,000,101,110,000,070,  
 010,000  
 6 0000 100,000,101,000,070,070,  
 000,110

## Stuck?

If you are stuck on any game, so matter how old, send your plea (preferably on a postcard) to: Samaritan's Corner, Commodore Forum, Future Publishing, 30 Monmouth Street, Bath, BA1 1BN, England, The World...

## EVERY SINGLE OCEAN GAME?

Believe it or not, here is a simple trick which works on practically EVERY Ocean and Imagine cassette game since Mag Man. When you die on a particular level and the game prompts you to rewind to side B, simply leave the tape running—the next level should load in without delay!

## ATOMINO

Reactivated by nuclei? Angered by atoms? Provoked by protons? Here are some ever-so-handy codes for those seemingly impossible level levels.

LEVEL 10—MRL	LEVEL 20—MOPE
LEVEL 30—LEFT	LEVEL 40—R000
LEVEL 50—TIME	LEVEL 60—FLUP
LEVEL 70—COOL	LEVEL 80—FREEE
LEVEL 90—WAVE	LEVEL 100—000R

## MIDNIGHT RESISTANCE

Not another game causing more than its fair share of grief. If the cheat mode (lighting SHAMOSE on the high score table) isn't enough, enter this listing for infinite lives, keys, and weaponry—000!

0 ROM MIDNIGHT RESISTANCE TIME CHEAT  
 1 FOR 0-200 70 000,0000 510C-VI-Y000  
 0,0,0000  
 2 IF 0A-2000 7000 PR00T \*0000  
 00000\* 000  
 3 0000 207,120,0000  
 000-1,071,000000  
 10 0000 002,000,000,000,002,000,000,  
 000,000,100,101  
 11 0000 000,000,100,000,101,000,000,  
 000,010,001,000  
 12 0000 070,100,000,100,000,000,000,  
 010,010,100,010  
 13 0000 101,000,100,101,000,101,000,  
 000,000,100,170  
 14 0000 101,000,000,100,000,101,000,  
 010,100,000,101  
 15 0000 007,000,000,000,100,000,010,  
 000,170,010,000  
 16 0000 070  
 17 000

## CREATURES

If I had a penny for every letter requesting help on this mammoth game, I'd probably have more money than APOLLO Powerboats. There are too many of you to mention, so if you need it for assistance consider this listing your reward. Type it in, SAVE it, then RAM it and let the on-screen prompts...

0 ROM CREATURES TIME CHEAT IN 0  
 0000  
 1 FOR 0-200 70 0,00000  
 510C-VI-Y000  
 0,0,0000  
 2 IF 0A-2000 7000 PR00T \*0000  
 00000\* 000  
 3 0000 000-0,000  
 4 0000\*\*00000000 0000 000\*00000  
 00\*\* 0000 000 011,101  
 5 0000\*\*00 0000 000000 000\*00000  
 00\*\* 0000 0000 010,101  
 6 0000\*\*00 00000000 000\*00000  
 00\*\* 0000 0000 017,101  
 7 0000 000,000,00000  
 8 0000 17,00,107,000,17,100,00,1,  
 10,000,000  
 9 0000 10,100,000,100,00,100,001,  
 10,100,01,100,070,10  
 10 0000 100,0,101,070,10,100,070,  
 100,000,10,070,100,0  
 11 0000 000,000,000,01,100,000,101,000,  
 0,000,0,101,010,7  
 12 0000 000,000,000,10,000,101,100,  
 00,000,000,0,100  
 13 0000 00,100,001,0,000,100,100,  
 0,101,000,0,100  
 14 0000 00,100,001,0,000,100,100,  
 0,101,00,100,00  
 15 0000 000,000,000,100,100,0,100,  
 000,00,100,00  
 16 0000 000,170,070,100,10,170,100,  
 070,10,00,100,000

## RODLAND

Many of you spotted a deliberate cheat made for the wonderfully playable arcade conversion. When you control the last letter from the word 'EXTRA', hold down the RESISTANCE—you can now skip to any of the levels, leaving only the guardians to be tackled.

## MONTY ON THE RUN

Kevin Marston and Tim Phillips wanted infinite lives on this classic game of 500-wins, so they ran by this cheat, enter I WANT TO CHEAT on the high score table. Now start the game and collect the little boat on the second screen. Oh, and you should select the following items as your escape kit: the SCOPES, the JET-PACK, the PASSPORT, the GUNBARREL, and the BOTTLE OF TEAR.

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Our heroine has been left out in the cold with nothing but weapons and traps for company. Fortunately, there are always plenty of weapons and traps lying around for her to use.



Players have got their longest Elvira stroll off to perfection. She'll come this way with a few dark bits of cover for bullets. To be honest, these bad guys are little more than sluggish worms.



Anything from one platform to another is about a really biggie. But it means, and Elvira can go falling to pieces in the off-road loop. The game does include some very amusing traps.

**T**his is a man's, man's world. But where would he be without a gal like Elvira? I mean, who else has a house by the name of Large Assets, and an ancestor called King Abraxas of Elrod?

Now Elvira's wretched ride is about to begin. She's been ordered to prove her self sufficiently spooky to win the family's ancestral home.

Three levels for between Elvira and her past: The Fire World, the Ice World and the Castle itself. The Fire and Ice worlds can be played in any order, but both must be completed before the castle can be reached. If this all sounds like some mad excuse to get her politeness into a completely impractical arcade adventure, it's because it is.

Okay, so the story's an excuse, smug and long as you'd expect. But just how good is the game? Well, it's fog. Very, very fog. For a scrolling arcade adventure, Elvira manages to be good to look at, and expensive. Once you get used to the idea of controlling a (fog heavy) sprite like that of Elvira, everything else into place quite nicely. It is a little

strange to dump such a talented girl into a land infested with spells, sorcerers and unmentionable nasties (ah - hey! - it's all in the name of good, clean(er) entertainment).

And entertaining this most certainly is. Can there be anyone out there who isn't

# ELVIRA

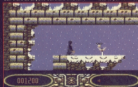
## THE ARCADE GAME

Having already been treated to an adventure-based walk through Elvira's warped life, we now come to something which requires a little less brainpower. Yep, it's arcade-adventure time, and what a jolly good romp it is too.

familiar with Elvira and her unmistakable form? Well, after making a film, presenting heavy metal programmes, and bulging out of this month's underwear cover that is mentioned the cover (apparently perceived), it's hard not to feel like you know her intimately. In that respect, it's a standing ovation to put her in an arcade game.

If playing Elvira brings any other games to mind, it's Ocean's Tait's 1985 six multi-directional scrolling arcade adventures. Both games have a slightly tedious pace, but not to the detriment of the game. The ability to freely control the jumps, and for weapons while in mid-air enables precision platform solving. There's nothing easier than a game which caters for the game's needs. The other really great touch, is the way that Elvira hugs the fog.

*It's a pretty stonking idea to put her in an arcade game*



Like Ocean's excellent Tait, the Elvira character requires a bit more touch, and not a little precision against some of the more villainous opponents. You'll need to make use of all her movements.



Well, hey, hey. Fancy stepping outside for a quick walk? They always fall for it, and usually end up losing their heads. But don't forget to keep hugging all those deadly properties.



The trouble with wargames is that they're not always correct. It's worth remembering that some of these spots are designed to send Elvira to her doom.



Oh-oh. Looks like the sorcerer's forgotten to take the mutant Big Ball Tamer and set a trap. And this one features a chance to Elvira's hair-bone. Luckily, this is another incredibly cheap book, so a couple of shots should put it down.



If you like your games cluttered with sprites and small rooms in the background. But for every day experience it's a joy. There's lots of room left for thinking about in search of nice things, and things. And by not to get lost.

# RA

lures of the landscapes. Along every rocky bank and jagged shore her figure follows the flow of the land, the swaying person gliding along smoothly as she does so.

Spells are also thrown into the game equation, ranging from simple shield and fire and spells to more necessary feather-fall and fire resistance spells. Weapons for later the worlds of Elvira. From the humble little daggers which she is initially equipped with, Elvira can arm herself with all manner of wondrous, dangerous and magical projectiles. When faced with some of the nastier bad guys, they're certainly appreciated.

From the mushrooms which launch deadly spores, to the serpents, to the tentacles which swing from the roof, the bad guys all look like they've had a little thought put into them. These intelligences leaves a little to be desired, however. Movement patterns are a bit on the simple side, and a touch of monotony when some occasionally get in when fighting off hordes of nasties.

There's a certain amount of pointing to do in Elvira. The right keys must be collected, and in the right order.

Various areas require the right spell to progress, and the devious traps are sure to catch out any player who tries to glitch out.

Graphically Elvira passes, with smart and varied landscapes. Parallax scrolling is also used to good effect, making the whole thing look slick and classy.

Much as the gold state of the game brings playing time and stretches the CD-R's abilities, it's also responsible for



Peoples are restricted to floating keys and web-stemmed fans. But they must be picked up in the correct order. Unlike here.



These requests are as dumb as rocks, but they do tend to help progress unless you deliver them to the wrong character.



The price for Elvira is a huge and stylish coffin at the end. Let's hope someone's remembered to pay the heating bills.



The intro screen lets you choose which of the first two levels to start with. Neither one for us, we've a piece of cake.

the game's biggest problem. You see, Elvira is just too loose – the spaciousness of the playing area occasionally makes things a bit too unstructured and awkward for my heart to be completely won over. The gameplay could have done with a bit more of an edge.

Thankfully, the structure of the game's puzzles are well thought out, so they alleviate the syndrome just enough. Getting lost in the maze of tunnels and rooms is never too much of a problem.

In the end it can't help but falling for Elvira's charms. It's just such a friendly and playable game that it's impossible to get frustrated. But the urge to continue is always there. It's a big game, it's a good game, and it's nice to see the female finale look in again.

MARK BARNWELL



Game	Elvira Arcade
Publisher	Play
Cassette	£19.99
Disk	£14.99
Release	December
Contact	0887 880200

## POWER RATING

**THE DOWNSIDES...** 100

- The instructions are, frankly not enough of Elvira's unique in-game humor
- The main spells is excellent – it really does look and (then hand) feel like Elvira
- A good range of spells and modifiers adds to the usual arcade adventure format
- Brilliant graphics and exciting playing area
- There's events and winks of mystery in them
- The way Elvira follows the contours of the land is an occasional little trick
- Ability to play the level two levels in any order is an excellent touch
- Great in-game presentation

**...AND THE UPPIERS** 82%

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# PITFIGHTER

**T**here's nothing better than the promise of a quick dose of pulsed blood 'n' guts to get 2Dps pouring into a coin-op faster than rows of a test technician gets fingers out of a lucky dip. So it comes as no surprise that the brutal, bloody and downright awesome coin-op *Pitfighter* has soon become Atari's quickest-ever money-spinner.

The coin-op's most immediate attraction is the use of digitised images of real fighters to represent the control characters. There's something sinister about seeing real people getting submitted, instead of the usual cartoon-style graphics. The atmosphere of menace gets even darker when you take a look at the scenery. It's not a pit, exactly -

How this digitising isn't fun, as it's one good boy knows, you should never fall in getting. But what if she starts looking pointed stars at you?



Even third fight you enter a grudge! Last man on his feet the winner! Mark, you must drink your opponent three times before he does the same to you. It's free all at the moment, with everything to play for



You heard of being 'bored' checked? Before fed this is ridiculous. It's no good, if your opponent are going to start playing dirty, then you'll have to do the same



At the end of each challenge you've finished a knockout bonus, a levelling bonus and a share of five light games. Then it's on to the next fight

**K**ind of a sundown without a fight. But the pairing proved and the abundance of stunt objects lying around all combine to make it a place you would definitely not take your granny to for a nice evening out.

No, these guys are for real. They're not fighting for honour, king or country. They're not even fighting for a smog of a particularly smug girl. They fight for cash and they fight dirt. End of story.

OK, so you're still feeling up to it? Good. Now you'll be wondering how your C64 manages to emulate a 198000 coin-op checked in the pits with state-of-the-art visual technology. Well, it doesn't really. You're left with what can only be described as a sad, shambling mockery of the coin-op's original visuals. Over is via. But that doesn't necessarily mean the game underneath is no good.

There are eight different warriors waiting to take you on. You can play the part of one of these different characters - a kickboxer, a wrestler or a karate champ. Two players can take on the opposition simultaneously and, with 16 different moves to master, the help certainly comes in useful when you're still learning the ropes. There's more to this game than first meets the eye.

But is it worth the money? If you were to look at *Pitfighter* as merely a faithful coin-op conversion, then you'd have to conclude that it's really a bit of a dud. The coin-op was never intended to provide anyone with long-



You victory after a tough struggle. Your opponent's strength has reached the top now before years to it's late (but's on the drink. Stop paying and get on with it)



Need To, Boy and Rain. They are here to please. In pass and to general. Check your status. In, take a sharp breath and enter the world of the Pitfighter



Did The Executioner ever look himself on the drink looking up? It's broken by when it's too against one

No-one warned you that this would turn into a 'heavy' match (again). But this big date isn't joking, or not really!

<b>Game</b>	<b>Pitfighter</b>
<b>Publisher</b>	<b>Atari</b>
<b>Cassette</b>	<b>£10.99</b>
<b>Disk</b>	<b>£14.99</b>
<b>Release</b>	<b>November</b>
<b>Contact</b>	<b>091 780 2222</b>

## POWER RATING

**THE DOWNERS...**

- The game's amazing visuals have been lost in the conversion
- Fighting style has been diluted
- Absence of any plot whatsoever
- Long time to learn
- Unimpressive sound effects

**100**

**74%**

**THE UPSERS...**

- Lots of neat battles
- Loads of moves to learn
- Two-player option really adds an extra dimension to the gameplay
- Good beat-'em-up action
- Three different characters to play, with individual strengths and weaknesses
- Faithfully reproduces the parent coin-op as well as could have been expected
- Great music included

**...AND THE UPSERS**



# SMASH

Turn on, tune in and drop dead. That's the message Ocean are sending out on the airwaves as they release Probe's conversion of the Williams coin-op game. Our reviewer stepped on down and took a shot at the TV game show that kills its contestants

**T**here's something about a great Williams coin-op that can turn normal human beings into slot machine junkies. These games are usually fast, always loud and, chances are, they'll involve killing lots of things of supernatural size. The result is long hours in smokes and empty pockets.

Smash TV is definitely no exception. As a coin-up it was an even bigger hit than those now revered Williams coin-ups Defender, Robotron and Asterix. The Atari version looks destined to repeat that phenomenal success.

Here's the plot. It's our old damn the death and depressing future in which television has finally taken over, and consumption is not so much a way of life, as a reason for living. Not surprisingly, everybody's favourite TV award is the game show. In the future, game show contestants can get killed in the pursuit of fame and lots of goodies. (Let's hope Blockbusters is still around in fifty years, eh?)



These blue blobs are mines and, needless to say, they have a habit of getting in the way. To the top right is the number of lives left.



Buy goodies to an end of level guardian, but fails to escape of costly price, Worth



Yeah, it's a load of material single types in "retroactive" green invaders. Kill 'em all

In Smash TV, the most ludicrously violent game-show of them all, contestants run around, kill everything the TV company throws at them and pick up prizes on the way. That, as they often say, is entertainment.

You guide the contestant through a grid of game rooms, all of which are populated by killer druid types, automatic tanks, and mobile shaped tanks. There are even minifields to regulate, but that makes this completely insane, as opposed to marginally crazy. It is once you enter a room, there's no way out until you've finished off everything that moves.



When a room has been cleared, you are offered a gold map. It's nice to walk out the easiest way through the chaos to come



It's impossible to leave any room until all blobs have been destroyed



That yellow multi-shuriken weapon is very useful indeed. It wipes out everything

While you're frantically avoiding bombs, bullets, shrapnel and mines, you can pick up prizes (quantity oft-wrapped), as well as train, silver and gold. There's also a comprehensive selection of bonuses such as bigger weapons, extra lives, speed tablets, small bombs and shields that grant temporary invulnerability.

Weapons include short range bombs, long range missiles, three-way spray guns and an exceptionally nifty little number when surrounds you in deadly electronic shuriken. These are especially useful when dealing with heavily armoured enemies.



Look at all that lovely loot. In Williamsland, games players always get lots of points and loads of incentives. Here, greed is good

**In the most ludicrously violent TV show of all contestants run around killing everything**

# H TV

**It's a corker!**



Most of the big standard ones look like motivated ninjas, and they're just as ready. It's like having a never-ending supply of Terminators on your case. You'll have guessed by now that it's important in this game to keep moving at all times. The badies here in on you and they absolutely will not stop until you've been killed. Incidentally, this sets off a speedily depressing death scene in which the hero spins round a few times before thumping to the floor.

On screen, there's a special window that lets

you know what prices you're picking up (cars, video recorders, bikes, handbags, that kind of thing) and how many lives you have left. Even a good player won't go long without losing a life so it's a good job that (a) you've got nine lives (plus three from the continue game) and (b) there are quite a few extra life bonuses to be picked up.

You have to move fast though, because bonuses and prices are only on screen for a few

seconds before disappearing. These prices can tempt the greedy to their doom. They are often positioned tantalisingly close to you, but also hideously close to enemies or mines.

Easily the most impressive aspect of Probe's conversion is the stupendous speed of the game. I don't think we've ever seen a game on the C64 that moves so quickly and so smoothly. We're talking dozens of sprites on screen at the same time, all milling around busily and purposefully. It's only rarely, when the screen is packed with characters, bullets and bonuses, that the game-speed slows down, and only then slightly and briefly.

Each room has a different theme, so some are packed with exploding whirring machines, others with tanks, and some with prizes or other bonuses. It's up to you to explore and find the best route.

The end-of-level quantities are huge, and not at all easy to kill, but as it usually the case with such monsters, there's a proper way of disposing with these guys. When the level is complete, you're rewarded with points based on how many goodies you've picked up along the way and how much cash and gold you've accumulated. There are only three levels and, to be honest, the last two aren't all that difficult. But the third is absolutely huge, and it'll have you playing for hours on end.

In fact, if you like your action thick and fast you can't go wrong with this game. It's simply one of the most frantic titles ever. The bottom line is this. Buy Smash TV.

**—DAVE COOPER**



This same type character comes up of the end of level one. You must shoot off bits of his body, until he literally falls apart.



These tanks are a bitchy lot, but if you get a small bonus bonus, they'll even see things your way. Otherwise, clear 'em out.



It moves real quick, and it's very consistent. As bonuses go, he's a bit of a stomp, but still quite dangerous.



That ring around the contestant is an invincibility beam. But it really lasts for long. Check out the extra life bonus on the right.



It's end of what for our item, and on to the big money rounds. This sequence really shows off the game's outrageous speed.



Enemies can get crushed with goodies and tactics, but there's hardly any noticeable slowdown in game speed.

Game	Smash TV
Publisher	Comax
Cassette	£74.99
Disk	£75.99
Release	Now
Contact	051 632 6630

## POWER RATING



- ▶ Missing action for those bored levels
  - ▶ Terrible speed as a multi-tude of sprites appear from one side of the screen to the other - amazing!
  - ▶ Great sound effects - these are the robots killing machines make
  - ▶ Lots to explore - level three is enormous
  - ▶ Lots of bonuses to kill
  - ▶ An abundance of weapons and bonuses (but beware of the mines)
  - ▶ Appealing plot
  - ▶ Impressively similar to the original in many respects
  - ▶ Just fun in every way
- ...AND THE UPERS**

## STRATEGO



To start the game, move your first soldier forward, in this case a major, which is quite a high-powered one (as it probably takes one of that weaker piece's lives).



My idea has just received an enemy piece's death, so that's one less for me to build on (but there are plenty more to shuffle into - woot!)



**The first one to lose all his men or have his flag nicked is a sissy**



Looks pretty exciting doesn't it? Don't be fooled. There's no cavalry, no smart tanks and definitely no blimps. It's a lot of mind-boggling opening screens, really. Oh wait, chess counter. Nope, here we come (short bit)

I've never heard of *Stratego* but apparently it's an enormously popular (ahem) strategy boardgame. Now, I don't want to shoot myself in the foot here but, if you don't like strategy games, stop reading this now. I'm no great fan of the genre but even I was hooked - for a while. The game requires vast amounts of logic which, when applied to games (as opposed to life's GCSEs) means that you've got to be cunning and cunning - a right shy guy. This comes in handy when you're on a battlefield with 31 men, six bombs and a flag. The two sides are evenly matched and the first one to lose all his men or have his flag nicked is a sissy.

*Stratego* is a one-player game only. But why? The only thing that makes boardgames even slightly enjoyable is shouting at and being shouted at by your opponent. The lack of response when you yell at a computer is frustrating. Anyway, on with the game. First decide whether you want to go for a campaign (five battles) or just a single game and then choose which of the five levels to play at. Next, place your pieces on the board. You

can do this all by yourself or tell the computer to do it - just choose from 13 setups. You can place your most powerful pieces at the front, backed by their minors and bombs or send in the cannon fodder.

You want to capture your opponent's flag but you can only take a piece if your attacking piece is ranked higher than the defender. However, you can't see what rank your opponent's pieces are, so your first moves are all based on guesswork. It's best to move your lowest rank forward first, to check out the potentially dangerous areas.

The computer takes again to record each move (yawn). At the same time, it's also quite addictive. Oh, I hate this sort of game. I kept thinking how boring I was, yet I had to know how it would all end. But play a whole campaign? No way. I couldn't keep my eyes open or brain functioning for that long.



LOSER BANNER

Genre:	Strategy
Publisher:	Accolade
Console:	CD, PC
Disk:	CD, PC
Release:	Now
Contact:	081 877 0000

## POWER RATING

## THE DOWNERS...

- It takes forever to get through even a single game, and I will lose!
- It's very difficult to play.
- There's no two-player option which is more for a two-player!
- It would have looked loads more if the pieces had been shaped a bit more like soldiers and a bit less like chess-counter tokens.

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50%

- If you like strategy games, you'll love it. You there's hours of gameplay in there.
- At least the graphics are nice and clear.
- The manual explains everything you need to know.
- Five levels of computer opposition available.

## ...AND THE UPPIERS



David: I thought he was only after my big bombs. Never trust a man with a jelly mould on his head.





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## RETURN of the

## WITCH LORD



**T**he most successful role-playing game of the year stages a comeback thanks to Grimkin, in the form of an expansion pack that gives *Hero Quest* players 18 new scenarios to choose from. *Return Of The Witch Lord* isn't a computer game in its own right, however. You need to load *Hero Quest* first and select the *Witch Lord* option from the menu to get *Witch Lord* up and running. And even then, playing the new adventures isn't easy unless you've previously stored some dragon-welder level characters from past *Hero Quest* sessions (otherwise you won't be able to buy any equipment until you've completed at least one of the new quests).

Just as the original game took shade up of 10 adventures that linked together, an equal number of new adventures take in the shadows of the *Witch Lord*'s domain. They've been played in the order they're presented because they lead up to one big showdown at the end. But be warned — they've been designed to present a serious challenge to even the toughest adventurers.

Moving up to four players to join in, the game is presented as an isometric 3D map of the area the players are in. This is marked

out in a square grid, allowing the characters and monsters to occupy one square each. Each character is controlled in turn and when all the characters have had their goes, the "Big Wizard Morde" takes control of the dungeon, meaning that the computer has its go, moving any monsters and making their



Here's, eh, Barbarian and wizard shake out the rolls in a room. Which way now?

attacks. This sequence is repeated throughout the game, more by move.

Characters move a random number of squares each turn. Before or after they move, they can search rooms and corridors for traps, treasure or secret doors. Whenever they move off the map, though an exit, another map is drawn to show their new location. At any time, players can also take a look at an overhead 2D map of the whole area. But this only reveals what you've already explored.

Combat is another 'dice rolling' exercise that's weighed in favour of the players.

Though sometimes you wouldn't believe it, (unfortunately however, Grimkin don't show you the dice rolling. This would have been easy to do, it was missed in *Hero Quest* and it's a shame it's been ignored this time as well.) Most of the monsters fall over for good when they get hit once. But, in players of the original will know, some of the tougher monsters can take more of a beating — and *Return Of The Witch Lord* loses zombies, mummies, ghosts

warriors and a thoroughly rotten supporting cast of creatures. In fact, as you hack and slice your way through the last of the scenarios, you encounter greater and greater hordes of monsters, making progress bloody and slow. But if that was all there was to the *Return Of The Witch Lord*, would it be worth



The barbarian intelligently chooses this way, falling into a pit trap in front of a door.



Only the part of the board occupied by the character you're moving shows up, making for a more speedy game indeed.



The Mucky graphics are easy to get used to.

having? Well, that isn't all there is to this expansion pack but there's not that much more, either.

There are new monsters, new traps, new exits. But there are no new monsters, treasures, characters or spells. And there are still bugs that Grimkin haven't fixed since first time around. Spell casters still can't interrupt their moves to cast spells, for instance — niggle, niggle.

If you get to the end of *Hero Quest* and wish for more, then don't wait a moment longer. *Witch Lord* will give you what you want. But if you thought that any future add-on would be one big bundle of exciting new ideas, think again.

DEAN MATHIAS



Name	<i>Witch Lord</i>
Publisher	Grimkin
Coverage	£8.99
Disk	£7.99
Release	May
Contact	0742 763423

## POWER RATING

## THE DOWNERS...

- There are no new spells, weapons or monsters (ah)
- There are actually fewer types of monster than in the original game
- Some old patches are still here (and you don't see all the dice rolls)

100

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- Up to four people can play
- Progress of the original game can show 10 more dark dungeon adventures — if they're lucky enough to survive
- The original game system is a great way for anyone to play
- Easy-to-use graphics make events absolutely clear
- Lightest old characters from past *Hero Quest* sessions
- Easy parallel control
- New traps and settings
- Murders of monsters

## ...AND THE UPPIERS

73%



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# ROGER FRAMES

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People always accuse me of getting carried away. This time they say I'm obsessed with World War 2 hardware, after playing *Indiana Jones And The Last Crusade* non-stop for two weeks. Honestly, people exaggerate the effect playing these games has. All I said was that I wanted to go to the Imperial War Museum...



The Imperial War Museum was amazing! It did seem rather expensive though, to have all those probably great weapons in mobile suits when British submarines used so much. The only thing other than all those tanks and planes was my tank, so I lost fun while I was inspecting a tank like the one in the *Indy* game. I didn't expect anyone would mind if I made sure it looked the same inside as it did in the film...

## INDIANA JONES AND THE LAST CRUSADE

Klax, £3.99

Fight, here, Indy must wander around the scrolling caves of doom, collecting expensive artifacts and avoid-

ing the badies who have recognised his investment potential.

As well as bashing these guys with your whip, you (as Indy, of course) come up against the kinds of puzzles, traps and traps that you see in the film. Not real hard. The only caveat of stuff like fighting or avoiding when it gets dark or pausing occasionally to avoid falling skeletons (ouch).



The *Indy* sprite is pretty large (as are all the sprites, actually), so while they look good when they're not moving, they become jerky and slow when forced into action. This isn't very Indy like and, to be honest, neither is the game as a whole.

Trouble is, it takes so long to jerk your way around the levels, you'll probably waste

## STUNT CAR RACER

Klax, £3.99

3D high-speed motor-racing action. *Stunt Car Racer* gives you a joltery, a fofofo, bump circuit with jumps and high bits and an opponent determined to top you; and off the most dangerous corners and out of the race. You must tear round several tracks at top speed, trying to beat or save this guy into submission.

Each track features a jump, some criminal bends or some large humps, which you've got to negotiate at just the right speed in order to stay in the race. Too slow and you'll get beaten, too fast

and it's into the stratosphere you go. You'll find it's very tricky but immense fun as well.

It's a  
Coyler!



If I could just attach a tow-rope to my steed, I'd save a fortune in petrol. (But the opponent is faster even if it is the streaks away from Roger's stingspot.)

It's fast, the graphics are great and it's well-bitingly, nerve-frazzlingly exciting. You can also take it in a tournament with other like-minded pals.

I know it'll be a shock, but it's time to unhook the carpet and dig out your 1980 Christmas money, because if you don't get hold of *Stunt Car Racer* your cheeks will shake you for months to come.

## STUNT CAR RACER

Fast, fun and thesauri fairly frugal. This is a game well wrapping your fat-well collection for... (Pretty that, go ahead and buy it!)

FRAME RATE

87%

about \$250 in electricity alone before you get to the end of just one of the levels. If you like big big games, this might be fine but I couldn't stand all that getting up and stacking 800-shaded pieces of ice into the meter, only to return to the game and struggle in for another hour and get about 3 inches further.



**INDIANA JONES AND THE LAST CRUSADE**

The way he moves, it's sure to be the last crusade looker besides without the aid of orthopedic footwear. Not recommended except for the very patient.

**FRAME RATE** 35%

Revisit the treasure with Michael Jackson. Avoiding babies is all well and good, but where's the chills and the creepy babble?

**MOONWALKER**

Spinalists like me will be pleased to hang onto their hardware instead rather than take this mungy trip to Jacksonville.

**FRAME RATE** 41%

**MOONWALKER**

Kix, \$3.95

You don't see many moonwalkers these days, do you? This is because moonwalking always set your shoes at least a third faster than ordinary strolling.

Puck Michael Jackson is all at it though and you control him as he waddles around four locations, looking for the four parts of a robot costume to wear that as fast as a fast flash, you see. It's a top-view job and you must simply avoid the babies as you stroll around the obstacles of your quest.

Not waddling, ah? Well there is a distinct lack of excitement, as someone called Mr Big sends his forces after you. The trouble is, it's not very responsive or quick. If you see someone coming, you moonwalk the other way. The view isn't particularly spectacular and if you're an impatient you'll have found a \$3.95 cure.

**SOCCER RIVALS**

Out, \$3.99

Everybody knows that watching football is a mug's game. Why turn on your telly when you can stand outside your neighbour's living-room window and see it for nothing?

If you're a fan, then Soccer Rivals might be your thing. You get to choose your team, train them, cause serious injuries and other-



Follow the soccer action from our quite co-scient, though, as the picture shows

also fall around with their well-being. When you're happy, you can send them to certain slaughter by entering them into a match. But do you get to watch this (or any) match? No. You simply see the results when you play. If you've won, congratulations! Now it's time to do the whole thing

Some enough the bank was exactly the same. I started the engine up to see if it would sound better than it did through our mungy '76 speakers. Unfortunately, that costed the money checking some trouble's nearby and the game was a piece of his mind just much, in other words...

again. And again. Until you've won the Cup in fact. As management games go, Soccer Rivals is no worse than any of the others. But as raw, fast-living excitement is concerned you'd be better off checking under bus-seats for chewing-gum.

**SOCCER RIVALS**

A management game which you should manage to avoid.

**FRAME RATE** 31%



Overtake me, will you? Nobody beats Super Drifter on the track (except perhaps Jason the scientist)

**POWER DRIFT**

Hi Speed, \$3.99

If you've ever been overtaken by a sidewalk in a beach-buggy, now's your chance for revenge. Power Drift is a 3D driving game in which you must race seven other cars (including the sidewalk) to get third place or better. The cars go about 240 kmh and the tracks are as windy as a snake with indigestion, so grip your joystick with both hands and prepare to shed some perspiration.

It's colorful, it's quick and it's pure teeth-grinding, gear-changing fun as you ball round each circuit trying to keep ahead of the bugs breathing down your neck.

The idea isn't especially new, but Power Drift is the most playable game of its type. Let me tell you, if you aren't instantly thrilled by the high-speed chases through interesting terrain, you should go back to growing grass in the spring cupboard.

**POWERDRIFT**

Great the first time round and if you missed it then, you mustn't miss it now. A classic racing game.

**FRAME RATE** 41%

**ALTERED BEAST**

Hi Speed, \$3.99

The scenario is simple. Zeus, god of everything, has asked you nicely to save his daughter Athena from evning all these poster shops. Well, actually she's given that up already and is being held by Neil, Lord of the Underworld.

You must make your sideways-scrolling way past all Neil's minions to rescue her, with only your incredible fighting skills to protect you. As you wander along, all manner of creatures attack you, including old men, doggies and fire-demons. Cross it, kick, punch and jump your way past all of these and





Well, not, my friend! Oh, you offer me this? No! I thank... ummm! Running and slaying your way through *Altered Beast* isn't easy. Never mind a lycanthrope pet who was a push-over

press on through the realms of Hell. It's not as spooky as it sounds but it's a big and playable game which gets you finished as you go further into it. There's bits of nice scenery and no shortage of good, old-fashioned thumping to do, so if you're feeling adventurous (and I admit that I am, at the moment) it's worth a go.

### ALTERED BEAST

It won't remove your shoes and socks and place them on a wardrobe, but it's still a pretty good beat-'em-up.

**FRAME RATE**

75%

### QUATTRO COIN-OPS

CodeMasters, £2.99

Another four games for £2.99 is £2.99's a game, which might not be too bad. The games are *Fast Food*, *Pistol Simulator*, *Pit*, *Tris* and *Fruit Machine*. *Pit* is a Pitman affair, with a mischievous Mob, ghosts and, oh, everything else. It's fast and fun if you like that sort of thing, and I do. *Pistol Simulator* is just that. Flipping away for hours can get a bit boring but it's certainly playable.

*Pit*, *Tris* asks you lots of questions about pubs (only kidding, it asks you about loads of topics) and *Fruit Machine* lets you watch pooies

at cherries, which paid your eyeballs.

None are brilliant but they're all diverting for a rainy afternoon when you're in bed with concussion and it's cheaper than a return ticket to New York.

### QUATTRO-COIN OP

Cheap and cheerful, just the way I like 'em. Four playable games and a cassette box useful for storing all those half-pennies you saved.

**FRAME RATE**

75%

### HEROES OF THE LANCE

Klax, £2.99

Get in the Land Of Kyrin. HOTL sees you, the warrior of Gyrin, looking for the magic Heart of Brinn and the mystical Eye of Dryst. It

really is the most appealing, too, but if you're any like



well in this sort of quest, read on. It's an official *Advanced Dungeons & Dragons* game, which means that it's dead complicated, especially if you've been clever enough to avoid taking out the D&D books, and least figures that normally go with the hobby.

But what you get here is a sideways-scrolling, joystick controlled beat-'em-up (far warts if a better word). The quest you're on is big enough to keep you burning valiant electricity long into the winter nights, but, as I say, it's only really appeal to fans of fantasy. The action isn't thick enough for demanding gamers, like me.

Graphics and sound are pretty okay, though, and the whole thing is smooth and, when you're not being interrupted by little messages, fast. When your band of travellers get into combat, you control it all with the stick, so you're actually an important factor, rather than a spectator just sitting there, watching your people get slaughtered. You can get really into it.

Exploring the Land of Kyrin is fun. (Who knows? You might even want to map the whole thing). So overall it's a bit specialised for me, but if you're a fan you'll be kept happy for many a moon with HOTL.

### HEROES OF THE LANCE

Not the most enjoyable beat-'em-up but one that should keep the fantasy fans chomping even though it's a quarter of its original price.

**FRAME RATE**

75%

*Orbiter* and *Competition* aren't much. *Banana Land* of *Tropics*. Quite so, it's a shock, they stand and wait for him to make his first move. Can you handle such high drama?



When God's chosen, 'Get out of here, now!' I must have hit the accelerator pedal and we lurched forward. But could we where we were going but I couldn't until he decided to stop being a jelly and strike in. But God had abandoned a large wall that I didn't see until too late. But they should have shown the tank breaking through a wall in *Lost Crusade*. Honestly, it looks incredible from the inside.

Anyway, take it from me, tanks are even easier to get into than *Fast Forward*, he's a bit more (unless it's impossible, it's a screen. Especially if you ended up being driven over by a soldier



Well at least you don't have to put money into this machine, oh nooooo! (wink wink)

# WIN!

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CALL 0839 550042

The latest driving games aren't necessarily the most playable: a quick glance at these models reveals four jockeys over five years old (though none of them can match the technical excellence of Turbocharge, reviewed in CFB). One release you won't find in this list is Grand Car Race because it's covered elsewhere in the magazine. Its programmer, Geoff Crossman, is also responsible for the finest driving simulation on the C64: Revs. But we'll catch up with that later.

Most of the new driving games give you a 3D first-person view of the track but this isn't always the case. Games such as Super Sprint used overhead perspectives. Up 'n' Down and Racing Destruction 3D gave us side-on 3D and Spy Hunter, Alleykat and LED Storm evaded vertically. All qualified as good, fast racing experiences. Of course, for every great game there's a jam of mediocre ones. Games such as War Lo Wars, Super Monaco Grand Prix, Chase HQ, Out Run, Demonicus Close and Harf Driver, and originals such as Ferrari Formula 1, 4x4 Off Road Race, Grand Prix Circuit and Fast Drive all failed because the 3D wasn't up to scratch or the control method wasn't quite right.

However, there are the few all-time darlings, which you should avoid as you would a Le Mans. Most of these is Stanley Mulken's Top Fuel Challenge, a drag racing sim with stylized presentation, appealing 3D and eternal backdrops. If you see it, shoot it.

## ALLEYKAT

Original publisher: Hewson  
 Availability: Deleted. Appeared on the 18 Computer Mite 4 compilation  
 First released in 1986, this was Andrew Braybrook's fourth effort, following the superb three-screen Cobble's Day Out, Panzerlord and Uniform. It's a one- or two-player futuristic race game set in eight orbiting space studs, each of which are unique in terrain and required racing style. You drive a versatile craft that climbs, dives, accelerates, fires and moves left or right around a vertically scrolling, wrap-around track. It tees with other craft and obstacles.



A racing game for space radicals: Alleykat puts the gits into orbit. At least you don't have to change tyres too often.

# GAMES THE FAST

With Imageworks' long awaited Cisco Heat on the starting grid, we asked Gordon Houghton to pull the tarpaulins off some old bangers and see if they're good for anything but the rust heap

OUR HERO, ARCHIE 'FOR ACK' APPLETON-SMITH IS COMING THROUGH IN THE CILE OF MARY TY RACE. WE CATCH UP WITH HIM IN HIS DELIRIOUS JOURNALS 'GARDY' AS HE IS ABOUT ABOUT TO QUALIFY THE LEAD FROM HIS ARCH-RIVAL, THE NEARLY-GONE BARNY HON TRAPP



COME ON, GILG GARDY! ITS TIME FOR THE SHOOT TO TIGHTEN MY SHOULDER ANYWAY



The object of the game (apart from winning) is to earn enough cash over the season to enter the really big tournaments. It might not sound like much but the action is a fast and furious combination of reflexive dodging and capable blasting - and, as you'd expect from Andrew Braybrook, the presentation is absolutely superb throughout.



## BUGGY BOY

Original publisher: Elite  
 Availability: Encore £3.99  
 Based on the eponymous Tatum coin-op, Buggy Boy is four years old this month - and

it's still the most enjoyable racing game around. It features five different courses - North, South, East, West and Offroad - each divided into three stages. You don't actually race against anyone else:

the whole point of the exercise is to complete the stages, collect bonuses and avoid obstacles such as ferocious walls, rocks and lakes. The control method is superb, the updates speed very fast, and the variety of courses - look how you looked. Forget about the Porsche this Christmas - this is a far more important purchase.



## LED STORM

Original publisher: US Gold  
 Availability: Mite £3.99  
 Based on the Gazcoo coin-up of the same name, this is a classic for two reasons: 1) it's an extremely fast vertically-scrolling dodge, leap and race and 2) it's got one of the most amazing collections of synthesized music



Figures will never leak the same again once you've gone over the top with US Gold's dirty little number, LED Storm

# S FROM ST LANE

## Skid marks

All of the games below will provide hours of enjoyment (or, at worst, a good laugh) but to help you sort out the best of the best, we've devised this ranking system (well, we think it's ranking).



1. The ultimate driving game upon which a whole generation full of prizes could be bestowed without embarrassment.



2. Great in its day but since superseded or a driving aim that doesn't quite fit the category of The One To Be Playing Five Years From Now.



3. A 20V amongst race games - getting on a bit but a classic model which will give its supporters plenty of enjoyment (sometimes).

you'll ever hear. The tactics include nine different levels (all of which are beautifully done, with full-screen parallax scrolling and loads of extras. Unexpectedly smooth, these include fogs, ballying juggernauts, frogs that slow you down (!), energy pits and deadly canyons. There's little to match it for speed and simply nothing to beat its raucous audio effects. Fortunately, you can still get it.



feature a credits (plot): the best guys have stolen a telephone full of top-secret documents, and your job is to tail them across Western Europe.

The 3D graphics (including tunnels, dips and hills) are smooth and fast and colourful - but the best part of the game is the variety of vehicles you get to control: a couple of sports cars, a bike, a jet ski and a speedboat.



## OUT RUN EUROPA

Original publisher: US Gold  
Availability: £15.99 (cass), £19.99 (disk)  
The original Out Run stands among the most mediocre race games to appear but this didn't stop it reaching top sales of 50,000 units on the C64. Its successor (Turbo Out Run) was a bit better but still can't match this first release in the series for speed, detail or action. Europa is also the first of the three to



Just about the only vehicle you don't get to drive is that blue triplane in an anticlockwise track - even there's an idea

## POWER DRIFT

Original publisher: Activision  
Availability: £14.99 (cass), £19.99 (disk)  
Featured in Demarc's

Wheels of Fire compilation with Turbo Out Run, Ocean HD and Aard Striker:  
£15.99 (cass), £25.99 (disk)

It's not easy converting a coin-up converted for masses of colourful graphics, but rendering roller-coaster tracks and super-fast 3D scrolling, but this is just about the best the programmers could have done with the home conversion of Power Drift. It features a dozen scenarios and twenty-seven circuits and captures the stomach-churning feel of the original, if not the graphical power. All the

But the villainous Madman was afraid that if his black leather jacket and a yellow and black helmet were seen by the police, he would be caught.

NOT SO FAST, JETSETTER! BEHOLD, THERE I AM! SINCE I HAVE ONLY AN OCEAN DRIVE WILL BE USED TO DRIVE TO A SUPER SUPERFAST CAR FOR THE FUTURE. AH-HA-HA!



Don't be misled if you think these graphics look dull. They get worse when they try to move (think 'worse' in more appropriate)

race take place on 'bumpy' tracks, along which you'll find hazards such as mud, snow-covered terrain, desert sand or night driving. Worth a look.



## PITSTOP II

Original publisher: Epyx / US Gold  
Availability: Kixx, £3.99. Also appeared on the Epyx Epic compilation



Five players can race until their brains melt from joyfully falling in Pitstop II - a real piece of class software.

The first Commodore race game with smooth, detailed 3D, this was an instant hit when released in 1985. It's a Formula 1 driving game with three difficulty levels, six

different championship circuits and eight computer opponents.

You can't just whizz around the corners at top speed, either - too much pressure on the



types caused by fuel shifting eventually leads to a take-out — so the program thoughtfully provides a pit-stop facility which allows you to refuel and re-tyre. You won't find a better two-player head-to-head driving game anywhere on the planet.

## UP 'N' DOWN

Original publisher: US Gold  
Availability: Deleted

This is the steepest driving game in this selection. Up 'n' Down was one of the first games to feature tanks in the road. Graphically and sonically it's no great shakes; the tracks move slowly, the backgrounds lack detail, and the pace is jolly but repetitive. It's the gameplay that keeps you hooked. However, the action is simple case of driving up and over hills and leaping over other cars (or just gets harder and harder until you feel like chucking the C64 through the window... Road starts off the-bit but goes for a tough, Up 'n' Down is more-down than-up.



## Volts wagons

Alternatives to the petrol engine have been mulling around since the 1880s, when Morris and Salom built the first electric car with the bowtie title of The Electric. Modern electrically-powered vehicles face one major stumbling block: the battery. The best distance so far achieved is 58 miles on a single charge — but this hasn't prevented the manufacture of over 50,000 such cars worldwide, the majority (25,000) of them in Britain. There have been other variations, too: a gas turbine car designed by Rover in 1956 achieved a speed of 150 mph and Renault have since built the Elctra Flants, capable of speeds in excess of 190 mph.



Real cars may be electrically powered in future but on a C64 they already are

## TURBOCHARGE

Original publisher: Systems 3  
Availability: £11.99 cassette, £19.99 disk  
Just when you thought the 3D racing genre had worked out, Turbocharge breathed the back into the machine. The plot concerns terrorists, arms dumps and your good self — a Customs officer who earns enough cash to drive around in a Lamborghini. The result is a game that combines driving, collecting fuel and bumping off

enemies. It's a fully-fledged Formula 3 racing simulator, featuring ten famous tracks (Silverstone and Brands Hatch).

an analogue joystick, paddle or keys. It's a fully-fledged Formula 3 racing simulator, featuring ten famous tracks (Silverstone and Brands Hatch).

It takes you at least a couple of hours to get round either track in a closed time. Consider that there are 10 other opponents to defeat and you begin to realise that evenarity of the task. However, what makes this so special is its 3D: exhilarating speed and detail combined with realistic dips and bumps and even the ability to climb around courses (Silverstone)

Try it out if you can.



BRICKS? AN ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS, OR YOU'VE GOT TO GO TO THE HIGH SEAS TO GET THE ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS.

WELL, YOU'VE GOT TO GO TO THE HIGH SEAS TO GET THE ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS.



anyone dumb enough to get in your way. Ain't life tough.

Armed helicopters and terrorists are all in a day's work for Captain Customs Officer —



This current scene makes going for a spin in Turbocharge look quite peaceful — which it isn't, of course.

For those greater problems, when it comes to dealing with the speed of its own car (it

turbo mode you don't believe your eyes). Add to the fact that you can almost smell the rubber some screeching sound-effects and you've got what many people say is one of the best racing games around.



## REVS

Original publisher: Firebird  
Availability: Deleted

David Command is a programmer who's never written a ball game for the C64 and Revs was one of his first efforts — the only drawback is that you can only control the car with

AN ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS, OR YOU'VE GOT TO GO TO THE HIGH SEAS TO GET THE ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS.



BUT YOU'VE GOT TO GO TO THE HIGH SEAS TO GET THE ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS, OR YOU'VE GOT TO GO TO THE HIGH SEAS TO GET THE ADVANCE PLANNED WITH THE HELP OF THE HIGH SEAS.

# IT'S THE SCALEXTRIC CISCO HEAT COMPO

**E**re, bells and welcome, it's me, Murray Corrie, here at the first Commodore Forman Grand Prix and all the signs are that it's going to be a fantastic race. For the winner being, there's some of that cheap Champagne rubbish or gritty old fowers but a massive Pole Position Scalextric set... What am I saying? What am I saying! That's not one but five, yes, five Scalextric sets on offer to the top drivers today, worth a total of £380! As the excitement mounts I can also tell you that there are ten, yes, TEN copies of Imaginart's new top-a-toppers game Cisco Heat on offer to the next ten drivers to take the chequered flag.

The warm-up lap's over, the red light is on, so let's go down to the grid for the really rough stuff. It's time for the questions in this three-lap race. Not surprisingly like these is, my favourite topic - Grand Prix Formula One.



## POLE POSITION SCALEXTRIC



Turn your bedroom into Grand Prix. Each Pole Position set contains two cars, two controllers, eight long straight sections, five short straight sections, six tight corners, three bends, one clearing grid, eight flags, 18 crash barriers, four ramp-holding supports, something that we can't identify and the all important transformer (but not a plug).

- Lap 1)** What nationality is Ayrton Senna?  
**Lap 2)** Who was the last British Formula One World Champion?  
**Final lap)** What's the highest speed a Formula One car has reached?

- Is it:  
 a) About 100mph?  
 b) About 200mph?  
 c) About 300mph?



Now these shouldn't have too many problems with these lessons (but to qualify you must get down your answers on the back of a postcard or envelope, and post it to:

Comrade Compo, Commodore Format, 26, Moorhouse Street, Bath, Avon, BA1 2JW.

Get your entries in by December 31st (that's 1991), and don't forget to include your own name and address. Employees of Future Publishing, Hanny and Moversoft will be wheel-clamped if they even think about the mere possibility of entering.



Fig. 1. The Commodore Forman Grand Prix set includes everything you need to start.



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**Q. Will all your mates get a copy?**  
**A. Probably**

# PP HAMMER



Why, so filled up all of you out there who remember Lode Runner? Originally an Apple game by Broderbund released on the C64 by Software Projects, it was an original and hugely addictive platform-and-ladders game in which you controlled a little stick man who ran around stealing gold from the evil Bungeeing Empire.

Of course, there were lots of nasty bod-ies out to stop you, but you could always stop them in their tracks by digging traps with your laser drill for them to fall into. The drill was a vital piece of equipment in other ways too, as some of the gold you needed was buried deep in the bow-ties of each screen, and a push is it had to be drilled before you could collect the stuff. It wasn't quite as sim-



**Demonware come out of hybernation to bring you a game where a drill is the same as doing it for real, space is there to be squeezed through and cartoon nasties give you the creeps. Our reviewer dons hard hat and cries, 'Make miner lode ore else!'**

# PNEUMATICS



Some of the rock here is soft enough to drill through (and that's what you're here for)

ple as that, though, as a short time after you drilled through a brick, the brick would return to its original state. This was frustrating and frequently left you trapped in a corner or - even worse - bricked up and dead. So far so absolutely fascinating. I hear you all cry, but what the hell's this nostalgic tumble passing for the game review go-to-do with PP-Hammer, then?

Well, I'm glad you asked, because the fact of the matter is that, in these days of Koffed, Smash TV and Super Space Invaders, what PP-Hammer is, is essentially Lode Runner '91. The platform-and-ladders set-up is the same, the gold-collecting is the

same, the digging with the laser drill (all right, if you mean 'pneumatic weapon') and delayed rebuilding of the bricks is the same, but everything's been given a spunky new up-to-date look.

The single-screen levels of the original have been replaced

by huge multi-directional

scrolling mazes, lots of power-ups, collectables and little extra features have been added, and the red-and-white bricks/matrix graphics of Lode Runner have given way to, er, more bricks but in lots of different colours. Ahem.

The biggest difference, though, is that all those horrid Bungeeing bad guys have moved bye-bye. There are enemies in PP-Hammer but they're largely incidental to the action.

Most of the obstacles to your progress through the levels are inanimate - walls, bricks and locked trapdoors have to be scored, blasted or unlocked, while pits of fire, pools of water and spikes or springs must simply be avoided at all costs. Most of the 'interactive' action of Lode Runner has gone, leaving us with something that's almost purely puzzle-orientated.

As puzzle games go, PP-Hammer is a strange one.

The size of the mazes

means that you

can only see

a very small part of a level

at a time, making it next to impossible to plan a strategy. What you have to do much of the time is take a stab-in-the-dark, get it wrong, die, go back and take another guess and, when you get it right, content the correct

*But it's not supposed to be a platform game...*



It can get a bit claustrophobic working down a mine, especially one that won't drill up behind you



Minerily, this is like trying to get yourself out of a mine... or there you are! Super Frames for that matter

# and his WEAPON



Such a line shows just to the right and rapidly deformable. The problem is when you can't find any more of them - you're trapped!



PP checks out the scene from an early level. This is his first encounter with water. Steeper obstacles are yet to come.

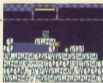


The old conventionally placed ladder does wonders for your walkabouts, there are teleports as well.

move to memory. Mattias isn't helped by the fact that the vertical scrolling is rather reluctant to come into operation and PP gets very close to the edge of the screen, giving you very little advance warning of what you're going to come up against. Indeed, in some ways it's distinctly reminiscent of Risk Dangerous, a game which I rated for the unfair way it made things difficult for you.

PP Hammer doesn't suffer nearly as badly but then it's not supposed to be a platform game in the same sense at all, so when a hidden spike suddenly does leap out without warning and puncture your ass, it's even more annoying. This kind of thing has no place in a puzzle game. It's as simple as that. Much the same can be said for the invisible floors and invisible teleports that you encounter in later levels.

Oh, it's not all bad by any means. PP Hammer gives you a password after every screen, which means that you can do them and play it for an hour or two, get a password, and come back to the game the next day, week, month or whatever, and not have to hack through the same old levels again. In this way, the game will last you for quite some time, and the



On lower levels PP finds himself within his 'armor'. This stuff is fun. Unfortunately, the Hammer wears good spiky boots so he doesn't slide.



Deeper and deeper down you can go, separating through the smallest gaps, weaving yourself into your master's and there's none of that cautious business to ruin your day.

small doses should ensure you never get too bored with the otherwise tediously repetitive gameplay. Tape users will also be pleased to hear that, while it is a multitask, PP Hammer uses an 'Intelligent' loading system which automatically winds the tape to the correct spot, sparing you all that unbearable hanging around you're often expected to suffer. Generally speaking, this is a quite acceptable little game as long as you don't try and play it to death in the first couple of days. Do that, and you'll be so fed up by lunchtime on day two that you'll probably never see level eight.

JOHANN KAMMEL



Game	PP Hammer
Publisher	Demonware
Cassette	£10.99
Disk	£15.99
Release	Now
Contact	0752 886000

## POWER RATING

### THE DOWNERS...

- Cheap music and sound
- Too much guesswork
- Level design gets very bland
- Too easy to be addictive
- Classic design spoliery (unnecessary features)

100

79%

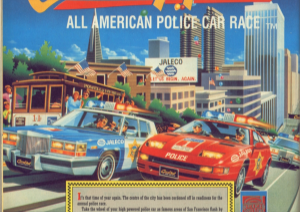
- An easy game to get into
  - There's a fair helping of crude graphics and animation
  - Get down, as they say, in some huge means
  - ...lots of them, in fact
  - Password system ensures loading appeal
  - Those little don't really intrude on play
  - PP has got character
  - Intelligent loading system to keep tape users happy
- ...AND THE UPPIERS





# Cisco Heat

## ALL AMERICAN POLICE CAR RACE™



**I**t's that time of year again. The streets of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car on famous areas of San Francisco Bay by with exciting routes... The Golden Gate Bridge, Fisherman's Wharf, China Town and many more, as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top stars drivers can make it - so hit the gas pedal and race for glory.



Image Works, Irvine, Calif., 11 Southwark Street, London SE1 8NF, Tel: 01-551 1454, Fax: 01-551 1444

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WALKER BEYOND BERRY

# The Mighty Brain



## EXPLODING TELLIES

Dear TMB,

Right, let's get this straight. This is the fifth and final time I'm writing to you. I've written to you four times before and there's been not one single reply. So if you don't reply I will seriously consider going off CP. So there.

My TV has recently blown up. The repair man said it was to do with the sophistication of my software. (Should I get a monitor?) And what difference will it make? If you don't reply I will stop reading CP and lock myself in my bedroom for a week.

Graig, Warrington, Cheshire

Oh dear. Either your TV repair man is pulling your leg, or he's a prime-time thug. There's no way software can foul up your telly, although if you play *Shot Frenzy*, there's a fair chance that you'll end up kicking the screen to splinters.

## BRAIN UNDER ATTACK

Dear TMB

I am writing this letter to let my views be known about your letter pages. I doubt you will print this letter because I am not going to

**Omnipotent intelligence and 'B' movie veteran The Mighty Brain returns to open more of your mail, but finds it's not so easy without the aid of any fingers. Annoy him some more by writing to TMB at Commodore Format, 30 Monmouth Street, Bath BA1 2BW.**

say that CP is brilliant and all other magazines are crap, because my opinion of CP isn't a brilliant one (I doubt if you have a brilliant opinion about anything - TMB).

I am writing to say that the quality of letters here in the TMB pages is really crap and Matthew Lacey (my regular guest) out to you, you expressed your views very well indeed) of CP is right. The letters here in your pages are (without a doubt) written by six-year-olds who don't know the five letters from the space bar.

Adam "Supreme Master of Everything" Carpenter, Plumstead, London

What a nasty letter that was, eh readers?

The funny thing is, Adam, that most letters, no matter how naive, have something great, positive or interesting about them. As a Mighty Brain I have, on a few occasions, been accused of arrogance, but you take the Garibaldi pot... Better leave me, and quickly at that. Also, here's a letter about spiders, Gears, baseball, things are looking up at last...

## ARACHNOPHILIA

Dear TMB,

Here's a few short-answer questions:  
1) My mate got his first CP ages ago, but now onto the point of the question, with that issue he got a Spidebian demo on his Powerpak.

## BART SIMPSON AND THE TURTLES

Dear TMB,

I am a new C64 owner and I would like to ask your good self a few questions:

- 1) Is it possible to use a turtle on my C64?
- 2) Will the Simpsons arcade coin-op be coming out on C64?
- 3) When will Bart Simpson versus the Krusty Mutants be coming out?
- 4) Would it be possible to control my model train set by using a C64?
- 5) Could you please give me an address where there is a possibility of getting a steam train simulator? What that's at. Thank you for answering my questions.

And please

- 1) Eric, are you sure

you're okay Andy? I mean, you can plug a turtle and a C64 together but it's something you're going to have to learn to do from scratch (including writing your own software to drive the turtle).

2) It doesn't seem likely. The coin-op is been around for ages, and none of our pals in the 'bit' have 'scooped' the license. Maybe it's just too damned expensive, even for the mega-riched software houses.

3) It'll be ready and completed within matter of a few weeks, and it looks mighty, mighty grand.

- 4) Yes, but it takes a great deal of tested-out wizardry which would take ages to go through here. Horribly computer-like have been done before, and someone at your local train modelers club might have a few ideas. But I fear you may find the process of rigging up your train set to the C64 a bit pointless in the long run. The C64 would only do the same job as a dedicated train set control panel. Best result, Paul is writing a feature that will explain how to connect your 64 to other machines - train sets for instance.
- 5) MicroProse have already released the excellent *Railroad Tycoon* for other machines, and a C64 version is being considered... Failing that, check out the Independent Commodore User Group on 081 246 8050. They may know of some obscure Public Domain programs.



The best way to spot a turtle on your 64 is to fish-food your way through the game





It's the Amazing Spidey. Best comic ever! I guarantee it is a jolly cartoon romp with special guests

which I thought was the best demo ever. How what I want to know is where can I buy the complete game?

2) Is there anywhere I can buy *Clay*, *Pinpoint Island* *Clay* and *Spider in Transylvania* in Bangor, County Down?

- 3) Will Ocean's *Talkie* be brought out on tape version for the C64?
  - 4) Will I ever stop giving you questions?
- Of course I will right now as a matter of fact, William Bell, Bangor, Co Down

- 1) The Amazing Spiderman is published by Empire (0854 541185) and was rated 75 per cent in QPS.
  - 2) Will Smith is always a good start. Failing that, there's always a few newswriters who carry budget racks. To be frank, I'm not all that familiar with Bangor's shopping facilities.
  - 3) I'm certain that Ocean will prepare a tape version, but they've yet to set a release date.
- Let's hope *Talkie* on a tape is as snappy as the magazine version.

**GREY AND YUCKSOME**

Dear TMS,  
I have a few questions to ask you.  
1) When will the new 3.5-inch disk drive C64 be available in the shops?  
2) What colour are you and where were you born in (Britain or something)?  
3) Will there ever be a *Turmoil 3* and a *Battle of the Movie 2*?  
4) Is *Commodore* better than *Amstrad*?  
5) When will *Hoboopoo 2* be available?  
Please print this letter as I really want to know the answers to these questions. Jim Stewart, Downfield, Dunfer

1) Commodore aren't saying much about the 3.5-inch C64 because they don't want competitors slipping off with all their sweet ideas. If I was to speculate, I'd say you're at least a year to wait.

- 2) People who have no taste say I'm yucky and grey, like a grim November morning (or, a large brain in fact). But I've always maintained that looks are totally unimportant. Even so, on a personal level, I reckon I'm kinda cool.
- 3) Yes and yes, but that's just an educated guess. No plans have been laid down by either Electronic Arts or Ocean.
- 4) Commodore are better because they make the C64, Amiga and CDTV, while Amstrad make the CPC, a bunch of pretty dull PCs, and a load of cheap video recorders. But I have a bunch Amstrad's fabulously rich tycoon-type boss Alan Sugar would despise.
- 5) Late December or early January. Some people might find this confusing because the movie isn't out until Easter.

**COMMODORE MOANER**

Dear TMS,  
After a break of many years from the joys of computing, I find things haven't changed much, no sooner do I buy a brand new C64, when I hear it may be replaced by the C65.

Why can't Commodore, in their infinite wisdom, design add-ons for their monos, whereby the graphics and sound at all can be improved, instead of pouring money into the manufacture of a product which in all probability will never sell?

As a previous user of the now defunct VIC-20, I can remember what happened following its demise: a lot of computer magazines dismissed it along with it. After all, I wouldn't want the same fate to befall your marvellous periodical (well not until my subscription's ended anyway, ha ha).

So come on Commodore, think again and think about an add-on which you can't afford to buy a brand new computer at the drop of a hat.

Tony Walker, Norwich, Norfolk

Commodore are no angels, but they've made the C64 such a continuing success by being dedicated to the machine (give or take a few cock-ups). You don't have to buy the C65, it's just going to be there if you want it. And it's NOT a replacement for the 64, merely an upgraded version.

**BRAIN GOES LOOPY**

Dear TMS,  
Can I ask you a few questions?

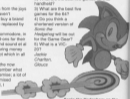
- 1) How did you get the job of being TMS?
  - 2) How many people write to you?
  - 3) Do you like music?
  - 4) Do you like football?
  - 5) Do you like dogs and cats?
- Gillian Walsh, Wyllymerstown, Manchester

- 1) My intelligence is superior to any employer's, I'm not given jobs, I just take 'em when I feel like it.
- 2) About 180 every week.
- 3) No, because I haven't got any ears.
- 4) No, no, not since I was mistaken for one anyway (silly).
- 5) No, their table manners are dreadful.

**HANDHELD HEDGEOG**

I'm thinking of getting a handheld and I have questions for your intelligent pen.

- 1) Which is the best handheld?
  - 2) What are the best five games for that handheld?
  - 3) What are the best five games for the 64?
  - 4) Do you think a shortened version of *Sonic the Hedgehog* will be out for the Game Gear?
  - 5) What is a VIC-20?
- Jenifer Charlton, Gloucester



Even the Hedgehog on the Game Gear handheld eventually, but, alas, probably not the 64

- 1) It really is a matter of opinion. The Atari Lynx and Sega Game Gear are both colour, reasonably expensive, and have plenty of games. The Nintendo Gameboy is mono, but is cheaper.
- 2) Any big game that can be transferred to a handheld will be eventually. So, there's a fair chance that some of your favourite games will be available.
- 3) In back issues four to 18 we ran an A-Z of classic games - and there were hundreds of the deers. It's up to you to decide your favourites.
- 4) Yes, and it'll be fantastic. But you probably won't need to start saving up just yet. We don't reckon it'll be ready for at least another year.
- 5) It's an excellent Commodore computer that came before the C64 and was a pretty groovy piece of kit for its time. Even so, it could only manage 2.5K of RAM (the C64 is (ohhh) 64K).

**NINJA IN TROUBLE**

I am a possor of very little knowledge about the cover *Last Ninja 3*. Please help.

Daniel Rowson, Operative, Manchester

See Games Tips this very issue.

## RED DEVILRY

Dear TMG,

I am writing to talk about a computer game called Manchester United Europe. Recently I saw a review of the game and I thought, I need a new football game. I can't wait till it comes out! Then about a week later I saw the C64 screenshot. This totally put me off getting it. What I'm writing to say is I'm fed up of looking at a shot of a game on a different format, then seeing it on a C64 and seeing that it's different. Thomas Adams, Christopher De laun, Sorenstvede Co., say, an Amiga version of a game are bound to be more impressive than C64 shots. In Early Warning or a PowerTest, we almost always show C64 shots - if we can't, we always say so.



Was this really as hot as the C64

## NUMBERS GAME

Dear TMG,

Why don't you put larger counter numbers with the coverage? It would help. Geoff Lyons, Hornchurch, Essex

Not all cassette decks have compatible counters. I'm afraid it would get too confusing to use for most.

## ROGER FAN ALERT

This is my first letter to Commodore/Format's human organ thing and I think Roger Franco has more brains in his ten fingers than you've got all together. Paul Miskay, Liverpool

I could learn to dislike you, Paul.

## SERIOUSLY GOOD IDEA

I'd just like to praise your magazine for its excellent reviews and features. But could we please have a few serious programs on the coverpage. I'd like to see a word processor, a database and a poster printer. Well TMG, what do you reckon? Sir M P A (Snooper), West Glamorgan

It's definitely worth thinking about. But how would games players feel about losing space on the coverpage? Let me know.

## OUT OF AFRICA

My family and I recently returned from a long stay in Kenya, during which we were robbed in our house by a gang of armed men.

The robbery was as disturbing as it was dramatic and upon hearing from an approaching security team, they made off with a number of our possessions among which were both hardware and software all related to the Commodore 64.

Since our return I have managed to replace most items but we still seek some, of

which for sentimental reasons these are of particular interest to my son. These are:  
1) A cassette of games which originally came free with a Foot's publication and contained things on a Spring, Who Dares Wins & Snappers and Wizard's Lair. We think the collection was called Snappers and probably produced by Granite Graphics. I have seen some of these games advertised but the rest not at all. Thing on a Spring was a particular favourite.  
2) The cassette game distributor by US Galt.  
3) Speech 64, a voice synthesis cartridge by the firm Currah.

Are you able to advise me where the above three items are available or, if they no longer are, perhaps you can put us in touch with a reader who has tried of his and would be willing to sell them? I would be grateful for any assistance.

K Mooney, Newport-on-Tay, Ayr

1) Well, hell, all of a bad deal, that robbery ain't! But those games are well worth scouting for as we've tracked down a copy of the compilation, and it's in the post to you now. (You'll have it in your hands by the time you read this).

2) US Galt are on 021 838 3388 (you ain't think I'd send you a free copy of that as well did you?)

3) Sorry mate, we haven't heard of Speech 64 for ages. You might have a few problems getting hold of that one, but any decent C64 user group might be able to point you in the right direction.

## ITALIAN DRIVERS EH?

I'm writing to say that your mag is outrageous, totally awesome and really really er... good. But also to say that a few days ago I was skimming through an old edition of your magazine off and, since I had some extra cash to splash around, I was looking for a decent F1 racing car game, and low and behold I saw that Super Monaco GP got an OK. Well, so I bought it as my nearest Commodore Point and bought the blooming thing.

I must admit that I was far from happy with it after only a quick glance. After a long glance I found out many other things to be unhappy about. Unfortunately, when I bought the game I only had its percentage to hand and not the whole review, so I'm sorry if I'm about to say a heap of crap stuff.

- 1) Presentation is poor, the manual is only good for lighting the fire with.
- 2) Once you have chosen a gear type, you're stuck with it until the end of time.
- 3) Backdrops are about as good as a four-year-old's drawing.
- 4) Game play is very, very, very, very, very negative. (Got that?)
- 5) Attention to detail is that of a brick-layer trying to place marbles. I mean, since when do cars that run into you make you go

faster? And the black car on a black track isn't exactly hot either!

I would have given it 38% not 39%. I must say that not having read your review I probably missed out on some very useful advice, but your power rating for me is far off the games real potential and value. Sueira Polter, Italy

Some of your points were raised in Kad's review, although she disagreed with you on most aspects of the game. Of course differences of opinion can't be helped, but it's always a smart idea to get as much info on a game as possible before buying one. Read reviews, and if possible join a local C64 users club.

## SEAL OF APPROVAL

Help me because I have had a C64 for only five months. Please help me!

1) A friend of my Dad's lent me a cartridge game called Navy Seals. He told me that I get on to level two. Do you know of a cheat for it?

2) Is it possible to tape computer games?

3) What is a title screen?

Sally (sic) Wymershaw, Manchester

1) On the 16 screen table, type the name BRASSRAG. Pause the game and then un-pause it. Hit the left arrow key and you'll find you can skip levels. Alternatively, type MAG CYRS (see two words) into the 16-score and you skip straight to level 4.

2) Yes, it is possible, but it's also illegal (if breaches copyright laws), and not a simple matter if you don't know what you're doing. Leave it.

3) It's the screen at the start of the game with the title in it. Pretty self-explanatory I'd have thought, but here's an example for you, anyway. It's (you guessed it) Navy Seals.



Check out level two of Navy Seals? Then check out our database about

## AGE IS ALL THE RAGE

Dear TMG,

I would like to start by saying to Matthew Lannery of Callow (and later later CPU) just how old are you? I tried to push it out from your letter but could not. You had some good points to make but spent it by having a cheap go at the other readers. By doing this you have just gone down to the standard of letters and readers that you are complaining about and by doing this you have just proved that you are no better than anybody else.

There, I hope that you do not get the wrong idea, I am not trying to make you look bad, just look at it as constructive criticism and I am sure you will know what I mean when you think it through.

Minster Ashworth, Dabbury, Manchester

Maybe he will.

## NOTHING PERSONAL

Would you please answer me these questions if you're that busy.

- 1) Is there a chance of a Terminator II demo?
  - 2) When will *WHOP!* (interesting but available and will share for a tape version).
- Wayne Atkinson, Leeds

- 1) No, the game is in the shops already, so try it out at your local software shop.
- 2) Within a couple of months. A tape version is planned.

## NAME THAT GAME

I have some questions that might test your superior IQ for a few seconds.

- 1) What rating would you give *Bubble Bobble* as I see it has just come out on budget from the UK Squared?
  - 2) What is *Ninja Rabbit* like?
  - 3) Will there be a 64 version of Sega's *James The Hedgehog*?
  - 4) When will *Kick Off 2* be out on budget?
- A Reader, Redditch, Worce

- 1) *Bubble Bobble* is a fantastic game, it'll give it 95 per cent, any day.
- 2) It's got rabbits in it, that do a whole bunch of stinky things. All in all, it's good silly fun.
- 3) Probably never. Sega are keeping *Boots* for their own formats.
- 4) When people stop paying full price for it, and when it's appeared on loads of compilations. That's just the way these things seem to work.

## PICTURE THE SCENE

Dear Tim,

- 1) Please can you tell the whatcha's the best art package around to make games like shoot em ups, beat em ups or arcade games?
  - 2) And will it cost a bomb?
  - 3) Are you going to include an arcade section in the magazine?
  - 4) And are you that ugly and spotty pink blob out of *Alan Stern*?
- Kevin Van, Greatwatering, Essex
- 1) Try *Dart*'s mouse and graphics package which includes CDP's highly regarded *Advanced Art Studio*.
  - 2) And costs a very reasonable £35.
  - 3) No, this is a CGA mag.
  - 4) Absolutely not, that pink blob is a good-for-nothing imposter, if you bump into it in the street, do not, under any circum-

stances try asking it questions of the CGA variety. It's an alien so it won't know, and it'll probably munch you anyway.

## IS ROGER FRAMES A WALLY OR WHAT?

Dear Tim,



In issue 13, that little dog-for-brain Roger Frames made a cock-up of the *Spike*

Roger's in the mood for a romp. Pretty nasty huh readers?

in Twenty fps.

The cartoonist, the cartoon and the toon are NOT useless! Push the cartoon towards the rock in the abandoned shack until it stops.

Now stand on the same spot as the cartoon walk from the side of the cartoon

and drop the cartoonist and the toon. The rock will blow up, revealing the entrance to the rebel's underground network!

To get past the dog in the underground network, get the bomb from the middle dungeons (by the mud) and give it to the dog. In the underground network is a personal alarm, give it to the guard who claims it's too quiet and he will go away! I think that little bird should be silenced! Please considering that I obviously have such a mighty brain, can I take your place?

Thomas Sain, Tamworth

Look, some people like Roger Frames. Personally, I think he's an odious little squirt but, hey, even I have to admit that the guy has a knack for dealing with the buggin' games.

Anyway, thanks for the tips, and no, you can't take my place. I am the mightiest of the Mighty Brains. My intellect is unbeatable. I cannot lie... (snip - Ed)

## THE END

Feel free to drop The Mighty Brain a few lines of wit, wisdom (or just incoherence) at TIM, COMMODORE FORMAT, 30, Monmouth Street, Bath, Avon, BA1 2BW.

We can't answer all the letters, but in the words of Lynn Finklea: Watchdog person, we do read 'em all...



Express your QF 13, December 1991

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# INSIDE IN

## C2M CAN'T CUT IT

Dear Inside Info,

My trusty old C2M datacassette isn't so trusty anymore. Gone are the days when it used to load everything I could throw at it, now it won't load most of my games. I've tried using my friend's computer and C2M and everything works fine — it even works fine if I use his cassettes and my C2M. What I don't understand is why, of why, do some games always load and others never do. It isn't broken, because it works sometimes, but it can't loading either? What do I do now, take it to be repaired, or just throw it away and buy a new one? Please help.

Matthew Reed, Weaver, Nottingham

You may not have to do either thing because it's possible that your C2M isn't broken — just in need of a bit of tender loving care. There are two things to do that may resurrect your cassette to its halcyon trusty status again.

The first is to clean the cassette heads, capstan and pinch roller. These are the bits inside the cassette that touch the tape and when they get dirty (from tape dust) your cassette can start to have funny turns. You can either clean them by using a commercial tape-head cleaner or by using a bit of methylated spirits and some cotton buds. Either way, be gentle with the heads and keep the cleaning fluid away from frames.

The second thing to do is adjust the azimuth alignment of the tape-heads. This is the angle at which the tape-heads touch the tape. It might sound tricky but in fact it's pretty easy. Get a tape you know that works and loads with a flashing border. Put a small screwdriver in the hole in the top of your C2M and start the tape loading. When the border starts flashing, turn the

**Are small ones really more juicy? Maybe, maybe not. One thing's for certain though, you do get more of them to the pound. Paul Lyons brings you a plethora of PEEKs, POKEs and problems solved...**

screwdriver slowly one way until the border just stops flashing. Make a mark so that you can tell how much you have turned the screwdriver. Then slowly turn the screwdriver the other way. The screen will start to flash again, but keep turning until it stops flashing again. Make another mark. These two marks are the very ends of the range in which your datacassette can read tapes and the best position at which it can read the most tapes is in the middle of these two positions. So turn the screwdriver to the position that is exactly between the first two marks. The cassette heads are now aligned and you can remove the screwdriver. You should now find that your C2M is much, much better at loading tapes. You can buy a special kit to do this if you don't like fiddling around with such stuff, if it still doesn't work, then it's off to your local Mr Datacassette Repair Man, if the repair is too expensive, you may well find it cheaper to buy a new one and consign your trusty old unit to that great game zone in the sky.

## PRINTING PROBLEMS

Dear Inside Info,

I'm writing to you with the hope that you can help me with my C64. The problem is that I have an Epson 1270 ink jet printer and cannot get it to work. I've tried using my Printmaster disk with it but there's nothing! I cannot seem to tell the com-

puter what printer I should have. I've got a cable which fits the user port and then goes straight to the printer. Is this correct? J-P Lees, BPPC, Germany

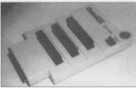
Epson UK have never heard of it but suggest it could be a non-UK printer. Data Electronics who make Script 128 — possibly the best Centronics printer interface for the C64 — say that they don't believe the printer will work with standard Epson printer drivers as all Epson ink jets are non-standard. I am guessing that you have a printer destined for the German market, so your best bet is to ring Epson's German office (010 49 231 980 30).

## 3 INTO 1 DOES GO

Dear Inside Info,

Could you please tell me where I can get a device that allows you to plug more than one cartridge into the expansion port as my sons have got quite a few cartridges and I've heard that continually putting them in and out of the expansion port can wear out the metal strips. Data Electronics used to have a device called the 3 in 1 motherboard but I have contacted them and they say they don't make it anymore. Is there any other supplier of this type of add-on? Michael Smith, Roseberry, Faversham

The good news is that because there are so many new cartridges around, Data



The Data Electronics 3-in-1 Motherboard will be out in September. To save your pennies, sell your growing or empty set backs nicely.



Teac's new 5.25" disk drive promises to be the best thing since Hoagies. Use chocolate chip and vanilla peanut hot fudge sundae.

## INFO

have decided to make a new version of the 3-in-1 motherboard. It's cost £16.99 and is available in time for Christmas.

## DOES DISK-GO?

Dear Inside Info,

I am interested to know whether it would be possible to make an interface to enable any 3.5" or 5.25" disk drive to be used with the Commodore 64. I ask this because I have seen many advertisements in newspapers magzines for six-equipment disk drives for as little as £30. Sometimes these are adverts for New Disk drives at this price.  
T.A.C. Gigg, Kingswood, Bristol

In theory, it's possible to join any lot of computer equipment to any other lot but the interface could be more complicated than the computer if it's attached to! If you are an experienced electronics hobbyist, you could build one but because of the way that the C64's own disk drive works, it is really very difficult to build a cheap interface that works well. If you really want a 3.5" disk drive, with all the extra speed and storage capacity that brings, TII are about as being an exit, complete with interface, for less than £100.

## POKES-A-PLenty

Dear Inside Info,

Here are a selection of PEEKs and POKEs for the C64 and C128 which can be used in BASIC or machine code programs. I hope they will be of use to other CP readers.  
Paul Kinross, Dunstable, Cheshire

To remove the T from INPUT commands

```
C64: 1-00 PEEK 2A,0
      1-01 PEEK 2A,1
C128 1-00 PEEK 21,0
      1-01 PEEK 21,1
```

Note: Turn the T off immediately before the INPUT and turn on again immediately after, otherwise some strange things could happen to the screen.

To print characters in reverse

```
C64 00 POKÉ 200,1
    01 POKÉ 200,0
C128 00 POKÉ 204,1
    01 POKÉ 204,0
```

This mode is cancelled when RETURN is pressed.

To flash cursor during a program (eg when inputting data using GET)

```
C64 00 PEEK 204,0
    01 POKÉ 207,1,1
      POKÉ 204,1
C128 00 POKÉ 200,0
    01 POKÉ 200,1
```

## Juicy code kernals

Dear Inside Info,

In response to your appeal for useful code in CP11, here are three routines you may find useful.

**Routine one** is a simple keyboard scan that uses a SERIAL sub-routine at address 80258. This routine is ideal for programs where the message "Press any key..." is used a lot. All you need to do is print the message and call the start routine.

**Routine two** is similar to routine one. This time the routine only allows continuation if the STOP key is pressed.

Finally, routine three is a noise cut off. This routine could be used when debugging programs and sound effects are interrupted. The usual method for stopping noise is to press RUN/STOP and RESTORE. Unfortunately this also kills any sprites currently in use, closes any open channels and clears any variables. This routine cuts the sound by placing a 0 in all three voice registers, affecting nothing else.  
Paul Donalsonough, Timely, Shetfield

```
30 GOTO ** 800 100 2000 **
```

```
40 POKÉ 0+40000 00 40000
```

```
50 SOUND 8+POKÉ 0,0
```

```
60 WAIT
```

```
80 DATA 31,120,270,180,250,190
```

```
10 GOTO ** 2000 100 2000 **
```

```
20 POKÉ 0+40000 00 40000
```

```
30 SOUND 8+POKÉ 0,0
```

```
40 WAIT
```

```
60 DATA 31,225,270,200,250,190
```

```
10 GOTO ** 80000 100 **
```

```
20 POKÉ 0+40000 00 40000
```

```
30 SOUND 8+POKÉ 0,0
```

```
40 WAIT
```

```
50 WAIT
```

```
100 25,100,0,150,200,211,120,200,250,190
```

To change PEEK colour

```
C64 POKÉ 200,colour (0-15)
C128 POKÉ 201,colour (0-15+40+col)
      20-25 (00+col)
```

Note: For C128 users in 80 column mode, this number is made up by adding combinations of various colours and effects.

```
1 = light      10 = flash
2 = blue     20 = underline
4 = green     40 = inverse
8 = red       120 = lower case set
So, to get bright purple lower case letters, you would POKÉ 1+2+8+120=139. So the line would be: POKÉ 201,139.
```

To find the line the cursor is in

```
C64 000 L=PEEK(201)
C128 000 L=PEEK(205)
```

To find the column the cursor is in

```
C64 000 C=(PEEK(200)-1)4
C128 000 C=(PEEK(204)-1)
```

To check whether the computer is running a BASIC program

```
C64 0120 MODE=PEEK(127)
If a BASIC program is running, the value returned will be 0.
```

To check for the modifier keys

```
C64 000 PEEK(101)
C128 000 PEEK(121)
```

```
Key: 1 SHIFT pressed
      2 C64 pressed
      4 C128 pressed
      8 ALT pressed (C128)
```

To check if the cassette motor is running

```
C64128 000 M=PEEK(1) AND 32
The motor is ON if 0 is returned, OFF if 32 is returned.
```

To turn the motor on/off

```
C64128 00 POKÉ L,PEEK(1) AND 32
      OR POKÉ L,PEEK(1) OR 32
```

To check for data cassette key press

```
C64128 000 KEY=PEEK(1) AND 16
Key 0 Key pressed
     16 No key pressed
```

Wait for data cassette key press

```
C64128 000 T,16,16
```

Wait for data cassette key release

```
C64128 000 T,1,16
```



## We want Info!

If you have any questions you want answering, tips for other C64 topics, small, but snappy snippets of code or BASIC listings or just about any odd but interesting piece of info about the C64 - we want it! Send your material to:

Inside Information, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2JW.

Remember to provide us with your name and address. If you send us a tape or a disk, please put your name on that as well. Oh, and send us a print-out or written copy of what ever it is that's on the tape, please.

If you give us the goods, we'll do the same. If you send us any really great tips, demos or listings, you can win you a prize, so get busy! Oh, and we're sorry but we can't reply to techy questions personally so don't send us any SAs.

**S**o, here we are, at the end. In this last emotional (and good) episode, find out how to move a sprite around under joystick control, how to structure your programs, and how to make the first step towards programming in C64 machine code...

## GROOVIN' DOWN

We've found out how to create sprites in both normal hi-res and hi-res/multi-horiz. modes. We've also looked at how to manipulate the joystick is doing. This issue we're going to take moves from the joystick and turn them into sprite moves.

It's simplicity itself to make sprites move under normal joystick control. Check out listing 1. The sprite is being moved by lines 84 and 88, where the value in V+0 and V+1 is being incremented by the joystick. These V+0 and V+1 numbers are the registers controlling the X and Y coordinates of the sprite on the screen. No problems so far.

When you move the joystick the numbers in the user port registers change. These registers are at \$E000 for port A and \$E021 for port B. A joystick has 5 switches in it numbered 0-4, so if you push:

Up           you press switch 0  
Down       you press switch 1  
Left         you press switch 2  
Right       you press switch 3  
And if you press the fire button you press switch 4.

Try listing 2 to get the hang of joystick reading. When you press the joystick forward, the register has a value of 1, down equals 2, left equals 4 and right equals 8. Try some diagonal too. They read a value equal to the sum vertical and horizontal values added together. So down and left reads 6, Left is 4 and backspace is 2, 4+2=6. The fire button reads 16 if you don't touch it, 0 if you do.

So, how do you turn this into meaningful sprite movement? You've probably guessed the answer already. Of course you read the joystick and joystick, if the value is 1, then subtract 1 from Y.

Now all you have to do is bring up a program which takes these joystick figures, and incorporates them into the "old" brand Listing 1, to give you complete control of the little space mole sprite.

Right there's got you thinking about programs. Now let's take a more general look at how you're putting your programs together.

## WELL STRUCTURED

The key to effective programming is the structure of your programs. First of all work out what you want to do in the program before you start banging in code. It's a common mistake to start writing code before you've thought what you're going to do with it. Twiddling around and checking out the effect of a few commands has its place, but if you want to end up with a fast and efficient program you need to work it all out on paper before even touching the keyboard.

# BACK TO BASIC

*If you've been following Phil South's guide to BASIC, you'll be a budding boffin programming genius by now. So, it's time to bring the series to an end with an essential round-up...*

Write down as simply as possible the aim of the program. Ask yourself what do you want it to do? Have think about out how the program is going to work and what it's going to look like on the screen. Divide the programming into a number of smaller routines. Give each routine a name and put the name in a REM statement in the program so you know which bit is which.

This means you can work on each routine in turn and save them out separately. You can load them all in one at a time and provided you don't do a NEW and mix the line numbers clash, you can stick all your new lines together at the end. If you're writing a program of any size, it's vital you break the program down into smaller chunks and worry about the larger picture later on.

Finally, label all the routines into the computer. If they together and run it to bug test it. If any problems arise at this stage you will have lots of notes on paper to refer to and, if it's well, a very good idea of what's going on in the program.

Ask yourself the following questions before you lay it based on the keyboard:

1. What is all the data coming from?
2. Where does it go?

```

10 FOR J=0 TO 5000
20 JO=PEEK(255)
30 JO=JO*255+255
40 PRINT JO:GOTO 10
50 STOP
60 REM *****
70 REM *****
80 REM *****
90 REM *****
100 NEXT J

```

Jumpin' Joystick! This little program is written completely in BASIC and reads the joystick in Port A. To read Port B instead, change line 10 to JO=PEEK(\$E021)

```

10 FOR J=0 TO 640: SC00 X: POKE J,X: MC
20 J
30 DATA 173,0,220,44,35,73,31,133,3,173
40 SVS 020:PRINT ST PEEK(2) PEEK(3):GOT
50 -400

```

Now listing two is a shorter, faster, easier version of the completely BASIC program above. It works by using a bit of machine code to read and return the values from Port A.

## CODING TIPS

Why not keep a file or tape of your favorite routines, like a high score table, sprite movement and sprite graphics? This is a good idea but remember to keep an eye on your line numbers. The best thing to do is standardize the line numbering across all your programs. Say 0-100 is always initializing graphics and colors, 100-200 is always sprite data, etc. If you always use the same ranges of line numbers then you can combine routines from different programs without the line numbers overlapping. If you keep a book describing the routines and their position on tape or disk, you can look down the routines you're looking for easily and quickly. This also saves any of the routines from this article, as long as you file the file to be sure to give me a credit in your finished program. Fair's fair!

Above all, be as organized as you can in your coding and write as many notes as you can about all aspects of your program. This becomes more important as you move from BASIC into a more complex method of programming, like machine code.

## IN FROM THE CODE

Knowing where you are in a program is vital, especially when you make the break from BASIC and start going into the uncharted area of machine code. It is possible to make a start in machine code from BASIC and on the disk this is the next logical step in from BASIC.

So what is machine code? Well, machine code is the computer's own language. When you use BASIC you are in effect going through a translator to convert what you type into machine code. This makes machine code faster to use, but harder to learn.

The worst part of programming in machine code is that you have to get an assembler program, or if you want to incorporate a lot of machine code into a BASIC program, you have to type in the raw numbers into READ/DATA loop and the numbers which make up the program are loaded into memory.

Listing 3 gives you a very good example of a piece of machine code from a BASIC program. See the program notes for how you can use machine code in your own programs.

## PROGRAM LISTINGS

The listings this month are nice and simple, but when you can do with them if you adapt them to be very powerful. Listing 1 is a simple sprite movement program. Listing 2 reads the joystick axes. Listing 3 does the same thing, but moves BASIC with a bit of machine code for better effect.

### LISTING 1

```
Line 10 clears the screen by printing a
CLY=HOME character.
Line 20 sets the "sprite pointer" to get its data
from sprite number 200 at location 2000.
Line 30 starts loading the sprite data from the
DATA statements and POKE's them into 40
```

```
40:PRINT "V":
50:POKE 40,200:
60:FOR S=0:32 TO 832+62:READ Z:POKE S,Z:M
70:NEXT S:
80:U=5:V=48:
90:FOR X=0:255:
100:FOR Y=0:255:
110:POKE X+Y*256,U:
120:POKE X+Y*256+1,V:
130:POKE X+Y*256+2,U:
140:POKE X+Y*256+3,V:
150:POKE X+Y*256+4,U:
160:POKE X+Y*256+5,V:
170:POKE X+Y*256+6,U:
180:POKE X+Y*256+7,V:
190:POKE X+Y*256+8,U:
200:POKE X+Y*256+9,V:
210:POKE X+Y*256+10,U:
220:POKE X+Y*256+11,V:
230:POKE X+Y*256+12,U:
240:POKE X+Y*256+13,V:
250:POKE X+Y*256+14,U:
260:POKE X+Y*256+15,V:
270:POKE X+Y*256+16,U:
280:POKE X+Y*256+17,V:
290:POKE X+Y*256+18,U:
300:POKE X+Y*256+19,V:
310:POKE X+Y*256+20,U:
320:POKE X+Y*256+21,V:
330:POKE X+Y*256+22,U:
340:POKE X+Y*256+23,V:
350:POKE X+Y*256+24,U:
360:POKE X+Y*256+25,V:
370:POKE X+Y*256+26,U:
380:POKE X+Y*256+27,V:
390:POKE X+Y*256+28,U:
400:POKE X+Y*256+29,V:
410:POKE X+Y*256+30,U:
420:POKE X+Y*256+31,V:
430:POKE X+Y*256+32,U:
440:POKE X+Y*256+33,V:
450:POKE X+Y*256+34,U:
460:POKE X+Y*256+35,V:
470:POKE X+Y*256+36,U:
480:POKE X+Y*256+37,V:
490:POKE X+Y*256+38,U:
500:POKE X+Y*256+39,V:
510:POKE X+Y*256+40,U:
520:POKE X+Y*256+41,V:
530:POKE X+Y*256+42,U:
540:POKE X+Y*256+43,V:
550:POKE X+Y*256+44,U:
560:POKE X+Y*256+45,V:
570:POKE X+Y*256+46,U:
580:POKE X+Y*256+47,V:
590:POKE X+Y*256+48,U:
600:POKE X+Y*256+49,V:
610:POKE X+Y*256+50,U:
620:POKE X+Y*256+51,V:
630:POKE X+Y*256+52,U:
640:POKE X+Y*256+53,V:
650:POKE X+Y*256+54,U:
660:POKE X+Y*256+55,V:
670:POKE X+Y*256+56,U:
680:POKE X+Y*256+57,V:
690:POKE X+Y*256+58,U:
700:POKE X+Y*256+59,V:
710:POKE X+Y*256+60,U:
720:POKE X+Y*256+61,V:
730:POKE X+Y*256+62,U:
740:POKE X+Y*256+63,V:
750:POKE X+Y*256+64,U:
760:POKE X+Y*256+65,V:
770:POKE X+Y*256+66,U:
780:POKE X+Y*256+67,V:
790:POKE X+Y*256+68,U:
800:POKE X+Y*256+69,V:
810:POKE X+Y*256+70,U:
820:POKE X+Y*256+71,V:
830:POKE X+Y*256+72,U:
840:POKE X+Y*256+73,V:
850:POKE X+Y*256+74,U:
860:POKE X+Y*256+75,V:
870:POKE X+Y*256+76,U:
880:POKE X+Y*256+77,V:
890:POKE X+Y*256+78,U:
900:POKE X+Y*256+79,V:
910:POKE X+Y*256+80,U:
920:POKE X+Y*256+81,V:
930:POKE X+Y*256+82,U:
940:POKE X+Y*256+83,V:
950:POKE X+Y*256+84,U:
960:POKE X+Y*256+85,V:
970:POKE X+Y*256+86,U:
980:POKE X+Y*256+87,V:
990:POKE X+Y*256+88,U:
1000:POKE X+Y*256+89,V:
1010:POKE X+Y*256+90,U:
1020:POKE X+Y*256+91,V:
1030:POKE X+Y*256+92,U:
1040:POKE X+Y*256+93,V:
1050:POKE X+Y*256+94,U:
1060:POKE X+Y*256+95,V:
1070:POKE X+Y*256+96,U:
1080:POKE X+Y*256+97,V:
1090:POKE X+Y*256+98,U:
1100:POKE X+Y*256+99,V:
1110:POKE X+Y*256+100,U:
1120:POKE X+Y*256+101,V:
1130:POKE X+Y*256+102,U:
1140:POKE X+Y*256+103,V:
1150:POKE X+Y*256+104,U:
1160:POKE X+Y*256+105,V:
1170:POKE X+Y*256+106,U:
1180:POKE X+Y*256+107,V:
1190:POKE X+Y*256+108,U:
1200:POKE X+Y*256+109,V:
1210:POKE X+Y*256+110,U:
1220:POKE X+Y*256+111,V:
1230:POKE X+Y*256+112,U:
1240:POKE X+Y*256+113,V:
1250:POKE X+Y*256+114,U:
1260:POKE X+Y*256+115,V:
1270:POKE X+Y*256+116,U:
1280:POKE X+Y*256+117,V:
1290:POKE X+Y*256+118,U:
1300:POKE X+Y*256+119,V:
1310:POKE X+Y*256+120,U:
1320:POKE X+Y*256+121,V:
1330:POKE X+Y*256+122,U:
1340:POKE X+Y*256+123,V:
1350:POKE X+Y*256+124,U:
1360:POKE X+Y*256+125,V:
1370:POKE X+Y*256+126,U:
1380:POKE X+Y*256+127,V:
1390:POKE X+Y*256+128,U:
1400:POKE X+Y*256+129,V:
1410:POKE X+Y*256+130,U:
1420:POKE X+Y*256+131,V:
1430:POKE X+Y*256+132,U:
1440:POKE X+Y*256+133,V:
1450:POKE X+Y*256+134,U:
1460:POKE X+Y*256+135,V:
1470:POKE X+Y*256+136,U:
1480:POKE X+Y*256+137,V:
1490:POKE X+Y*256+138,U:
1500:POKE X+Y*256+139,V:
1510:POKE X+Y*256+140,U:
1520:POKE X+Y*256+141,V:
1530:POKE X+Y*256+142,U:
1540:POKE X+Y*256+143,V:
1550:POKE X+Y*256+144,U:
1560:POKE X+Y*256+145,V:
1570:POKE X+Y*256+146,U:
1580:POKE X+Y*256+147,V:
1590:POKE X+Y*256+148,U:
1600:POKE X+Y*256+149,V:
1610:POKE X+Y*256+150,U:
1620:POKE X+Y*256+151,V:
1630:POKE X+Y*256+152,U:
1640:POKE X+Y*256+153,V:
1650:POKE X+Y*256+154,U:
1660:POKE X+Y*256+155,V:
1670:POKE X+Y*256+156,U:
1680:POKE X+Y*256+157,V:
1690:POKE X+Y*256+158,U:
1700:POKE X+Y*256+159,V:
1710:POKE X+Y*256+160,U:
1720:POKE X+Y*256+161,V:
1730:POKE X+Y*256+162,U:
1740:POKE X+Y*256+163,V:
1750:POKE X+Y*256+164,U:
1760:POKE X+Y*256+165,V:
1770:POKE X+Y*256+166,U:
1780:POKE X+Y*256+167,V:
1790:POKE X+Y*256+168,U:
1800:POKE X+Y*256+169,V:
1810:POKE X+Y*256+170,U:
1820:POKE X+Y*256+171,V:
1830:POKE X+Y*256+172,U:
1840:POKE X+Y*256+173,V:
1850:POKE X+Y*256+174,U:
1860:POKE X+Y*256+175,V:
1870:POKE X+Y*256+176,U:
1880:POKE X+Y*256+177,V:
1890:POKE X+Y*256+178,U:
1900:POKE X+Y*256+179,V:
1910:POKE X+Y*256+180,U:
1920:POKE X+Y*256+181,V:
1930:POKE X+Y*256+182,U:
1940:POKE X+Y*256+183,V:
1950:POKE X+Y*256+184,U:
1960:POKE X+Y*256+185,V:
1970:POKE X+Y*256+186,U:
1980:POKE X+Y*256+187,V:
1990:POKE X+Y*256+188,U:
2000:POKE X+Y*256+189,V:
2010:POKE X+Y*256+190,U:
2020:POKE X+Y*256+191,V:
2030:POKE X+Y*256+192,U:
2040:POKE X+Y*256+193,V:
2050:POKE X+Y*256+194,U:
2060:POKE X+Y*256+195,V:
2070:POKE X+Y*256+196,U:
2080:POKE X+Y*256+197,V:
2090:POKE X+Y*256+198,U:
2100:POKE X+Y*256+199,V:
2110:POKE X+Y*256+200,U:
2120:POKE X+Y*256+201,V:
2130:POKE X+Y*256+202,U:
2140:POKE X+Y*256+203,V:
2150:POKE X+Y*256+204,U:
2160:POKE X+Y*256+205,V:
2170:POKE X+Y*256+206,U:
2180:POKE X+Y*256+207,V:
2190:POKE X+Y*256+208,U:
2200:POKE X+Y*256+209,V:
2210:POKE X+Y*256+210,U:
2220:POKE X+Y*256+211,V:
2230:POKE X+Y*256+212,U:
2240:POKE X+Y*256+213,V,
2250:POKE X+Y*256+214,U,
2260:POKE X+Y*256+215,V,
2270:POKE X+Y*256+216,U,
2280:POKE X+Y*256+217,V,
2290:POKE X+Y*256+218,U,
2300:POKE X+Y*256+219,V,
2310:POKE X+Y*256+220,U,
2320:POKE X+Y*256+221,V,
2330:POKE X+Y*256+222,U,
2340:POKE X+Y*256+223,V,
2350:POKE X+Y*256+224,U,
2360:POKE X+Y*256+225,V,
2370:POKE X+Y*256+226,U,
2380:POKE X+Y*256+227,V,
2390:POKE X+Y*256+228,U,
2400:POKE X+Y*256+229,V,
2410:POKE X+Y*256+230,U,
2420:POKE X+Y*256+231,V,
2430:POKE X+Y*256+232,U,
2440:POKE X+Y*256+233,V,
2450:POKE X+Y*256+234,U,
2460:POKE X+Y*256+235,V,
2470:POKE X+Y*256+236,U,
2480:POKE X+Y*256+237,V,
2490:POKE X+Y*256+238,U,
2500:POKE X+Y*256+239,V,
2510:POKE X+Y*256+240,U,
2520:POKE X+Y*256+241,V,
2530:POKE X+Y*256+242,U,
2540:POKE X+Y*256+243,V,
2550:POKE X+Y*256+244,U,
2560:POKE X+Y*256+245,V,
2570:POKE X+Y*256+246,U,
2580:POKE X+Y*256+247,V,
2590:POKE X+Y*256+248,U,
2600:POKE X+Y*256+249,V,
2610:POKE X+Y*256+250,U,
2620:POKE X+Y*256+251,V,
2630:POKE X+Y*256+252,U,
2640:POKE X+Y*256+253,V,
2650:POKE X+Y*256+254,U,
2660:POKE X+Y*256+255,V,
2670:POKE X+Y*256+256,U,
2680:POKE X+Y*256+257,V,
2690:POKE X+Y*256+258,U,
2700:POKE X+Y*256+259,V,
2710:POKE X+Y*256+260,U,
2720:POKE X+Y*256+261,V,
2730:POKE X+Y*256+262,U,
2740:POKE X+Y*256+263,V,
2750:POKE X+Y*256+264,U,
2760:POKE X+Y*256+265,V,
2770:POKE X+Y*256+266,U,
2780:POKE X+Y*256+267,V,
2790:POKE X+Y*256+268,U,
2800:POKE X+Y*256+269,V,
2810:POKE X+Y*256+270,U,
2820:POKE X+Y*256+271,V,
2830:POKE X+Y*256+272,U,
2840:POKE X+Y*256+273,V,
2850:POKE X+Y*256+274,U,
2860:POKE X+Y*256+275,V,
2870:POKE X+Y*256+276,U,
2880:POKE X+Y*256+277,V,
2890:POKE X+Y*256+278,U,
2900:POKE X+Y*256+279,V,
2910:POKE X+Y*256+280,U,
2920:POKE X+Y*256+281,V,
2930:POKE X+Y*256+282,U,
2940:POKE X+Y*256+283,V,
2950:POKE X+Y*256+284,U,
2960:POKE X+Y*256+285,V,
2970:POKE X+Y*256+286,U,
2980:POKE X+Y*256+287,V,
2990:POKE X+Y*256+288,U,
3000:POKE X+Y*256+289,V,
3010:POKE X+Y*256+290,U,
3020:POKE X+Y*256+291,V,
3030:POKE X+Y*256+292,U,
3040:POKE X+Y*256+293,V,
3050:POKE X+Y*256+294,U,
3060:POKE X+Y*256+295,V,
3070:POKE X+Y*256+296,U,
3080:POKE X+Y*256+297,V,
3090:POKE X+Y*256+298,U,
3100:POKE X+Y*256+299,V,
3110:POKE X+Y*256+300,U,
3120:POKE X+Y*256+301,V,
3130:POKE X+Y*256+302,U,
3140:POKE X+Y*256+303,V,
3150:POKE X+Y*256+304,U,
3160:POKE X+Y*256+305,V,
3170:POKE X+Y*256+306,U,
3180:POKE X+Y*256+307,V,
3190:POKE X+Y*256+308,U,
3200:POKE X+Y*256+309,V,
3210:POKE X+Y*256+310,U,
3220:POKE X+Y*256+311,V,
3230:POKE X+Y*256+312,U,
3240:POKE X+Y*256+313,V,
3250:POKE X+Y*256+314,U,
3260:POKE X+Y*256+315,V,
3270:POKE X+Y*256+316,U,
3280:POKE X+Y*256+317,V,
3290:POKE X+Y*256+318,U,
3300:POKE X+Y*256+319,V,
3310:POKE X+Y*256+320,U,
3320:POKE X+Y*256+321,V,
3330:POKE X+Y*256+322,U,
3340:POKE X+Y*256+323,V,
3350:POKE X+Y*256+324,U,
3360:POKE X+Y*256+325,V,
3370:POKE X+Y*256+326,U,
3380:POKE X+Y*256+327,V,
3390:POKE X+Y*256+328,U,
3400:POKE X+Y*256+329,V,
3410:POKE X+Y*256+330,U,
3420:POKE X+Y*256+331,V,
3430:POKE X+Y*256+332,U,
3440:POKE X+Y*256+333,V,
3450:POKE X+Y*256+334,U,
3460:POKE X+Y*256+335,V,
3470:POKE X+Y*256+336,U,
3480:POKE X+Y*256+337,V,
3490:POKE X+Y*256+338,U,
3500:POKE X+Y*256+339,V,
3510:POKE X+Y*256+340,U,
3520:POKE X+Y*256+341,V,
3530:POKE X+Y*256+342,U,
3540:POKE X+Y*256+343,V,
3550:POKE X+Y*256+344,U,
3560:POKE X+Y*256+345,V,
3570:POKE X+Y*256+346,U,
3580:POKE X+Y*256+347,V,
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3660:POKE X+Y*256+355,V,
3670:POKE X+Y*256+356,U,
3680:POKE X+Y*256+357,V,
3690:POKE X+Y*256+358,U,
3700:POKE X+Y*256+359,V,
3710:POKE X+Y*256+360,U,
3720:POKE X+Y*256+361,V,
3730:POKE X+Y*256+362,U,
3740:POKE X+Y*256+363,V,
3750:POKE X+Y*256+364,U,
3760:POKE X+Y*256+365,V,
3770:POKE X+Y*256+366,U,
3780:POKE X+Y*256+367,V,
3790:POKE X+Y*256+368,U,
3800:POKE X+Y*256+369,V,
3810:POKE X+Y*256+370,U,
3820:POKE X+Y*256+371,V,
3830:POKE X+Y*256+372,U,
3840:POKE X+Y*256+373,V,
3850:POKE X+Y*256+374,U,
3860:POKE X+Y*256+375,V,
3870:POKE X+Y*256+376,U,
3880:POKE X+Y*256+377,V,
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3960:POKE X+Y*256+385,V,
3970:POKE X+Y*256+386,U,
3980:POKE X+Y*256+387,V,
3990:POKE X+Y*256+388,U,
4000:POKE X+Y*256+389,V,
4010:POKE X+Y*256+390,U,
4020:POKE X+Y*256+391,V,
4030:POKE X+Y*256+392,U,
4040:POKE X+Y*256+393,V,
4050:POKE X+Y*256+394,U,
4060:POKE X+Y*256+395,V,
4070:POKE X+Y*256+396,U,
4080:POKE X+Y*256+397,V,
4090:POKE X+Y*256+398,U,
4100:POKE X+Y*256+399,V,
4110:POKE X+Y*256+400,U,
4120:POKE X+Y*256+401,V,
4130:POKE X+Y*256+402,U,
4140:POKE X+Y*256+403,V,
4150:POKE X+Y*256+404,U,
4160:POKE X+Y*256+405,V,
4170:POKE X+Y*256+406,U,
4180:POKE X+Y*256+407,V,
4190:POKE X+Y*256+408,U,
4200:POKE X+Y*256+409,V,
4210:POKE X+Y*256+410,U,
4220:POKE X+Y*256+411,V,
4230:POKE X+Y*256+412,U,
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4250:POKE X+Y*256+414,U,
4260:POKE X+Y*256+415,V,
4270:POKE X+Y*256+416,U,
4280:POKE X+Y*256+417,V,
4290:POKE X+Y*256+418,U,
4300:POKE X+Y*256+419,V,
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4320:POKE X+Y*256+421,V,
4330:POKE X+Y*256+422,U,
4340:POKE X+Y*256+423,V,
4350:POKE X+Y*256+424,U,
4360:POKE X+Y*256+425,V,
4370:POKE X+Y*256+426,U,
4380:POKE X+Y*256+427,V,
4390:POKE X+Y*256+428,U,
4400:POKE X+Y*256+429,V,
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4460:POKE X+Y*256+435,V,
4470:POKE X+Y*256+436,U,
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4860:POKE X+Y*256+475,V,
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5080:POKE X+Y*256+497,V,
5090:POKE X+Y*256+498,U,
5100:POKE X+Y*256+499,V,
5110:POKE X+Y*256+500,U,
5120:POKE X+Y*256+501,V,
5130:POKE X+Y*256+502,U,
5140:POKE X+Y*256+503,V,
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5360:POKE X+Y*256+525,V,
5370:POKE X+Y*256+526,U,
5380:POKE X+Y*256+527,V,
5390:POKE X+Y*256+528,U,
5400:POKE X+Y*256+529,V,
5410:POKE X+Y*256+530,U,
5420:POKE X+Y*256+531,V,
5430:POKE X+Y*256+532,U,
5440:POKE X+Y*256+533,V,
5450:POKE X+Y*256+534,U,
5460:POKE X+Y*256+535,V,
5470:POKE X+Y*256+536,U,
5480:POKE X+Y*256+537,V,
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5510:POKE X+Y*256+540,U,
5520:POKE X+Y*256+541,V,
5530:POKE X+Y*256+542,U,
5540
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**FRIDAY  
13TH SEPTEMBER**

(Our sinister scoring music.) John: Well done - you've just found the most important thing in the whole of the known universe (well, it's not that important). Yes indeed, we're back with this month's fountain of information on *Creatures 2*, just on a bit of - (a) (Surprisingly, some of our computers seem down on us today. I spent all day breaking the first page of the file sequence, making IBM APREX.COM. PETER PRODUCTIONS' a lot more eye-catching, using colour splitting masters and colour cycling cycles and a bit of CP - (a).

Steve: I've been working for a few months, on and off, on the title music. But it doesn't seem either cute or different enough. So I got myself into the mood for composing some more music on the keyboard. In about 15 minutes I'd come up with the 'well done' bass and started to program it into the trusty CMT-20. Next on the keyboard came the accompaniment to go with the bass, along with a few variations to add later. To my surprise, it's started going rather well.

**WEDNESDAY  
18TH SEPTEMBER**

John: I went back to the hi-score entry bit, writing the code that inserts the selected letter in the hi-score initials. Once I'd done that I noticed a justification bug in the hi-score table in the file sequence. The *Creatures* and *Creatures 2* game text routines (justify all the letters, numbers and punctuation. These large letters are based on a 2x2 character block set, whereas most of them fit nicely into this, whereas most of them fit nicely into this, letters such as I, W and M use different widths (I is 5, W and M are 3). So the print routine has to be adjusted accordingly - again (Observation 1: large text doesn't

PART 2

# THE CLYDE GUIDE

*A big welcome back please for the Apex lads, as they continue telling the true story of the day-to-day development of Creatures 2. This month, the guys pass some time programming and spend some more time passing the buck. But it's okay, everything is going according to plan... honest! (Ahem)*

look good unless it's justified this way. Observation 2: look at Last Mega if on the Amiga to see what I mean. Observation 3: Last Mega 2's font (text style) is uncannily similar to the one in *Creatures*, don't you think? Steve: The new music is coming along. Even so, I started yet another piece that was based on an old demo we've got,

called *Zagallo*, which didn't sound bad. This was based on using an earlier track to go in the game as music for the hi-score, which has a curious name of *Bug* (if you wanted to know but the title music is most important now, so I'm going to have to work on that. A long time ago, I used to use a music package called *ElectroSound*. I don't know why but I did. Anyway, some of the music on this was pretty good, so good in fact, that I converted it to our own music system and included it in a couple of our games. As it happens, the latest conversion of notes from *ElectroSound* generate some good harmonies when played along with the title music to be.

**MONDAY  
23RD SEPTEMBER**

John: Now that I've finished the hi-score table entry system, I'm moving on to work on another part of the game. With the exception of stages, I'm working to the bit that's normally written last. Hey, it's time to do the also level header (now, John, someone remember you like doing this). Steve and I have come up with a suitable screen layout, consisting the task of memory we have left (John says of putting it - (a), so I've been writing routines to print this up on the screen using the smallest amount of data possible. I've also had to do a variable location check on all the torture screens. This is what I have to make sure that specific variables are always in the same place in each



This is the status screen which has caused John and Steve to much trouble. And to think that it takes so innocent at first...

SCREEN, so they can be loaded in without corrupting when executed. Understood? Don't worry, neither do I yet. Steve: Just to take another look from the file music, I've been messing around with our Yamaha and have come up with a more suitable music track. So now most of the notes have been composed, I've got to program them all over again, into the computer. They'll probably end up being completely different by the time I've finished but who cares as long as it's good.

Mozambique, I've become completely bored with the music business, so I've loaded torture screen C. I've designed a nifty little creature to put into this one. Its purpose in life is to fight a creature that's pointing at your head and bawling, so you won't have to think twice about exterminating this lot of slime.

## FRIDAY 27TH SEPTEMBER

John: Okay, I can take it - my load code isn't loading properly and I've run out of things to break with frustration (with my fist, actually). I've modified the routine from Creatures but so that it's always correct, so maybe this is the problem. I've got to confess, I'm depressed at the moment. Dave I heard me GTE back. John (to Thomas in a yell) phoned today to ask me how the game is going. Of course, I told him everything was going well and that I had no problems whatsoever in getting the loader to work. It wasn't.

Steve: We haven't had any new interlude graphics for a while, so I started work on a palm tree scene. This features three large palm trees in the foreground and lots of smaller trees behind, under a sun coloured sky. Three big palm trees were also the basis for another interlude section - the beach. At the moment, the features deep blue sea, golden sandy



You don't get from this what the loading screen features animated text (as you'll just have to believe us when we tell you it's broken)

beaches and maybe a few killer sharks. As with most things I design, it has to be adjusted days after I've finished it, a bit like the level loading screen. John is having trouble with (shar-hat). The basic gist of it is that it has a few cute Diplo sprites circled around with some game status displayed in for good measure, so you get

## TUESDAY 1ST OCTOBER

John: At last I've got a torture screen to load in and execute properly. The only problem now is that the interlude sprites got corrupted. "Bower" sprites in the bottom border also add to this growing trend of "if you're a sprite, corrupt". Even the screen sprites have screwed up. But at least the torture screen works, right?

Steve: Well, just to add a little sparkle to my working day, I have to go back over some old work and adjust it. This time it's the level loading screen again and the objective is to save some loading memory for John. He was going to print up all the different screen headings (for the game status) using previous code space but I'm now adding the headings to the window. Because this window already has its own little space in the game, it won't add any extra memory.

## FRIDAY 4TH OCTOBER

John: I've now started to do the calculation readiness for the loading screen, the ones that work out how many lives you've lost during the previous stages. The

CF SPECIAL

## THE FURTHER ADVENTURES OF CLYDE RADCLIFFE



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THE FURTHER ADVENTURES OF **GLYDE RADCLIFFE**

screen also displays the boss you have left when you complete each stage, together with the stage score and total score. We can escape one island's status — which is comprised of seven stages — onto each screen, with loading messages etc. above and below (and will have a score of our fussy friends scattered about). I've written the subroutines now too. This is used to calculate the previous stage's score (by subtracting the previous total score from the current total score). Now I just have to get the results printed in the right place.

Steve: Most of today has been devoted to torture screen C. My attention is drawn to a cute little creature that has the task of lighting a reman which subsequently, albeit indirectly, kills your fussy buddy. This creature can be killed by you, eventually, so it needs its own explosion animation. I've also just added the doomed fussy's speech bubbles. These consist of the obligatory "HELP" and a new "FRILL BICK" as he's been upstaged down from a piece of rope. Today's work was enjoyable but the definite highlight was getting a free 12-pack of Heineken, due to a rather generous Price Match offer.

## WEDNESDAY 9TH OCTOBER

John: A few days ago I was trying to fix a little sequenced frog that didn't clean one of the screens properly. It had been something things up for a month and had spent most of that time on my Musti file. That One Of These Days list. I spent a few hours on it before giving up in frustration. Today I tried again and spotted the error after about seven seconds! It's amazing how much difference a tweak from debugging can have. The bug? I had written LDR 7 instead of LDR #7. Wow.

Steve: All the moment I'm compiling a list of music from some of my earliest music

disks but which may still be suitable for use in Creatures II. This music would be revamped but as far I have around eight tracks from 8 different disks but each disk has around 15 to 30 tracks of music saved on them. It just goes to show how much music gets written that will never be heard of all probably isn't such a bad thing.

## FRIDAY 11TH OCTOBER

John: I found another bug yesterday (never...) which caused the title sequence to crash when it came to set up the third screen (the credits page). I deduced that this must have had something to do with the new title music which I'd uploaded. But why? It took the best part of the day to fix and I'm still not sure why it's working now, not that I'm complaining. So, with an early version of the title music sounding away, I was finally up and all the dancing fixtures so that they lay in line in the best (perhaps they just love dancing). Steve: Most of the queries received on TSC have been assigned but there is still one big task to face. This feature screen has four characters and four computer creatures with a character in his hands. When the fussy guy is supposed to get into the pit Mr. Chomson himself animates these are four computer sprites to animate and position. These include the fussy, the character, the creature and of course the blood! The big problem is that all these sprites need a lot of co-ordinates for every animation, so now I need a sheet of graph paper and a whole day to draw and calculate.

## WEDNESDAY 16TH OCTOBER

John: The time has come to write a compiler (and uncompiler) for any level screens that'll appear in the game. With

the last few days I've done this, starting with the uncompiler. The man got a real little system which allows me to compile any of Steve's screens before I upload them. Flashed with the success of these routines, I compiled the resident format screen (TST) ready to code the next 'level' and... screen isn't designed (and before me — it's going to be amazing).

Steve: My disk drive has been becoming more and more unreliable. Sometimes it doesn't load files and lately the computer doesn't even find a device there. Being technically minded like I am, I took it apart. To my surprise I found the problem in no time. (Your DM was in place? But.) The socket in the back of the drive is soldered to a chunk of printed circuit board. Solder had been worked loose by the pecking and putting of the drive heads, so all I needed was the lovely iron and industrial sized rest of solder. The drive is now alive.

## TUESDAY 22ND OCTOBER

John: It's exciting! Well, maybe not outside but on the latest torture screen it is. Yep, this screen with the code-name TSC and why not? is set in exotic conditions with frozen water and loads of snow. I've spent a day at the top teaching our fussy old DM the physics of snow (as if I know there is the first place). With 11 different snowflake patterns and 35 character strips, this gives a total of 385 on-screen snowflakes. Mega! It's an underachievement. Steve: Another month has passed and even less has been done to the game than in the previous month. Why this is I'm not quite sure, maybe it has something to do with morale. I don't know what could give our morale the boost it would need to increase productivity. Or maybe I do. Loads of cash would be nice, or perhaps a holiday on the Costa Del Sol.



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338-339, 340-341, 342-343, 344-345, 346-347, 348-349, 350-351, 352-353, 354-355, 356-357, 358-359, 360-361, 362-363, 364-365, 366-367, 368-369, 370-371, 372-373, 374-375, 376-377, 378-379, 380-381, 382-383, 384-385, 386-387, 388-389, 390-391, 392-393, 394-395, 396-397, 398-399, 400-401, 402-403, 404-405, 406-407, 408-409, 410-411, 412-413, 414-415, 416-417, 418-419, 420-421, 422-423, 424-425, 426-427, 428-429, 430-431, 432-433, 434-435, 436-437, 438-439, 440-441, 442-443, 444-445, 446-447, 448-449, 450-451, 452-453, 454-455, 456-457, 458-459, 460-461, 462-463, 464-465, 466-467, 468-469, 470-471, 472-473, 474-475, 476-477, 478-479, 480-481, 482-483, 484-485, 486-487, 488-489, 490-491, 492-493, 494-495, 496-497, 498-499, 500-501, 502-503, 504-505, 506-507, 508-509, 510-511, 512-513, 514-515, 516-517, 518-519, 520-521, 522-523, 524-525, 526-527, 528-529, 530-531, 532-533, 534-535, 536-537, 538-539, 540-541, 542-543, 544-545, 546-547, 548-549, 550-551, 552-553, 554-555, 556-557, 558-559, 560-561, 562-563, 564-565, 566-567, 568-569, 570-571, 572-573, 574-575, 576-577, 578-579, 580-581, 582-583, 584-585, 586-587, 588-589, 590-591, 592-593, 594-595, 596-597, 598-599, 600-601, 602-603, 604-605, 606-607, 608-609, 610-611, 612-613, 614-615, 616-617, 618-619, 620-621, 622-623, 624-625, 626-627, 628-629, 630-631, 632-633, 634-635, 636-637, 638-639, 640-641, 642-643, 644-645, 646-647, 648-649, 650-651, 652-653, 654-655, 656-657, 658-659, 660-661, 662-663, 664-665, 666-667, 668-669, 670-671, 672-673, 674-675, 676-677, 678-679, 680-681, 682-683, 684-685, 686-687, 688-689, 690-691, 692-693, 694-695, 696-697, 698-699, 700-701, 702-703, 704-705, 706-707, 708-709, 710-711, 712-713, 714-715, 716-717, 718-719, 720-721, 722-723, 724-725, 726-727, 728-729, 730-731, 732-733, 734-735, 736-737, 738-739, 740-741, 742-743, 744-745, 746-747, 748-749, 750-751, 752-753, 754-755, 756-757, 758-759, 760-761, 762-763, 764-765, 766-767, 768-769, 770-771, 772-773, 774-775, 776-777, 778-779, 780-781, 782-783, 784-785, 786-787, 788-789, 790-791, 792-793, 794-795, 796-797, 798-799, 800-801, 802-803, 804-805, 806-807, 808-809, 810-811, 812-813, 814-815, 816-817, 818-819, 820-821, 822-823, 824-825, 826-827, 828-829, 830-831, 832-833, 834-835, 836-837, 838-839, 840-841, 842-843, 844-845, 846-847, 848-849, 850-851, 852-853, 854-855, 856-857, 858-859, 860-861, 862-863, 864-865, 866-867, 868-869, 870-871, 872-873, 874-875, 876-877, 878-879, 880-881, 882-883, 884-885, 886-887, 888-889, 890-891, 892-893, 894-895, 896-897, 898-899, 900-901, 902-903, 904-905, 906-907, 908-909, 910-911, 912-913, 914-915, 916-917, 918-919, 920-921, 922-923, 924-925, 926-927, 928-929, 930-931, 932-933, 934-935, 936-937, 938-939, 940-941, 942-943, 944-945, 946-947, 948-949, 950-951, 952-953, 954-955, 956-957, 958-959, 960-961, 962-963, 964-965, 966-967, 968-969, 970-971, 972-973, 974-975, 976-977, 978-979, 980-981, 982-983, 984-985, 986-987, 988-989, 990-991, 992-993, 994-995, 996-997, 998-999, 1000-1001, 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1184-1185, 1186-1187, 1188-1189, 1190-1191, 1192-1193, 1194-1195, 1196-1197, 1198-1199, 1200-1201, 1202-1203, 1204-1205, 1206-1207, 1208-1209, 1210-1211, 1212-1213, 1214-1215, 1216-1217, 1218-1219, 1220-1221, 1222-1223, 1224-1225, 1226-1227, 1228-1229, 1230-1231, 1232-1233, 1234-1235, 1236-1237, 1238-1239, 1240-1241, 1242-1243, 1244-1245, 1246-1247, 1248-1249, 1250-1251, 1252-1253, 1254-1255, 1256-1257, 1258-1259, 1260-1261, 1262-1263, 1264-1265, 1266-1267, 1268-1269, 1270-1271, 1272-1273, 1274-1275, 1276-1277, 1278-1279, 1280-1281, 1282-1283, 1284-1285, 1286-1287, 1288-1289, 1290-1291, 1292-1293, 1294-1295, 1296-1297, 1298-1299, 1300-1301, 1302-1303, 1304-1305, 1306-1307, 1308-1309, 1310-1311, 1312-1313, 1314-1315, 1316-1317, 1318-1319, 1320-1321, 1322-1323, 1324-1325, 1326-1327, 1328-1329, 1330-1331, 1332-1333, 1334-1335, 1336-1337, 1338-1339, 1340-1341, 1342-1343, 1344-1345, 1346-1347, 1348-1349, 1350-1351, 1352-1353, 1354-1355, 1356-1357, 1358-1359, 1360-1361, 1362-1363, 1364-1365, 1366-1367, 1368-1369, 1370-1371, 1372-1373, 1374-1375, 1376-1377, 1378-1379, 1380-1381, 1382-1383, 1384-1385, 1386-1387, 1388-1389, 1390-1391, 1392-1393, 1394-1395, 1396-1397, 1398-1399, 1400-1401, 1402-1403, 1404-1405, 1406-1407, 1408-1409, 1410-1411, 1412-1413, 1414-1415, 1416-1417, 1418-1419, 1420-1421, 1422-1423, 1424-1425, 1426-1427, 1428-1429, 1430-1431, 1432-1433, 1434-1435, 1436-1437, 1438-1439, 1440-1441, 1442-1443, 1444-1445, 1446-1447, 1448-1449, 1450-1451, 1452-1453, 1454-1455, 1456-1457, 1458-1459, 1460-1461, 1462-1463, 1464-1465, 1466-1467, 1468-1469, 1470-1471, 1472-1473, 1474-1475, 1476-1477, 1478-1479, 1480-1481, 1482-1483, 1484-1485, 1486-1487, 1488-1489, 1490-1491, 1492-1493, 1494-1495, 1496-1497, 1498-1499, 1500-1501, 1502-1503, 1504-1505, 1506-1507, 1508-1509, 1510-1511, 1512-1513, 1514-1515, 1516-1517, 1518-1519, 1520-1521, 1522-1523, 1524-1525, 1526-1527, 1528-1529, 1530-1531, 1532-1533, 1534-1535, 1536-1537, 1538-1539, 1540-1541, 1542-1543, 1544-1545, 1546-1547, 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1912-1913, 1914-1915, 1916-1917, 1918-1919, 1920-1921, 1922-1923, 1924-1925, 1926-1927, 1928-1929, 1930-1931, 1932-1933, 1934-1935, 1936-1937, 1938-1939, 1940-1941, 1942-1943, 1944-1945, 1946-1947, 1948-1949, 1950-1951, 1952-1953, 1954-1955, 1956-1957, 1958-1959, 1960-1961, 1962-1963, 1964-1965, 1966-1967, 1968-1969, 1970-1971, 1972-1973, 1974-1975, 1976-1977, 1978-1979, 1980-1981, 1982-1983, 1984-1985, 1986-1987, 1988-1989, 1990-1991, 1992-1993, 1994-1995, 1996-1997, 1998-1999, 2000-2001, 2002-2003, 2004-2005, 2006-2007, 2008-2009, 2010-2011, 2012-2013, 2014-2015, 2016-2017, 2018-2019, 2020-2021, 2022-2023, 2024-2025, 2026-2027, 2028-2029, 2030-2031, 2032-2033, 2034-2035, 2036-2037, 2038-2039, 2040-2041, 2042-2043, 2044-2045, 2046-2047, 2048-2049, 2050-2051, 2052-2053, 2054-2055, 2056-2057, 2058-2059, 2060-2061, 2062-2063, 2064-2065, 2066-2067, 2068-2069, 2070-2071, 2072-2073, 2074-2075, 2076-2077, 2078-2079, 2080-2081, 2082-2083, 2084-2085, 2086-2087, 2088-2089, 2090-2091, 2092-2093, 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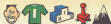
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It's a little-known fact but Grand Prix circuits are not designed by a team of experts who sit around discussing brakes and wind slip. Oh, no! All you need to design a track is a piece of string. Lay this flat on the table and mess it about as there are hardly any straight bits. This is obviously the method that programmers, *Distinctive Software*, used to create *The Cyclist*. Straight stretches of track are kept to a minimum, so there are lots of curves. There are fifteen of these curvy circuits in each race and there are fifteen races to get through, that makes, um... 225 circuits. Your



Oh, no! It's up to this is where it starts getting really fast. I've got a straight track ahead of me for a while, so I should make a good start!



I thought race tracks were where all those long-haired wots with spandex sweaters congregated. Maybe not.

Best way to deal with these speedway fields is to upgrade your wheels, man. Still, if you need it a 500cc machine with fat and style (and four cylinders and a 100 mph cruise). There are five levels of difficulty and, from three onwards, things get damn tough. But while the tracks get harder, they certainly don't get any more exciting. As you go by yet another finishing post you get the feeling that you've done this before. 225 tracks are bound to get a bit tatty after a while. If you can complete a few circuits on a 500cc cycle then you deserve to be up there with the best. But it's a difficult task. And I've got better things to do... like eat and sleep.



# THE CYCLIST

aim is to complete all 225 tracks in record speed and become the world number one; not an easy task.

You can make things easier for yourself by choosing the beginner level (bye, bye pride) and a 120cc bike. Because you're only a beginner, the other cyclists tend to keep out of your way and you can wander off the track as much as you like (checking out the terrain, I call it) without being disqualified or ruining your bike.

The outcome of a race seems to depend on how you take all these turns. The idea is to slow down as you approach the curve and then, as the roads straighten out, speed up and when past a couple of hairpin bends. Once you've perfected this technique, things start getting a bit more exciting: four bike moves smoothly and the colour scheme means you can see where you're going (always helps, that). As you take the curves, you lower your head over the keyboard and your whole body swings to one side. If you take your eyes off the screen and look down

you'll see the backroom career leaning towards you. (You'll also go crashing off the track into a cast iron barrier, so it's not a hot idea.)

As soon as you feel that you've mastered your 120cc it's time to move on up. Now, as well as looking out for tough corners and hairpins that appear out of nowhere, you'll also have to watch out for nice very hard men who want you out of the race. The



I'm ready to turn up the rubber for all of those legs. (Not much considering it would have gone for 90.)

Game	<b>The Cyclist</b>
Publisher	Accolade
Cassette	\$5.99
Disk	\$7.99
Release	Now
Contact	081 677 000

## POWER RATING

**The Downs...**

- ▀ Takes too long to get to the end
- ▀ Not enough variety in the track layouts. They're all curved. Paved.
- ▀ It would have been nice to be able to try bigger bikes on beginner's levels, instead of toy ones.

**70%**

**Fast and smooth graphics so you can feel the speed**

- ▀ Nice tracky colours and a clear view too if you come off your bike (it's your fault)
- ▀ The races are absorbing for a while at any rate
- ▀ Five race categories your bike
- ▀ 170 tracks to keep you on your wheels as you try
- ▀ Responsive controls
- ▀ Reasonably priced
- ▀ Means of fun for speed heads and time chasers

**...AND THE UPERS**

## That two-wheelin' feelin'

**Speedy view, there's a lot of them.**

**Four speeds to choose to allow your lawyer... for suspension to those sleek four wheelers!**

**Map takes a peak at this to check whether there's really a curve coming up or whether you're just heading a bit busy.**

**Rear view: if you see a hairpin bend coming up behind you, either accelerate or get in this way. (Either way, it's got to go.)**

**Two-wheeler controls fit the bill with handling modes added to your steering. This allows you how fast your car's going around. If it's too fast, you're in danger of destroying your bike. Watch out!**

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THE GAME NO ONE ELSE DARED TO BRING YOU!!!

# The Neighbours Game

COMING SOON



TELEVISION

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**F**ighting in tank battles is a fairly old business. One minute you're happily spilling over everything in sight and re-arranging the landscape with the aid of a stupidly large gun. The next - *Rabooom!* - some bigger tank's cooker right on your turret and it's a one way ticket to the Peasly Gates.

The solution to this desperately short career path is to get your mitts on the largest, meanest, baddest tank in the world, become the envy of the neighbourhood and then blow the whole neighbourhood to the heavens, good and proper.

That, it's pleased to say, is what *Battle Commander's* all about. The game provides you with a vehicle, which, to be honest, isn't so much a tank as a very big gun on caterpillar tracks. And, if that's not enough to have of warmongers trying to annihilate you, there's also a fine selection of bombs, bullets, missiles and other projectiles which would have old Saddam Bin Laden's Christmas had some early.

*Battle Commander* offers you the opportunity to strap up with all these

## Tanks for the memory

You can only see one screen at a time, but the tank can survey up to four miles of the terrain. You're not spending a straight-up conversion gun.

Er, actually, this top-down screen is so much easier to look upon than the tank's view.



Watch your speed. Four gears deteriorate as you take knocks from the enemy.

This scanner range is about as empty as tanks and light parks at any other.

These windows indicate the weapons you have on board. The tank can only carry a fairly 'meagre' worth, so choose well!

The display is pretty smooth, and objects can be peered out of a distance. But don't go bumping into other tanks and buildings.



**CART GAME**

# BATTLE COMMANDER

gadgets, pick a mission, and get cracking. Missions usually involve destroying things which are trying to destroy you, and it's just happen to be in the way. There's usually a jet like saving an important scientist, or 'de-briefing' (great word) transport vehicles, but this doesn't get in the way of the action...

These missions are extremely difficult to complete but don't be discouraged. Once you've learned how to make the best use of that tank, there's plenty of gameplay in here just killing off enemies.

*Battle Commander* works brilliantly because, on a very simple level, it's a well crafted side-3D shoot-em-up game diving game with lots to keep you busy. On a more sophisticated level, it's quite a tricky tactical affair in which you must decide which weapons lead to which mission and there's a fair amount of damage limitation and navigation to be taken into account.



The combat zone is check-a-bit too with enemy tanks. It's best to submerge them with a tank of your impressively large gun.

I played this for hours on end without completing a single mission, but heck, I don't trashed one hell of a lot of tanks, supply vehicles, bunkers, boats and houses in the attempt. Not bad, I thought.

*Battle Commander* is bursting with frantic joystick action yet it still manages to succeed in something for those of you who like to think before you fire. It looks a bit and sounds sufficiently convincing. Four sound effects is the biggest downer. If you're killed, the game - checks you into the same (rather dull) terminal-sound every time. It doesn't deliver any atmosphere. I would have enjoyed knowing just why I kept getting killed. But then, real tank drivers don't have the privilege of de-briefing sessions after they've been blown into a gooey mess, either. This is gorgeous fun which will, justifiably I think, make Ocean quite proud.

JOHN CHAPMAN



You can access info screens at any time during combat, just to keep a check on weapons supplies, or damage received!

<b>Game</b>	<b>Battle Commander</b>
<b>Publisher</b>	<b>Ocean</b>
<b>Cartridge</b>	<b>£14.99</b>
<b>Release</b>	<b>December</b>
<b>Contact</b>	<b>061 833 8833</b>

## POWER RATING

### THE DOWNERS...

- Very short missions at first
- It's a little shy on the post-battle analysis but you get the message

100

**88%**

- Bottom packed of gameplay will give you for hours
  - Lovely graphics to fight your way through
  - Plenty of missions in the mission department, so it's a re-arrangement feast
  - Good selection of weapons to experiment
  - Just enough strategy to make it more than yet another shoot-'em-up
  - Extremely accurate with the movement
  - Justy sound effects
  - Atmospheric soundtrack that to get you in the mood
- ...AND THE UPERS

0

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**N**ew AD&D games are as much a part of the calendar as Halloween. Just to prove it, here I am playing Gateway To The Savage Frontier on Halloween. Along with Fa'Tras the cleric, Gald the wizard-warrior, Eswald the thief and a few others, I've travelled the Forgotten Realms and fought toils for their bounty value to a priestess who one day shy bleeds and I will have to overflew. Life is getting complicated and this game isn't helping.

Gateway Frontier centers on the 33rd tradition of giving you a game world to explore: visit, loot, try living up to its persona, called characters. You can make these characters up yourself or let the computer do that for you. Either way, the program follows the rules of

Frontier: a massive game requiring hundreds of hours to finish. And to finish it, you have to save the world (what else). Play itself proceeds at a pace you wouldn't be surprised if sleepy trails made.

Although you control

back out the tools (costs of weapons and for each one you kill you get 100 gold pieces). But be warned, Traffic got back up soon after



the form of computer controlled characters who offer rewards for tasks completed. A thousand gold in one town wants a neighbouring town's and cleric killed, for example, if you take up

# GATEWAY TO THE SAVAGE FRONTIER

all your characters' actions through the joystick, you interact with the game by finding your way around a massive (nested menu system (that's a menu system in which every item on the menu opens up another menu of choices). It makes the going very slow, even once you know your way around the game system. If you're patient enough to give it a read, you'll find the manual helpful as **Non-player characters (NPCs) are computerized by nice pictures**



Control AD&D style - but don't lose your perspective, it works

the strange game. Dungeons and Dragons: The manual tells you something about the rules but there aren't many things to learn. Once you know that a wizard forgets a spell every time he casts it, you remember to remind him to learn those spells again afterwards... if you see what I mean.

This whole game is won by looking after what are called "housekeeping" details like that. Another important habit to get into early on is the one of saving your game after every action. This, coupled with the size of the game (33 pages three double-sided disks), makes Gateway To The Savage



The plot thickens. A cleric with some dirty habits likes the best. Numbered journal entries provide information throughout the game (3 saves on disk space)

that quest, you'll be introduced to another, and so on. But it doesn't matter what route you take. You either survive long enough to find something to do or get wiped out. If you just watch the world go by for long enough, it will get nasty, swallow you up and spit out your bones. It's like that.

If the idea of a complex adventure that stimulates your curiosity gland, give it a bash. If you like your games to dish out the action a little faster or you get put off by complexity, consider yourself duly warned.

Game	Gateway Frontier
Publisher	SSI/S&W Gold
Disk	£28.99
Release	Nov
Contact	021 625 3360

## POWER RATING

**THE DOWNERS...**

- Dead expensive
- Long and frequent disk access keeps gameplay slow (and)
- Confusing for newcomers
- Deeply rooted game that requires a lot of experience to beat
- It is all but all the other of the kind
- Too many pointless events

100  
69%

**AND THE UPPIERS**

- A massive adventure that unfolds bit by bit and will keep you busy for months
- Good game system once you get used to it
- The manual is really worth a read and contains loads of background detail
- You can make the game as complex as you like or have some tasks to the computer
- Freedom to explore



The Forgotten Realms are dangerous lands riddled by bandits, monsters, and dodgy looking gnomes

is exploring how all the menu work. You CAN'T make the game any less complicated than it already is, but you can make it more so. When you get into a fight, you can faked out the reactions of any or all of the characters to the computer. But the exposition you have to do yourself. And there's a lot of it. Be exploring the cities, towns, ancient sites and land of the Forgotten Realms, you stumble across little adventures in

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**0898 101982**

**T**here's been a great deal of talk lately concerning the rights and wrongs of boxing, and why not? After all, getting into a ring with some big boks who's paid to hit you is never going to be a walk in the park. Still, if the smell of sweat or your own blood isn't to your fancy, there's always a truely old ad to turn to. So, let's see what the action's like in the glorious ring. Even if the world's richest is the worst and you get smashed to a pulp, at least with *Final Blow* you can do it from the comfort of your own armchair.

Of all the best 'em-ups we've ever seen (and we've seen an awful lot) *Final Blow* has the most impressive main characters. The boxers are big - over half the height of the screen - and really ripple with muscle. There are ten fighters to choose from and they all look pretty damn good. However they're all heavyweight and all look pretty much the same. It would have been nice to see some lighter or more different (or more different) characters. The most critical thing is a boxing game is that the action must be convincing and



the ring at all in fact it's as if the boxers are mounted on a single set of rails. This is a pity because it really does restrict the gameplay to the two-

Crash, he's down. A devastating uppercut has got him on the canvas. Or has it? Look, breaking his nose in three places and knocking out four of his teeth, what do you think happens? Does he crash to the floor with a bone-crunching thud? No. He just drops forward and stays standing up. Is that pathetic or what? If I beat someone unconscious in the name of sport I want to see them splattered out on a blood-spattered canvas, not looking like they're thinking to see if their shoulders are unharmed.



Head to head, the rivals crash either on before the big fight

# FINAL BLOW



Out & quick jab sends your opponent reeling

been nice to see some lighter or more different (or more different) characters. The most critical thing is a boxing game is that the action must be convincing and

ward-punch-back school of fighting, making the gameplay a bit one-dimensional. And, thanks to the Marquis of Queensbury, boxing has rules. Now this is fine and lovely in the real world, in our virtual computer world it's a real handicap. There are no low blows, kicks or weapons allowed - you can't even do lady devil martial arts stuff like a Flying Nike-To-The-Head. The worst, most terrible and unarguable thing of all is what happens in the loser. When you knock you opponent out with a devastating right



Anyway with ten boxers to face as you show your way to the top, it should be a tough battle. But, that's probably the most disappointing part of all. The computer boxers are all pretty weaky - most of them are more like Ali George than Muhammad Ali. It only took us two goes at the league before we beat all the boxers - most of them within two minutes. They all have their own styles and levels of intelligence. It's just that these levels aren't very high, know what I mean? Any... Having said that, there's much more to stability in it if you fight in two-player mode. After all playing against a friend is excellent fun (and there's nothing quite like beating your best mate at boxing, especially when it means you don't have to hurt yourself in the process).

*Final Blow* is an excellent conversion, probably as good a job as anyone anywhere could have done on the C64. Unfortunately, ultimately it fails to fit the Longside Bill of computer gaming. This is not because the

and fortunately, the animated punching and parrying is excellent. Unfortunately, with such large characters there are always a few drawbacks and in this case, it's the lag movement. The lower half of the body hardly moves at all and although you can slide backwards and forwards gracefully, it's hardly moving like a butterfly. You're not allowed to dance around in the final seconds of the final round and the slow boxer's flapping, will be held out?

## So ya wanna be a boxer...



Straight to the head: the most successful punch is your uppercut. Use it like for a reasonable chance of a result.



The job which your opponent will guard with this is the jabbing stab at the chest. But it's only a jab so when he's sleeping.



Guard your head: it's your most vulnerable area so keep that glove up whenever you find yourself under attack (i.e. often).



The opponent is good at landing more - just get to them and because they're strong but because it head punch from your opponent.



The body blow is a devastating punch, but good for softening up your man up in preparation for the really big punches.



On your guard: the standard is not good, but which means your chest and belly. Attack to the best of your strength.





More like a butterfly (just off) wing like a bee... another great job to the head and the more pretender to the throne is looking happy. Will he make a comeback, I don't think so...

graphics aren't excellent, or the sound effects aren't bone-crunching enough, or even because the coding isn't slick enough but just because it's not a very good subject for conversion into the C64. Sometimes

you have to accept a game that's worth a handful of 10 paces in an arcade, just doesn't have the testability needed for EIC's worth of home computer games, if you're an avid fight fan, then you'll probably



Blow... or face something as fast moves in the ring. You can almost hear the teeth break

get a blast out of Final Blow. With a big bowl of popcorn and a friend to play against, it's probably as much fun as a real thing.

But it, like me, you find the idea of two grown men beating each other senseless. In the name of sport, a stupid and fairly nauseating ritual, then the limited gameplay and relative uselessness of the computer beauty will make Final Blow's lesser on points at the final bell. Oh, pugilists everywhere can be guaranteed a whacking good time, if not the most sophisticated beat-'em-up ever down.

PAUL D'AMICO



And not again Am I hard on you I don't do it. Just that the computer beauty are even bigger wings than I don't if you want a harder fight then get out the greatest and challenge is final

## Rocky who?

'So, you think you're tough, eh kid? Think you're a contender? Well you'll have to beat my boys and seven others just as tough, if you wanna be the champ...'

**Who Bang the boxing**  
**Developer**  
 from **Palen**  
**And the most powerful boxer**  
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**Broken Ratings**  
 0000



**Don't Beat the boxing**  
 under seven  
 Connelly. A bit slow, but if he fits you, you'll know all about it!  
**Broken Rating**  
 0000

**King Jason the boxing**  
 request from my  
**Stomach**  
 that up a boxing  
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## POWER RATING

### THE DOWNERS...

- It's just too easy to win
- It becomes a bit boring too soon and losing becomes a bore!
- One type of punch is enough to win in most opponents
- The fact that boxes that turn off does when broken and hardly adds to the realism

100

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**68%**

- The boxes are big, fast and punch-crunching against with a lot of character
- The computer opponents all have different styles of boxing
- Atmospheric fight scenes and crumpling noises
- Great as a two-player game
- Nice automatic settings such as round length, number of rounds, etc
- Plenty of opponents

### ...AND THE UPPIERS





Shy.  
Sensitive.  
Law-abiding.  
Polite.  
Respectful.

# BRUCE WILLIS HUDSON HAWK

...I don't think so.

Now  
steal in on the game...

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