

GET A C64 * THEN GET THIS!

Commodore

FORMAT

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

TURBO THE TORTOISE
Shell shocker!

THE OLYMPIADS
Gold gang winner

INTERNATIONAL ICE HOCKEY
On this ice?

PD DEMOS
ALL THIS AND TONS OF BUDGET TOO!!!

PLUS LOADS MORE...

LOOKY WERE

3 SMART DEMOS
2 FULL GAMES!

2 Commodore!

COMPLETE GAMES!

DEFENDERS
of the DISK

Oh no!

Larry Mel by Powerpack coverage has gone walkabout! See the advertisement and ask for a replacement immediately.

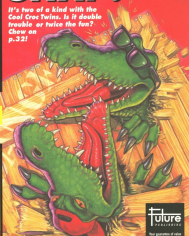
MOBY AARBY

BUG BONNERS

Special Supermarket Special! Available while stocks last!

SNAP!

It's two of a kind with the Cool Croc Twins. Is it double trouble or twice the fun? Chew on p.32!



Tape to disk

Want your Powerpack on disk? Turn to p.9

FACE TO FACE!

Take your chance to quit the 'settles'. The people that matter go before the CF jury. Turn to p.60.



future
PUBLICATIONS

Not guaranteed if value



GAMEBUSTERS: Mazemanía mapped! Rainbow Islands secrets revealed!

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!



COMMODORE MOUSE SYSTEM COMPLETE WITH OCP

- This Commodore Mouse is a high resolution two button mouse featuring optical sensing, rubber guides, microswitches, rubber coated feet and high quality switches.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create or image - rotate it, expand it, zoom it, create it, copy it, colour it, etc., etc.
- Spray patterns or shades, water washable lines - stretch and manipulate images.
- Zoom in to add detail to fine lines. • Patterns/brush strokes screen for ease of use.
- Master operation, plus joystick and keyboard control.
- 20 pens, 8 sprays, 18 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus routine printer support.



**ONLY
£34.99**

TOTAL PACKAGE
INCLUDES MOUSE/
MOUSE MAT/HOLDER
AND OCP ADVANCED
ART STUDIO

REGULAR PRICE OF THIS MOUSE SYSTEM IS £60

FREE!

**MOUSE MAT AND
MOUSE HOLDER**

PRESENTED TO YOU
WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE

HOW DO YOU WANT TO PRINT OUT YOUR PICTURES IN FULL COLOUR?

- The Star LC200 Colour Printer can only print in four Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc. in glorious colour!
- LC200 is a full Commodore printer so it works with other computers (Amiga, ST, etc.).

- Made possible by DateL's unique colour printer driver - now you can have a hardcopy in up to 30 minutes!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £249.00
SPRINT 128 PRINTER INTERFACE RRP £25.00
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £15.00
REGULARLY £289.00

COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £15.00

- If you already have an ST 50 or a 1 - 286 Colour Printer we can supply the Driver separately.
- Works with Serial Versions of Art Studio, Parallel Port, Super 128, etc.

OTHER COMMODORE ACCESSORIES

1541 MINI DISK DRIVE



The 1541 Mini Disk is a superb quality disk drive especially designed for the Commodore 64/128.

TOTAL PACKAGE INCLUDES
A CABLE
ONLY £149.99
AND 15 OF OUR BEST COPIES
15 MINUTES



DATALUK

- A additional cartridge also provided!
- More and more the digital conversion method.
- Perfect precision for returning former game cartridges rather than re-labeling.
- Small Footprint too.

ONLY £16.99



SPRINT 128

- Full Commodore Printer Interface
- Connect your 128 to a range of full size Commodore Parallel Printers.
- Easy to use - supports Commodore Graphics for Commodore file management.
- C64 version on order - program to suit.

ONLY £29.99



DATA RECORDED

- Quality Commodore compatible Data Recorder
- Easy control
- Three digit position counter
- Custom font
- Commodore compatible - or more to suit!

ONLY £29.99

DATEL, with an increase in our popularity, we are now offering this package **ONLY £39.99** AVAILABLE ON OUR ONLY!

The Advanced Mouse System may be the best! (With mouse package ordered for the 64/128 offering a huge range of essential Commodore resources & 1541 compatibility, with the DateL 1540 Interface you have the Mouse, with 150/1000)



UNRELEASABLE MINI PACKAGE!



HOW TO GET YOUR ORDER FAST!

TELEPHONE (02046) **0782 744000** CREDIT CARD ORDERS

ORDER DELIVERY/POSTAGE EXTRA BY THE DEL. (POSTAGE/PAYMENT ORDER MADE AVAILABLE BY...)



100/101 ROAD, FENTON INDUSTRIAL, 65/67A, FENTON, STONE-ON-TRENT.

STY 085, ENGLAND. AND 6700 YEARS TECHNICAL CUSTOMER SERVICE 075 74008

DATEL LONDON SHOP



332, TOTTENHAM COURT RD, LONDON, W1, TEL: 071 6366666

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY
£34.99
POST
FREE



THE ACTION REPLAY MK IV
WILL LOAD A 200-WORD
PROGRAM IN UNDER 2 SECS

**THE MOST POWERFUL, FRIENDLY AND FEATURE
PACKED UTILITY CARTRIDGE EVER CONCEIVED!**

**ACTION
REPLAY**
MK IV

FOR CBM 64/128

- **TURBO LOADER** - Load 200 block program in under 2 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1341/1571/1000/1001.
- **INFINITE LIVES GENERATOR** - Unlimited infinite lives! Very easy to use, works with many programs. No user knowledge required.
- **FROZEN MACHINE COOP/MONITOR** - Full 64K Frozen Monitor - updates ALL memory, including stack, I/O area and registers in their frozen state. Ideal for debugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customize your games - kill sprite collisions.
- **FREEDER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk file copier. Much faster than conventional methods. Ideal for backing up data disks.

- **TAPE TURBO** - This feature will add Turbo Protocol to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more retarding speed!
- **PRINTER DUMP** - Print out your frozen screen to printer - MP4 801, 801, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.95).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. (great fun!)
- **EXTENDED TROUBLE** - Many single stroke commands for load, save, on, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.



GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display.

BLOW UP - Unique utility allows you to take any part of a picture & 'blow it up' to full screen size.

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites.

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with text.

ONLY £5.99

THE REVIEWERS SAID...

"It's stunning, amazing and totally impressive! This is easily the best value for money cartridge..."

"THE CARTRIDGE SUPER"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Unauthorized use, either whole or in part, is use at the discretion of the proprietor of the copyright.

The issuing of this notice is not intended to prevent the use of any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

It is the policy of the proprietor to publish any software which is in the public domain.

DAT E!
Electronics
LIMITED

HOW TO GET YOUR ORDER FAST!

ALL ORDERS DESPATCHED IMMEDIATELY BY AIR MAIL TO:

DAT E! ELECTRONICS

50VALE ROAD, FENTON INDUSTRIAL ESTATE, FENTON,

SHROPSHIRE, STA 695, ENGLAND. FAX 0782 744707

TECHNICAL/CUSTOMER SERVICE 0782 744708



**24 HOUR MAIL
ORDER HOTLINE
0782 744707**

COMMODORE ELECTRONICS LTD
50VALE ROAD, FENTON, STA 695, ENGLAND

OR CALL AT OUR LONDON SHOP 606, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 836 0460

ADVT

GAMES

- 32 COOL CROC TWINS
ARCADE MASTERS
- 36 TURBO THE TORTOISE
MUTECH
- 38 XENOMORPH
DIGITAL LIGHT AND MUSIC
- 58 INTERNATIONAL ICE
HOCKEY
- ZEPPELIN
- 62 MILLENNIUM WARRIORS
FIRST STAR SOFTWARE
- 64 THE OLYMPIADS
MICROVALUE

OF SPECIAL

39 DATA, SETTE AND MATCH

Your trusty datasets are still your machine and things will be done. But what more can it do? Super-terse Barnes has spent months pulling this essential peripheral to pieces. To get the data from the first installation of his tape, look here to p.39 and press PLK!!

52 PD BONES

Want to see your OSA do the impossible? That's what public domain demo programmers have been making the machine do for years. PD demo writer Brian Collins splits the bones about five, why and who makes these marvels happen. Load up p.52.

66 FACE TO FACE

Want to know the secret? Then ask if have gathered together a host of big game from the computer world, and each one has agreed to answer YOUR question! We've got fast representing every aspect of the computer trade, from Commodore leads to programmers to public relations peeps. The great debate begins on p.66.

REGULARS

6 POWERPACK PAGE

Get the max from your books.

15 EARLY WARNING

Five phenomenal pages of previews.

16 CHARTS

Who's in with a budget?

19 GAMEMASTERS

Join the winning team!

42 INSIDE INFO

Topgear's better half.

44 THE NIGHTY BRAIN

Your letters and us, TRS's success.

47 ROGER FRAMES

Freddie-head talks turkey (FTL).

56 MAIL ORDER

Games and gubbins goin' cheap.

57 SUBSCRIPTIONS

Gettin' your copy of GP.

59 COMPO

Win a wealth of vids from the Zeps.

66 NEXT MONTH

On your marks, get set for September.

Only 141 shopping days left until Christmas -!

POWER

SNEAK PREVIEWS

How many? The whole software world is gathering itself for an onslaught of exciting, major games releases on the OSA this Autumn. At least, that's if the preview material that's been hitting our mail sack is anything to go by. And so that you know exactly what to expect, we've got 6 massive six-page preview special on the hits of the future!

Big names and big games are lighting the way. The list starts with the first of the big titles, the Oceanic release, the World, while James has been digging for further info on the imminent releases EVIL 8 - The Jews of Central 4, Jimmy's Grand Prix, Monkey Whistling and Match of the Day.

It's not all crystal ball work this month, though! We also bring you a scintillating

reviews section that covers everything that's hot to eat (and the stuff that's not) in the shelves this month. Powerplay has a special deal with Cool Croc Twins and Turbo the Tortoise going head to head. Wilson of the video-based ones, with multi-2000 the leading platform try beat the puzzle-based full power? We'll reveal the pages for the tomorrow on the full-reviewed results.

We've also made room for an intriguing Star Computer software with the biggest wheels in the software trade. They'll set an all-time high for the software industry books. All you have to do is ask!

Read on and enjoy yourselves, folks.

John Cooper

32 COOL CROC TWINS
ARCADE MASTERS

Punk and Punk make their Newton look dull in this gravity-defying puzzle spectacular! Help the greasycoats become win the heart of their lady love by bashing their heads on lightbulbs! It's got a silly enough plot to make it a

stomper, but should the twins be made into super stars or luxury luggage? The trailer is ready and waiting on p.32, but it looks like he won't be needed!

DATA,
SETTE AND
MATCH

39

Every OSA owner's got one, but how many of us know how to make the most of our datasets? This essential peripheral has been reassembled, pulled apart, stuck back together and made to fit up and beg by crack coder Bones. Follow this tape tutorial and you'll never say, "beasts!" at your datasete again. Fast forward to p.39 for the full story.

60 FACE
TO
FACE

If you've got a computer you have to be naturally curious, do you? You're invited to have a question, right? Commodore Forum has gathered the biggest guns in the Commodore biz answer HQ's questions. Master players from Commodore, Greeny, GB Coast, Ocean, Puffin (that's our lot), Commodore and the rolling word have agreed to talk business. So if you've got a burning question that you desperately need the answer to then turn the spotlight on p.60 for some straight talk!

?

TESTED!



POWER PACK

FULL GAME

52 PD DEMOS



Ever seen a PD demo? I've wondered just why certain committees take special long nights coding the things! Then check our special investigation of the demo scene for the inside angle on why some of the world's slickest Commodore coders work for free! It's a strange-but-stunning world of superb sound, game-worthy graphics and exciting routines. The info's in the public domain on p.28. Ezysoft is immediately!

64 THE OLYMPIADS MICROVALUE

"It's not the winning but the taking part!" PD teachers are fond of saying. (How true, it's getting a going that's important when it comes to the Olympics. Now's your chance to go for gold - and there's no Henry Kelly guarantee - in this competition pack of winter and summer athletic simulations. Whiggle like a muffer to p.44 for that review's photo-finish!



DEFENDERS OF THE EARTH

Engage Warlock!
"Watch, you only have 14 Hours to save the Earth!" Well, you've definitely lost time that time is get soaking, along with the rest of the cartoon crew, to beat Ming of his own game. Well, it's your game now, so quit packing and get hunting in the tough arcade beast.

DEMO

BIFF

Beyond Belief!
Sausage-style beast Biff has been thrown out by his Mum (ahh, how sad). Help the title who are get back at her good books by collecting alien suitors (77). It's a curious collect-'em-up that will have you scanning the backdrops for things to collect and use. Now where did I put that second life, Mum?

BUG BOMBER

Kingsoft!
The gammas have perked the guts of your super-computer, so it's time to even the score. Get down amongst the metal to mess with their Happy thoughts by blowing them to bits!

DEMO

JOHNNY REB2

Shedule Two Video!
Make your stand as Dixieland in Johnny Reb 2, a baroque simulation of the world's first so-called 'western' war. Join the Union or the Feds and get stuck into some major battles in the US-of-A. It's Summertime in the living unit stay, but you must get into - Appropriately! (Don't worry, this is some obscure American Civil War-related job of Trenton's that nobody else in the office understands either -) (software: Paul Ed.)

FULL GAME

NOBBY THE AARDVARK

Thalence!
Time to go up, up and away in your beautiful balloon. Take control of Nobby the Aardvark in this balloon-maze challenge. What you've got is actually level five of Thalence's 'top-down' top-down pattern outcry. Being sand bags and guinea missiles out of your basket at the top guys as you search for the hidden bonus. It may not be easy, but it sure is fun!

DEMO

59 SPOT THE BALL

Win some staggeringly-small Match of the Day side courtesy of Ziggorn! They've nabbed this 'ultimate' TV license and are giving away collectible copies of the legendary factor show in installments. Make your mark on p.38.

BALL MATCH OF THE DAY

COMPO



36 TURBO THE TORTOISE HI-TECH



In the first game, fighting for HI-TEC is Turbo the Tortoise; in the blue career, fighting for the (pink) comics are Mario and Donk! Has the toughest boy got the juke power to take down these multi-headed cartridge men? The styles are points much the same until the gameplay's just as fierce, but has Turbo got the legs for the challenge? To find out more sorry but surely to p.36 for the info decision.

23

tape to disk

Want a soft disk version of the CPDZ gamepack? Then pop a 0 for a full spec on our smart tape-to-disk transfer offer.

QUICK START

FULL GAMES DEFENDERS

Joystick in port 2

Your chance to be Flash Gordon and resist a terrible, killing thousands of people. When the pins at the bottom of the screen flash, hit the space bar to call up a Defender to help out.

JOHNNY REB 2

Joystick in port 2

Uh, read the instructions on pg. 59. But if you want to dodder on alone, the aim is to shoot, charge and otherwise wipe out the opposition in this tactical Civil War thriller.

DEMOS

BUG BOMBER

Joystick in port 2

Flur about the maze laying bombs with a press of the fire button. Then watch as they explode and blast the bugs stone dead.

BIFF

Joystick in port 2

Send your white hero out to search the spooky forest for prisoners to please his master. Stand over an object and press fire to pick it up. Press the space to drop them.

NOBBY

Joystick in port 2

Flit through the sky in your beautiful balloon. Touch anything and you'll get a puncture, so bring the balloons out with a press of the fire button to splat the boogies.

NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape head? Try loading some games you know work, then adjusting the fully title alignment screw (you know, the one next to the Fargo widget). Still no luck? Then just pop the dust tape into a jiffy bag, slip in an S.M.E., and it up and stick it in the post.

CPSS Tape Replacement
Address: Justice Vaux 144, Harrow
Haleford 14, Telford
Shropshire TF7 4DD

DO NOT send your knock'd tape to Commodore Format! We had only sent them to Peter, the company Asquiths.

ALL these games and demos are loaded using the normal "M"

If you think that defending the Earth sounds too

POWERPACK 23

FULL GAME

much like aardvark, slot in CF23's brilliant Powerpack and you'll soon be as happy as a hen!

DEFENDERS OF THE EARTH

Engine Variations

Joystick in port 2

Most people harbour a secret desire to be a cartoon superhero. No, you can't laugh but it's true. We all sometimes wish we had the strength of 12 men, the speed of a runaway train and the agility of an incredibly fit cat. So,



There's no time to lose, because if you dawdle the enemy will lock on to your position and the bugs annihilate you.

If you've ever wanted to punch the school bully through a wall, or stop a speeding motorist with your teeth, then attack in the cockpit on the front of this '90s magazine and indulge your superpowered fantasies.

You get to play Flash Gordon, the reasonably impressive master of the universe, in his ceaseless fight to stop filling the wilderness from taking over the



That spider is a real pain to get past. It blows ideas to smithereens. It's just so depressing... I can't escape (from here).



You spider lingers, the bird escapes and the man at the back says "You're a sucker" and it turns into a balloon (see).

NOBBY AARDVARK

Thumbnail

Joystick in port 2

Look, I'm not going to say it again. If you trigger once more of the name Nobby, I'm going to call the police, all right!

Good! Well, Nobby is in the basket of a balloon in this fully playable chunk of level two. What here's got to do is find part of a matter transporter hidden somewhere in the area. You can explore.

In the full game, this matter transporter is used useful, as it will allow Nobby to get back to his own area. But here



DEMO



Leap the steam, avoid the facilities and open fire with extreme prejudice. Of course you could always open fire with your gun...

world. So he goes to the darkly foreboding fortress where Mr. Macross and his hordes of teflon-unpleasant thugs live.

You take control of Flash as he enters the fortress. You have a fairly powerful handgun and a selection of power shields, which will certainly take a bit of a pounding. These shields are shown in the buttons left-hand corner of the display, along with the number of lives Flash has left.

Making things more fun, Ming has installed, at great expense, an intruder detection system. If Flash stays on a single screen for too long, huge rockets come whizzing after him, trying to do excessive amounts of damage.

Flash can shoot, jump, duck, run and generally avoid the facilities in his effort to feed Ming. He can also find other weapons, energy packs, power packs and doors leading to separate sections. Sometimes it's possible to get through these doors, so Flash can call on his DODGIE chairs to give him a hand. Simply hit space when one of the paraballs at the bottom of the screen flash and the one of the other Defenders will come to level a hand. Heavy and those chairs for them.

Mandrill: Here the strength of 10 Pearl Demons.



Watch out for the little blue chap with the seriously dangerous weapon. You can't hit him, so running away is the best idea.



What's the big the big thing in the back-ground? And more importantly, why can't you shoot him into pulp?

TEAM TIME



Flash Gordon is the team leader and all-round warrior, saving human beings. His special powers are a bit vague, but he's strong enough to take a bullet in the head and still see out of one eye.



Mandrill the Magician is described as 'a master of illusion'. Nobody in the CP office is quite sure what this means, but it obviously has something to do with dressing up in an old coat, carrying a cane around, growing a spiky moustache and banging a top hat on your head.



Lotar is billed as the world's strongest man. He's been observed to pull a Volvo truck several yards up a gentle slope in Denmark, and he's capable of holding the same vehicle's battery up arm's length for more than three seconds.



And then there's the Phantom. Reputedly, he has the strength of 10 tigers at the command. Fine, but he might have problems if he's attacked by 11 tigers. What's not clear is whether the Phantom could give Lotar a jolly good kicking.



Oh, and like all heroes, they've got a stupid sidekick. Called Cuff, it's a weird sort of cat-bird which is a weed and talks in a ridiculous high-pitched voice. It'll be a bit of a coward, too. It's the joy of the other sidekick you see on telly.

BY THE BARK

It's just something you can collect to add a bit of fun, and points, to the proceedings.

To help you get past the facilities, Nobby has an infinite supply of sandbags. Here you hit a really problem can you think sandbag aviators are the stuff of Panamanian reports? - Ed because if you throw loads of sandbags out of a hot-air balloon it drifts upwards at a fast rate. But not Nobby's balloon, which is completely steerable, and the bags are used purely as ammo.

If you get past the obstacles and find yourself at the top right of the playing area, you'll be able to collect a missile icon which gives you 50 projectiles. They home automatically



Over. The balloon bursts and Nobby is projected off the screen, leaving in pain (over, and really - I made this bit up).

on the nearest baddy, and you can clear the whole level with them if you're careful. Pressing space toggles between the sandbag-throwing and the missile-firing, so you don't need to waste them. Other keys you might like to know about are P, which pauses the game (hitting fire unpauses it) and Q which quits the game.

And that's it. Judge for yourself whether you agree with us that Nobby looks just like Cyril from the hit TV cartoon series 'The Newsons'. At least, that's what Cathy reckons, but she's the only one of us ever up early enough on a Saturday to check!



You get that missile icon if it's the last thing I do. Of course, it probably will be, but you have to try these things.



Once more, Nobby sees the game affecting away these ideas. It only he'd substituted his cousin, Arnie Sandbags, at half-time.

Wow! That automatic enemy tank can do it all! You've got to stay away from any enemies and mines unless you've got loads of energy.

The enemy minecarts have been rather busy, it seems. I'd better tapie across the screen, planting bombs to get rid of them.



DEMO

BUG BOMBER

Kingsoft Disk

Joystick in port 2

You're inside a computer. You're a little man and you have 100 points. The idea is to blow up all the other moving objects on the same screen as you. Simple? No, I'm afraid. You see, there are loads of things you can do to get rid of your enemies, but conversely there are loads of things they can do to get you too. You can lay mines for them to wander into, build walls, set bombs or build loads of robots to go and hurt them out [and, er, vice versa].

The catch is that building or doing anything costs points. The best robot tanks



are the fastest 8-bit symbols on the screen. Each is worth 25, and you should avoid destroying them as they're vital to your plans (usually). And, of course, reaching zero enemy points means you're dead.

Making things more fun are the IQ points.

These also appear around the screen, and when you collect them you'll see the yellow face in the top right start to lose its grim expression and smile instead. If you collect

get it pining (you'll need about five IQ points), you've got low intelligence. This means that when you build a robot, it isn't so intelligent and will act sensibly. Your tanks and mines also last for longer.

You move your little guy around using the joystick. Building things or dropping mines is done using combinations of the joystick and the fire button. Check out the accompanying box for the lowdown on what does what.

Aah, loads of mines staying to blow to build a cunning trap to destroy those all-

cost

20 points while single bombs and walls cost one point. Accidentally blowing yourself up, or walking over an enemy or one of his mines causes drastic points reductions. So the only thing you can do is collect more.

Energy points



The good thing about building loads of robots is that they fight all the dangerous glibbed battles with the enemy while you slink away to safety.

HOW TO BOMB THE BUGS INTO OBLIVION

- Holding the fire button down alone builds a section of wall.
- Holding the fire button down and pushing up drops a bomb, which will explode in two seconds, blowing up everything within one square of it (useful for getting out of dead-ends and destroying the enemy robot eggs before they hatch).
- Holding fire and pushing to the left drops a mine which blows up when an enemy crosses over it. It self-destructs in about 30 seconds, though.
- Holding fire and pushing right fires a homing thunderbolt which automatically hits anyone in line of sight. It only lasts for a second or two, but its range is useful.
- Holding fire and pulling down (and on the joystick) builds a rather nasty robot. Pulling down twice builds a better one and so on up to five times, which builds a fully blown tank, the best and most expensive weapon at a whopping 20 points.

TAPE TO DISK

Do you have a disk drive? Mustn't we? But if you want to use it as well as just a drive, you can get copies of the OF Tapepack on disk for the little fee.

To get your Powerpack disk, simply cut out the tape-to-disk coupon from the inside of the tape may card. Write your name and full address on a piece of paper and send it with a cheque (payable to Roger Audio Video) or postal order for £1.50 (cashiers' cheques, postage and packaging) to:

OF Tape to Disk
Atten: Audio Video Ltd
Hansell, Handfield 16, Tetford,
Shropshire TF7 1SD





BIFF

Beyond Biff!

Joystick in port 2. Don't be rude to your mouse. That's the message Biff is trying to get across. This demo of the Beyond Biff! game sets you up as the little chap, who must collect various objects in order to please the old lady, or... the venerable parent.

DEMO

What Beyond Biff! have done is remove a vital object (a length of rope, indeed) from somewhere in the demo so that you can't get further than that point. Coming to Moving Biff around couldn't be simpler. All you have to remember is that to make the little fellow jump, you hit the button rather than push the stick up. To collect objects, simply put the stick down. You can carry three objects at one time, and to use them, simply go to the screen where you think you should be, then hit the space bar. If you've got the right object about your person, things will happen. If not, try again with a different pair!



We've got the screen (as it were). Biff's first task is to find a grandmother. We won't reveal how or how often until we play the game.

WHAT IS BIFF?

No one really knows, but the most popular suggestions are as follows:

1. A yaff. But why he's living in a forest-based treehouse is a mystery. Perhaps he feels the cold a bit.
2. A marshmallow man. Nope, these don't exist. (If they did, they'd be eaten).
3. A man in an unbreakable suit. Could be. I mean, look at the way his head appears to be separate from his body.
4. Do we really care?
5. Nope.



Ah, BIFF goes and says hello to his mom. But it's no good. His wife doesn't ever want to see him again.



This, sadly, is as far as you can go in this bit, bit screen. In the full game you can get over the gap and race off for more collecting.

JOHNNY REB

Confederate Mode

Joystick in port 1. It's the American. Out later of the 1860s, and you're involved. The concept isn't difficult — you've got to fight the enemy forces on a strategic map, in order to wipe them out.

How? Well it's quite simple — go through the selection sequence, hitting key 7 (there are other controlling options to do, but you can work them out later).

It's really easy to get started. Just follow the on-screen instructions and you're off. Choose the

side you want to fight for (hint:

the green war, but the Duke Of Hazard says in the Confederate mode), then it's out with the joystick. Pressing the push you into Order phase, and you simply select your men (the back-and-forth are the Confederate side) by clicking on them, then move the joystick left and right to select your orders. All you do then is hit fire when you've given all the orders you want to your troops, and follow the on-screen prompts.

Don't worry — you'll pick it up really quickly. One thing to note:

your men continue carrying out their orders until they've done them all, so you don't need to issue them every five. This means that you can set everything in motion early on in the game and go out for a long skin-patch (butter, honey and salami) picnic with a healthy side order of galls (swell), whilst your men fight on automatically.

Other things to note are that your army can ford across the river in some places (you'll have to try and find them). Also, the little wagon units aren't fighting forces (although they do have some combat capability). They're supply carriers, which should bundle around taking all your units to give them ammo and galls.

And as if this wasn't enough, the game has also got a battlefield editor built in. It's pretty straightforward to use — again, you just follow the on-screen instructions. You can create tough locations in which to fight, and you can set up completely unfair forces with which to even them out.

The best thing to do is load up the game and try everything out. Oh, and whatever you do, never surrender and remember just to fighting for a cause (not through a probably ill-

FULL GAME



Okay, now battle up and never rest. And remember, stay on time and find Galls when you cross the river. Don't level Biff out that cheating game immediately!



Oh wow! A big wow! thing! To get this during the game, hit B. And when you're finished your eyes will be bathed in perspiration (enough, but BIFF is not in the water).



Elvira, Mistress of the Dark, owner of huge hair and

wearer of gravity-defying dresses, has become caught up in a new mystery. James Leach dons some brown cords and goes in search for his heroine.

If it all goes wrong, like, in the you'll end up *Elvira* without, I trust you'll agree.

EARLY WARNING!

ELVIRA II - THE JAWBREAKER

Imagine the scene: It's a wild and windy night high on the rocky moors, clouds slip across the moor, the eerie landscape is cloaked in darkness: somewhere an owl hoots, a wolf howls in reply; a bat squeaks ultrasonically, a fudge stealer and two dolphins join in with some clicking sounds.

In the middle of this unbearable racket, a shadowy, deformed man drags himself along the deserted moorland track towards a huge, mysterious house. Someone in the dark

needs a wolf suit and a family of werewolves answer its call. The heroes, named mysteriously, finally reaches the Doors of the House. A late talking candle can be seen through one of



LEW 04 EXP 06 PP 06 HP 10

Welcomes to my castle. He, he, he! We've all been dying to meet you. Sorry for looking so grave but we're in the dead center of the burning. I would offer you some spirits, but like we're working with skeletons over here and the better way the first to get the sleep-the-grimy windows. Suddenly the massive front door creaks open.

"That it's a trap!" calls the director. The mutant bears off to make up, as reveal he's actually a gorgeous 22-year-old starlet called Mary Lee. Yes, it's all been just been the shooting of a scene for a film.

This is what *Elvira* it's about. The plot is set in a large film studio complex of the sort which keep going bust in the recession. This studio specializes in horror films, and is owned by the Mistress of the Dark herself,



Elvira. You rather pathetic, I wonder what's under that silver suit? Oh, it's a *Wolfskinner* (a werewolf) human head. (Mistake! You become a vegetable. (Mistake! I think I'll just give you some fresh air, thank you.)

Elvira Cury. No, that's just a new job. It's already owned by Elvira (she's made a packet from doing MTV, and all that stuff, and can afford to buy film studios with pity).

Now this is where you come into the fray. You play Elvira's boyfriend, who, after a hard day working in a toothpaste factory, comes to the studio to collect her for a wild and ready weekend in Wyoming or whatever it is they had planned. You arrive at the studio and find it deserted. Only Elvira's car is in the car-park. Mystified, you approach the security



LEW 04 EXP 00 PP 00

Let me pass, I say. Otherwise I'll leave the bath off you all night and you'll rust up and squeak whatever you

Had a woman to argue with (unless she's trying to tell you something interesting from the best James Bond).



10 THINGS YOU NEVER KNEW ABOUT ELVIRA

1. Her real name is Cassandra Peterson.
2. Her hair is a lighted colour.
3. She used to be a singer in Las Vegas.
4. Elvira Presley suggested that she take singing lessons and leave.
5. She's been a singer in a rock band.
6. She's appeared in *Happy Days* and *Pee Wee's Big Adventure*.
7. You can buy exact copies of Elvira's costume in the USA.
8. Elvira originally wanted to be called 'Sampson', but there was copyright on that name.
9. Her real choice was Lancel.
10. But luckily her bosses picked Elvira out of the name-hat.



LAWS OF CERBERUS

guard's hut, it too is empty. Even more mysteriously, you enter the stocks.

And this is where the adventure really begins. You have to search both of Celia's studies, find the well-ensconced one and get her out of the spooky setting.

By now hopelessly mystified, you enter the first study. It's not deserted, though. In fact, a film is being made in that precise moment. It's called *House Of Honor*, and it's about a house which

(would you believe?) filled with horrors of varying descriptions. These tend to take the form of footles of British celebrities and the odd equally strange and fantastic sandwich left out for a few days.

Or you could visit the other study first. There's a film being made here, too. It goes under the rather amusing title of *They Came from Beyond the Grave*. This movie is set in,

surprisingly enough, a graveyard. Dreadful indeed but are wandering around, being annoying, fright-ening children and sleeping little all over the place.

The game has stuck to the popular 3D approach, and as well as the main display section of the screen, you've got loads of other essential details and info to check out, including what your heart beat is up to, what you're carrying and how Elvira is feeling as well.

You move around the locations searching for clues as to the location owners' whereabouts, and there are loads of sub-puzzles to deal with before you even stand a chance of getting close to meeting your loved one. Publishers Flak have packed the game with a multitude of locations to visit, and many of them are extremely well-hidden, so you'll have to get

those old grey cells into overdrive inside if you want to get to see them all.

The other major thing to remember is that although you're on a film set, there are still plenty of horrible things around which are quite capable of killing you from shock, rather than by sticking knives into you and things like that. In fact, it's very easy to be shocked into following false paths and body clues, only to meet something really horrific and die of fear.

Elvira is fairly great, it should play well and it could keep you hooked well into the dark, misty nights, with its growling bears and its

JAMES LEACH



Name: Elvira II - The Laws Of Cerberus
Publisher: Flak
Release: September
Price: £19.99 cassette, £19.99 disk
Contact: 0651 860260



of p...
deceptive someone.

Elvira's dark, cool, menacing house grew larger as the fanbase here waited slowly towards it. "An expanding house," he thought. "How novel."

There's certainly got my attention. This is one of the most fun I've seen for many a moon.

THE WORLD'S FINEST ATHLETES?

Well, perhaps not. But what you do get in *Wacky Wrestling* are four bad guys, one goodie (you) and some girls carrying cards with numbers on them. So let's introduce the contenders:

1. The Darling Duke
This is who you play. He's blond, he's ambitious and he plays squash with the MD of CodeMasters. Can't really lose, then, can he?

2. Golden Boy
The boy's greatest weakness is that he's completely made of gold, and thus can't move, fight or squeak. In fact, he's not even alive. But he's dead laugh and you can't pull him to the ground easily.

3. Skullcracker Bob
Get his nickname by going to lots of skull bashes (parties held by top



WACKY WRESTLING

brain surgeons. The boss came about because he can't swim.

4. Skunked Skunkster

Well, he's a masochist, and he professionally exams some headgear that almost completely covers his face. He also knows who he is apart from his wife, his agent and everybody he meets with, that is.

5. Grim Grappler

Grim used to work as an accountant, but then found that wrestling satisfied his love for falling ever more when the other person has obviously relaxed, and screaming in postcard pain.



The Duke - somewhat tall and dignified and ready to enter into...



THE OSCAR STATUETTE BY PHOTOFEST/GETTY IMAGES

If you've ever seen *WOM* (World Champion Wrestling), which is body guys in fancy dress, for WWF, which is parades in coats, you'll know that it's a little bit over the top and not, therefore, a hundred per cent believable. But there's one thing to be said for the 'sport': in the guise of *Wacky Wrestling* it's for a damn good game on the telly set for.

Well, I say *Wacky Wrestling*, but it might not be called *Wacky Wrestling* because CodeMasters are considering several other names at the moment. We'll let you know what they ultimately decide, but



Well, we can't totally guarantee that this scene is in the official rules of wrestling. If you mean there are rules? - Ed

MATCH OF THE DAY



IAN CYCLOPEDIA INVESTIGATES MATCH OF THE DAY

Before our great national sport was invented, there used to be a TV programme all about starting small fires. The greatest popular matches were competitive little parties for five-time-aging, and they lasted for five-time-aging. The resistance and strength of flame. The show was called *Match of the Day*.

Then Jimmy Hill was brought in and the show made a radical transformation into the horse-related presentation we see today. But luckily the name survived.

One of the earliest presentations was second Division tennis and was captioned by the now legendary Jimmy I think Desmond Lynchon *Match of the Day* as well. Do is a Salad vs. Grapes?



Years ago there used to be a game called *Match of the Day* for the Spectrum. I distinctly remember sitting in a friend's bedroom, playing it. We were chatting fibrous, as I recall, and at one point my hand nearly dropped his glass when... Look, get on with the preview or I'll break poor arm - Ed.

Well it looks like impulse (a dead heavily branched of the herring gull's Zepher's northern empire) are doing a new version of the game. And pretty, so, new it will be.

The basic game is a management affair, with a rather silly lion system. For the main menu, you use a diary with loads of space for each day of the week. To the right of this is a large dump of icons, just sort of sitting there. What you have to do is flick through the pages of your diary and drop in the icons on certain days and at certain times. For example, you might want to spend Wednesday evening having a bath, followed by a meeting to discuss

All the time the Director was standing at me. I couldn't help thinking he looked exactly like a Theodorizing person. So I laughed at him mercilessly.

transfers at 1pm. Then on Thursday you could visit your accountant, organize the purchase of a new gutter and take a trip to the bank. It's a brilliant idea for sorting out what you've got to do, and

if you take it as extreme, you end up arranging to lose the soap in the shower at 10am, having a punch-up in the restaurant at noon and getting mugged that evening at 8pm.

When you're happy with your schedule you can whip through the days until that magical moment in Columbus when the ground is flat, the turtles are clucking and the air is filled with the sound of people sneezing at the other side's supporters.

Yes, 3pm comes around and it's time for *Match of the Day* (which I always thought was an odd name during the week). The screen flicks to that most stirring of sights, Jimmy Hill and the other one (Desiree Lynchon, prob-



WRESTLING

for the time being it's *Wacky Wrestling*, which sounds pretty okay to us.

The boss, as ever, is to hold a muscular man on the floor at a square piece of canvas in front of 400 screaming old ladies. In real life people get paid for this, but you're just doing it for fun and because it's only a computer game and your face is safe. The top-down view of *Wacky Wrestling* is only really impressive if you're a real man sitting outside a graffiti. It's a sort of TV camera-eye view, placed about 20 feet up and ten feet back. Not a bad viewpoint, as it happens, and well above the screaming old ladies. You



Oh, this certainly isn't in a small, reusable plastic case. Perhaps I'd better go back to taking envelopes for the *Sex Board*.

stay). They sit there and introduce the action, which, of course, is your match. Despite being at the bottom of the fourth descent, you always seem to get TV coverage, even when Liverpool are playing Manchester Utd.

Only the highlights of each match are shown and they're represented in a Kick Off-style top-down view of several blobs doing their goalsmouth thing. You can only watch as they fash around, try and score and roll around after diving in the box.

Though this is a management game, luckily the joystick will be the major way of controlling everything, so you won't have to spend ages pressing keys. There'll be loads of on-pitch action, lots of teams and seasons to choose, the usual fustles for promotion and, of course, Jimmy Hill. What would you want from a football management game? Nothing. There'll be a review of all two halves next week.



Should this give all fans? Well you can cheat, and you can be obstructed by the team playing against you. Well, what do you do?

get to control the CodeMasters' World Champ prospect, and of course he's blond, good looking and never cheats (unless you want him to do that).

It's very colourful, the graphics are large and the game looks smooth and generally packed with good cheer. And the price is impressive! That weird character Reggie Loud is making a comeback. After *Wacky Wrestling* he thought he'd never work again, but here he is, large as life and twice as fat.

Look out for the full *Wacky Wrestling* review next month. If it's half as good as it might not be, he, it'll be not far short of being better than it wouldn't otherwise have existed being, Hooley.

Name *Wacky Wrestling*
Publisher CodeMasters
Release August
Price £5.99
Contact 0506 814112



It's like *Stadium of Light in Brack*. 150,000 people are packed in here tonight to watch Sunday night Cardiff in the second round of the *Manager's Cup* Challenge Cup. What atmosphere. You could cut it with a large...



Another game to Liverpool, who... Well a minute - have we used this gap already? Or am I having premonitions? It depends on whether you've read *Super Frames* yet!

Name *Match of the Day*
Publisher Impulse
Release August
Price £1.99
Contact 061 285 7152

SNIPPETS

CARD-MASTERS

Have you bought a CodeMasters' game recently? If you have, you'll probably have seen a picture card drop out of the box. The CodeMasters are currently giving away 1000 cards with every game. There can be different cards featuring a variety of CodeMasters characters, including *Hooley* himself.

If you want to get the whole set you can send in any explanations in the CodeMasters, along with a stamped, self-addressed envelope. Remember to draw down which card you'd like to return.

The address is CodeMasters' Card Masters, Lower Palm House, Gorton, Wakefield WF1 3BB.

ALTERNATIVE COMEDIANS

Alternative Software are expanding their range of famous names' judge software titles. *Roastin' Peril*, *Comed Double K*, *Thomas the Tank Engine K*, *Beaky* and *George & Fred Allen* and the *Chinamen* will all be out soon. If you have a lot more info, Alternative can be contacted in Unit 57, Ballycroyne Industrial Estate, Downcross, West Dunbartonshire G11 2JH. Tel 0877 320171.



US GOLD 505

Those bouncing Brunettes, Mr Dada and Kiss, have set up a computer software company who stand with any of their games. Simply call 0902 60001 between 9am and 5.30pm from Monday to Friday and there'll be some one to provide help with all your software queries.

REFLECTED GLORY

If you're a programmer, musician or graphics-type person, and you reckon you're good enough to get into professional games-writing, get in touch with Reflective Designs. They're currently looking for people to expand their Brackford-based operation, but you'll have to be good, mind. There are the guys who did *Big Top* and *Volcano Capers*. If you're interested, give them a ring on 0203 930474.

ON VICE

New PC needs Venice information are on the look-out for good material. Send them anything you've created - games, text, art, etc - and you'll get a CD-ROM 'off' value International Commodore publication. You'll also receive free membership of Venice International - an all-venue who writes to them at: 278, Ammanville Rd, Hull, HU8 3DZ.





It may look like a simple figure of eight, but to the drivers it's a nightmare-packed vision of motor-fuel anticipation.

JIMMY'S GRAND PRIX

You hear sounds, the eyes bulge, everyone is tense.

Suddenly the lights change and you're off, racing around the hasty, hasty circuit against two other drivers who seem intent on not only beating you, but crashing your car in the process.

Jimmy's Grand Prix is another budget game from the Beyond Babel stable. The idea is similar to that of *Supersprint* and *Madlands*; each track fits on to one screen, and

is packed with totally, totally revolting corners. There are eight of these tracks, and between each race you get the chance to buy loads of stuff to make your car go faster and increase the chance of embarrassing and damaging your enemies.

Of course, you can expect to see the two-player option that makes racing games like this so exciting, even if they do tend to end up as mindless wars between the two humans involved. Hopefully, in order to keep these wars interesting, there'll also be large amounts of seriously offensive weaponry to fire at the other lark on the circuit. Missiles, mines, ambush and specially strengthened cars—yes, you know the sort of things they should all be here.

If the Gods see fit, we'll be reviewing *Jimmy's Grand Prix* next issue, so if you're in the market for a racing game, keep your prospects peaked for the details.

JAMES GRAY

Game Jimmy's Grand Prix
Publisher Beyond Babel
Release August
Price £3.99
Contact 0855 511790

COMMODORE FORMULA 1 August 1993

The Addams Family

CRASH Smash 91%

COMPUTER GAMES 94%

ST ACTION BY NILES 93%

Mario-style game on the Amiga is done, and most playable film license ever.

ocean



AARRRGGGHHH!

Real alert! Fun for your friends! We're being attacked by games the size of tanks. They've got the strength of eight middlebeats and the intelligence of two people from Cambridge University!

BART VERSUS THE WORLD

Action

Have a cow, eat your shorts and waddle down to watch the hyper-machine rolling towards the arena of the trembling CP Scanner - Bart's best!



ALIENS 3

Action

They're back, and this time they're angry. So angry, in fact, that they've exactly fed up Riportney and have mercilessly cut off all her hair. Now incredibly uncuttable.

UGH!

Play Byz

Watch out Chuck! Floor. The man with the really ridiculous tail is here, and boy is he forested!



BATMAN RETURNS

Action

The Catwoman, the Penguin, the, er, well some other characters might be travelling through the hooded streets of Gotham City before your eyes.

MEGA SPORTS

CP Game

Over 50 great sporting events, with up to eight players taking part. It sounds like prime sports material, but remain sporting and it'll arrive soon.



The CHARTS



1 "It's no task!" he proclaims, and really it seems to pass. But the deal with the gun comes fairly and there was much smiling as Arnie returned to number one.



2 Even with experted triple rainbows Bob can't see all the hidden objects. Rainbow Islands slips to second place in the C64 all-comers chart.



3 Remember the World Cup, when Gianni (didn't he say) the Italian and we had a football fever? Pleasant memories take Italia '90 to third place in the charts.



4 The little blue - and we're not talking Tony Black on Top Sufferers here - adds to a built-in number four. Is Hit Squad Racing ready to go for pole position?



5 As a nation, Tony Frazz and the other men take to the country-owned South-Adas. But their violence and wit eventually was always (didn't he say) the strong point.

CF'S TOP 90 GAMES

1	ARNIE ▲	Zeppelin	£3.99
2	RAINBOW ISLANDS ▼	Hit Squad	£3.99
3	ITALIA '90 ▲	Tronix	£3.99
4	SUPER OFF ROAD RACING ▲	Tronix	£3.99
5	GOLDEN AXE ▼	Tronix	£3.99
6	CHAMPIONSHIP 3D SNOOKER ▼	Zeppelin	£3.99
7	TURRICAN 3	Klax	£3.99
8	SO ▲	Ocean	£19.99
9	LOTUS TURBO CHALLENGE ▼	GBN	£3.99
10	CHAMPIONSHIP WRESTLING ▼	Klax	£3.99

11	THE GREAT ESCAPE	Zeppelin	£3.99	11	WALL TO WALL	Zeppelin	£3.99
12	WALL TO WALL	Zeppelin	£3.99	12	WALL TO WALL	Zeppelin	£3.99
13	WALL TO WALL	Zeppelin	£3.99	13	WALL TO WALL	Zeppelin	£3.99
14	WALL TO WALL	Zeppelin	£3.99	14	WALL TO WALL	Zeppelin	£3.99
15	WALL TO WALL	Zeppelin	£3.99	15	WALL TO WALL	Zeppelin	£3.99
16	WALL TO WALL	Zeppelin	£3.99	16	WALL TO WALL	Zeppelin	£3.99
17	WALL TO WALL	Zeppelin	£3.99	17	WALL TO WALL	Zeppelin	£3.99
18	WALL TO WALL	Zeppelin	£3.99	18	WALL TO WALL	Zeppelin	£3.99
19	WALL TO WALL	Zeppelin	£3.99	19	WALL TO WALL	Zeppelin	£3.99
20	WALL TO WALL	Zeppelin	£3.99	20	WALL TO WALL	Zeppelin	£3.99
21	WALL TO WALL	Zeppelin	£3.99	21	WALL TO WALL	Zeppelin	£3.99
22	WALL TO WALL	Zeppelin	£3.99	22	WALL TO WALL	Zeppelin	£3.99
23	WALL TO WALL	Zeppelin	£3.99	23	WALL TO WALL	Zeppelin	£3.99
24	WALL TO WALL	Zeppelin	£3.99	24	WALL TO WALL	Zeppelin	£3.99
25	WALL TO WALL	Zeppelin	£3.99	25	WALL TO WALL	Zeppelin	£3.99
26	WALL TO WALL	Zeppelin	£3.99	26	WALL TO WALL	Zeppelin	£3.99
27	WALL TO WALL	Zeppelin	£3.99	27	WALL TO WALL	Zeppelin	£3.99
28	WALL TO WALL	Zeppelin	£3.99	28	WALL TO WALL	Zeppelin	£3.99
29	WALL TO WALL	Zeppelin	£3.99	29	WALL TO WALL	Zeppelin	£3.99
30	WALL TO WALL	Zeppelin	£3.99	30	WALL TO WALL	Zeppelin	£3.99
31	WALL TO WALL	Zeppelin	£3.99	31	WALL TO WALL	Zeppelin	£3.99
32	WALL TO WALL	Zeppelin	£3.99	32	WALL TO WALL	Zeppelin	£3.99
33	WALL TO WALL	Zeppelin	£3.99	33	WALL TO WALL	Zeppelin	£3.99
34	WALL TO WALL	Zeppelin	£3.99	34	WALL TO WALL	Zeppelin	£3.99
35	WALL TO WALL	Zeppelin	£3.99	35	WALL TO WALL	Zeppelin	£3.99
36	WALL TO WALL	Zeppelin	£3.99	36	WALL TO WALL	Zeppelin	£3.99
37	WALL TO WALL	Zeppelin	£3.99	37	WALL TO WALL	Zeppelin	£3.99
38	WALL TO WALL	Zeppelin	£3.99	38	WALL TO WALL	Zeppelin	£3.99
39	WALL TO WALL	Zeppelin	£3.99	39	WALL TO WALL	Zeppelin	£3.99
40	WALL TO WALL	Zeppelin	£3.99	40	WALL TO WALL	Zeppelin	£3.99
41	WALL TO WALL	Zeppelin	£3.99	41	WALL TO WALL	Zeppelin	£3.99
42	WALL TO WALL	Zeppelin	£3.99	42	WALL TO WALL	Zeppelin	£3.99
43	WALL TO WALL	Zeppelin	£3.99	43	WALL TO WALL	Zeppelin	£3.99
44	WALL TO WALL	Zeppelin	£3.99	44	WALL TO WALL	Zeppelin	£3.99
45	WALL TO WALL	Zeppelin	£3.99	45	WALL TO WALL	Zeppelin	£3.99
46	WALL TO WALL	Zeppelin	£3.99	46	WALL TO WALL	Zeppelin	£3.99
47	WALL TO WALL	Zeppelin	£3.99	47	WALL TO WALL	Zeppelin	£3.99
48	WALL TO WALL	Zeppelin	£3.99	48	WALL TO WALL	Zeppelin	£3.99
49	WALL TO WALL	Zeppelin	£3.99	49	WALL TO WALL	Zeppelin	£3.99
50	WALL TO WALL	Zeppelin	£3.99	50	WALL TO WALL	Zeppelin	£3.99
51	WALL TO WALL	Zeppelin	£3.99	51	WALL TO WALL	Zeppelin	£3.99
52	WALL TO WALL	Zeppelin	£3.99	52	WALL TO WALL	Zeppelin	£3.99
53	WALL TO WALL	Zeppelin	£3.99	53	WALL TO WALL	Zeppelin	£3.99
54	WALL TO WALL	Zeppelin	£3.99	54	WALL TO WALL	Zeppelin	£3.99
55	WALL TO WALL	Zeppelin	£3.99	55	WALL TO WALL	Zeppelin	£3.99
56	WALL TO WALL	Zeppelin	£3.99	56	WALL TO WALL	Zeppelin	£3.99
57	WALL TO WALL	Zeppelin	£3.99	57	WALL TO WALL	Zeppelin	£3.99
58	WALL TO WALL	Zeppelin	£3.99	58	WALL TO WALL	Zeppelin	£3.99
59	WALL TO WALL	Zeppelin	£3.99	59	WALL TO WALL	Zeppelin	£3.99
60	WALL TO WALL	Zeppelin	£3.99	60	WALL TO WALL	Zeppelin	£3.99
61	WALL TO WALL	Zeppelin	£3.99	61	WALL TO WALL	Zeppelin	£3.99
62	WALL TO WALL	Zeppelin	£3.99	62	WALL TO WALL	Zeppelin	£3.99
63	WALL TO WALL	Zeppelin	£3.99	63	WALL TO WALL	Zeppelin	£3.99
64	WALL TO WALL	Zeppelin	£3.99	64	WALL TO WALL	Zeppelin	£3.99
65	WALL TO WALL	Zeppelin	£3.99	65	WALL TO WALL	Zeppelin	£3.99
66	WALL TO WALL	Zeppelin	£3.99	66	WALL TO WALL	Zeppelin	£3.99
67	WALL TO WALL	Zeppelin	£3.99	67	WALL TO WALL	Zeppelin	£3.99
68	WALL TO WALL	Zeppelin	£3.99	68	WALL TO WALL	Zeppelin	£3.99
69	WALL TO WALL	Zeppelin	£3.99	69	WALL TO WALL	Zeppelin	£3.99
70	WALL TO WALL	Zeppelin	£3.99	70	WALL TO WALL	Zeppelin	£3.99



6 It's most (probably) again comes to the Old and is much improved in the process. Why isn't the real thing as much fun as Championship 3D Snooker?



7 What kind of name is Turrican? It sounds like a cross between Turpin and Turkin, which would make the metal warrior a 20mph road vegetable.



8 The Manx Boys, or at least the boys Manx controls, are on the trail of the Mayor's daughter for possession of Pull Tax in G6 - or there's what James told us.



9 The new Lotus position is slow, down from eight last month. What a brilliant gap Lotus pulled (didn't he say)? (No and you're confused, Ajay - Square 44)



10 In a stunning flying Dutchman death-roll Championship Wrestling maintains its hold on the spot above the official 90th position at number 11.

SHARE MOBO AND ROBO'S CASH...
IN THE GREAT BONANZA GIVEAWAY

BONANZA BROS.

SAVE UP TO
THREE QUID ON
KIXX GAMES™ -
THEY'RE
WICKED!!

IT'S
DAYLIGHT
ROBBERY!!

JUST WHO ARE THESE GUYS?

Mobo and Robo are the coolest villains
you'll ever meet. They rob
banks, museums
and innocent
computer gamers
of their sanity.

They're on a mission
and they're coming
soon..... Rave with the
Brothers and share
in the Bonanza!

AVAILABLE ON:
Amstrad,
CBM 64/128
cassette & disk,
Spectrum cassette,
Atari ST & Amiga.

SHARE IN THE EXCITING BONANZA GIVEAWAY!!!!

Get up to £3.00 off
selected Kixx smash hits.....
when you buy a copy
of the Great
BONANZA BROTHERS
Arcade Game!

SEGA

ARCADE HITS
MARKETED BY

U.S. GOLD

To get a share of this
mega limited edition
offer HURRY to your
local computer store and
check out the special
marked packs...
WHILE STOCKS LAST!!!

Offering valid only apply to C&A 94/128 disks and Amstrad disks. See packs for other prices for other details. Offer ends 06.11.93.

LISTS OF COMPANIES LTD BY THE LETTERS A-Z: www.usgold.com

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

NEED HELP? CALL THE

GOLD PHONE

HINTS & TIPS LINE

COMPANIES LTD BY THE LETTERS A-Z: www.usgold.com

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

ALPHA - ALPHA CENTURY - ALPHA CENTURY

Service provided by U.S. GOLD LTD, UNIT 175, HOLLOWAY WAY, HORNSEA, LINCOLNSHIRE HU18 1JL.

Some services may be provided by other companies. Some may not be available in all areas. See your local computer store for details.

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

Our logo. Proudly displayed on the shelves of all good Newsagents!



Oh dear look!
You've got the end
caught up! Maybe
you should start
with the basoaki!



It's classics month with new Game Boy versions of old gems like Q*bert, Pac Man, Centipede and Missile Command!

Masses of up-to-the-minute NES reviews. And we're telling you everything you need to know about all the Castlevania games!

More Super NES reviews than ever before, including our first reviews of Japanese and American imports!

12 stunning pages of tips with player's guides for Super Mario World (SNES), Star Wars (NES) and Duck Tales (GB)!

Got a Nintendo? Then get TOTAL! Issue seven is on sale right NOW!

Andy Roberts, pudding and pie, lists some pokes to answer your questions why.

GameBusters

WHO, WHAT, AND WHERE?

GameBusters is a complicated beast, split up into different sections for your convenience. GAMES PROBLEMS — Scantron's a Corner, LOGIC PROBS — Fun puzzles, POKE PROBLEMS — Clear GameBusters, THE BEST — GameBusters. So when you enter in, please address your letter to the relevant section, followed by GameBusters, Commodore Format, 30 Merrimouth Street, Doh, Avon 0471 09A. Don't forget, there's a Q&A column. We'll be up for great every month.

PLAY IT AGAIN, ANDY

Here we have a suitable stack of Action Hooley POKES, kindly sent in by Hasee Hansen. You know the score — but just in case you don't, freeze the game, press E to enter the pokes, then restart the game using F3. Easy.

POTEFORTH & CO

(4-File)
POKE: 41861,170 — 1012010
11000
POKE: 44000,110
POKE: 44000,110 — 1012010
11000



PLEASE FOOD

(Zappini)
POKE: 00377,173 — 1012010
11000
POKE: 00379,173 — 1012010
11000
POKE: 00380, 0 — 1012010
11000
POKE: 00384, 0 — 1012010
11000
POKE: 00385, 0 — 1012010
11000

THE JETSONS

(4-File)
POKE: 00370,204 — 1012010
11000
POKE: 00371,204
11000
POKE: 00372,204
11000
POKE: 00373,204 — 1012010
11000
POKE: 00374,204
11000
POKE: 00375,204
11000
POKE: 00376,204 — 1012010
11000

SPEEDBALL 2

(Mageworks)

Both Dale Skapp and Jason MacKenzie have written in to point out that there are two more functions for the cheat code that was printed in CF18. (You don't buy it? Then turn to page 50 now to find out how to order back issues.) You can press the "r" key to increase your score, or "RUNSTOP" to win the game. Smart.

DEAR GAME BUSTERS

"Please, please help me as I've just been told no more fair to pull out! Despite many troubleshooting attempts I cannot get the listings in CF18 for either Turmoil or Turmoil 2 to work, even after amending the first line of the Turmoil 2 listing as instructed in CF18.

After turning the listing and pressing play on tape, loading begins but then cuts out after about 30 seconds and I revert to the 'READY' screen. I have the 400K boot-up version of Turmoil and Turmoil 2 as part of the GB Best M.A.Y. compilation — does this make any difference?

I am also having problems with the Buster Beagle listing in CF19, the one you said definitely works. After turning the listing the message 'LEGAL QUANTITY IN LINE 1' appears. I have the Hit Squad boot-up version — does that have any effect?" Mark Bennett, Leicester

CJ IN THE USA

(CodeMasters)

It's a subtly important time again as we continue our trans-American journey. Thanks again to Robert Brown for sending in the solution. Enough banter...

LEVEL 2 - THE WILD WEST

Walk left and fall on to the platform near the wall. Avoiding the spikes, fall down the hole, bomb the snake, then fall down again. Go right, slaying the snakes. From head left until

the second set of spikes and jump on to the lit. Get off at the top, shoot the two rats, then jump up next to the spikes and get on the lit. Get off next to the American footballer and kill him.

Jump up to the next platform, kill the cop, then jump left from here; you should land in a small gap.

Shoot the crocodile, then jump over and fall down. Kill the cowboy and the snake. Jump over the spikes, then head-downwards until you reach two gangsters. Kill them, go right, then kill the crocodile and the cop and then that's enough #4 saved.

Go back to the left until you come to three floating blocks. Go up to the third one and kill the dog again. Then continue

spends until you reach a snake — kill it and go right. Go up and on to the moving platform, then jump up and on to the book above and head left. Kill the American footballer and the two cops, then fall down when you get to the end. Kill the dog here to rescue elephant #1.

Walk off the edge, avoiding the floating spikes, and push left to land on a block. Walk off to the left and go down the steps. Kill the gangsters, then use the blocks to reach the American footballer — kill him, jump on to the ground, then kill the cowboy and the two rats. Go up and rescue elephant #1.

Jump right on to the blades and go up. Kill the stud and the gangster, then go to the water and jump on to the block. Head left, kill the rat, then go up and right until

you reach a moving platform. Get on it, then get off at the top. Avoiding the spikes, go up and kill the crocodile and gangster. Go left until

you reach the cowboy, kill him, then wait for the moving platform. Get on it.

Go left, then fall down the gap and kill the dog. Fall down the gap. Fall down the left hand side to reach the level 2

level 2 quadrant. Stay tuned so you can follow the and four.



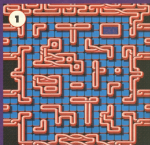
MAZE MA

Arguably one of the biggest and toughest PowerPack games, boasting mazes that would make even Richard O'Brien dizzy. That's why we've put together these freakily funky maps and gloriously groovesome tips for the first four levels. You'll 'flippo' over the 'hole' thing!

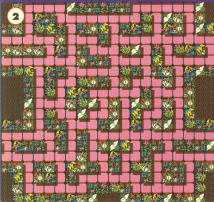
LEVEL 1

PROCESSING PLANT

This level is a nice introduction to the game, with only a few slow-moving enemies patrolling the maze. Most of the 'double tiles' are found at junctions, so it's often better to complete the level in sections - this will save time and trouble should for rather when you get killed. Above all, you should use this level to practise jumping techniques, as it gets a increasingly difficult from here on - to make sure to learn to flip tiles by landing on them, for example, as there's absolutely no chance to practice later on!



2



LEVEL 2

VEGETABLE GARDENS

The enemies become a little faster on this level, with some of them following your route through the maze. One useful technique to employ is side watching - it's often easier to run off the side of the maze than get ambushed by a horde of enemies (or if all else fails, jump them!). By now you will have noticed that the location of holes is different every time you play, even though the basic maze layout stays the same. So it always pays to check out the holes of the maze carefully, as it's possible to walk off the left hand side

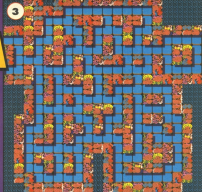
and fall down a hole on the right hand side of the screen!



NINJA

LEVEL 3 ORGANIC COMPUTER

Things are getting really tough now, especially as certain tiles can only be flipped by jumping over a hole onto them - which can prove very tricky indeed. The enemies are up to full speed now, which makes keeping Flippo alive even more difficult, and there are even more "dead ends" to get stuck in (the corners in particular). It's often better to leave traps to trap you rather than loop on the maze, as it allows you study the enemies' movement patterns and avoid them accordingly. Then just take your time and flip the tiles when you're sure it is safe - as it's never going to get



LEVEL 4 NUCLEAR POWER PLANT

This level is a nice example of what to expect for the next 12 levels - utter chaos! The layout of holes is particularly nasty, so if you can spare a bit of time it's worth quickly running around the whole maze to check out all the pits and pitfalls. The enemies are the worst problem though, as it gets very confusing when there are five or six of the little devils hounding as you (especially if you have some diagonal jumps to perform). Rather than complete the level as quickly as possible, it pays to preserve your feet by running away from danger, stopping there only when you're able to do so. "He who flips and runs away, lives to flip another day!"



SEGA POWER

GO FOR GOLD!



GIANT
SONIC TIPS POSTER
FREE!
WITH THE AUGUST
ISSUE!

OLYMPIC GOLD: WE REVIEW THE MEGA DRIVE AND MASTER SYSTEM OLYMPICS GAMES!

SONIC THE HEDGEHOG: WE SHOW YOU HOW TO TAKE THE GOLD!

RUN LIKE CARL LEWIS TO YOUR NEWSAGENT FOR SEGA POWER ON THURSDAY 2 JULY!

THE GREAT GAMEBUSTERS SURVEY

Of Uncle Andy still needs to know what you want from the World's fastest, kickingest and most reliable game cheats this (or indeed the other) side of High Wycombe.

1) What computers/console do you own?

- a) C64
- b) C128
- c) C128D
- d) C64GS
- Other (please state)

2) How long have you had your C64?

- a) Less than three months
- b) 3 - 6 months
- c) 6 - 12 months
- d) 1 - 2 years
- e) 2 - 3 years
- f) Over three years (state how long)

3) What hardware do you own?

- a) Action Replay
- b) Expert cartridge
- c) Reset switches
- d) Reset cartridge
- e) Disk drive
- Any others...

4) What hardware do you intend to buy?

- a) Action Replay
- b) Expert cartridge
- c) Reset switches
- d) Reset cartridge
- e) Disk drive
- Any others...

5) How often do you buy full-price games?

- a) Weekly
- b) Fortnightly
- c) Monthly
- d) Every two months
- e) Every four months
- f) Every six months
- g) Once a year

6) How often do you buy budget games?

- a) Weekly
- b) Fortnightly
- c) Monthly
- d) Every two months
- e) Every four months
- f) Every six months
- g) Once a year

7) How many games did you buy last year?

- a) Full price?
- b) Budget?

8) How many games do you own?

- Full price:
- a) 1 - 10
- b) 10 - 20
- c) 20 - 30
- d) 30 - 40
- e) 40 - 50
- f) 50 +
- Budget:
- a) 1 - 10
- b) 10 - 20
- c) 20 - 30
- d) 30 - 40
- e) 40+

9) How useful do you find:

- Maps (1-Not at all 5-Very)
- 1 2 3 4 5
- Screenshot maps
- 1 2 3 4 5
- Complete solutions
- 1 2 3 4 5
- Playing tips
- 1 2 3 4 5
- Listing pages
- 1 2 3 4 5
- Action Replay games
- 1 2 3 4 5
- Reset pages
- 1 2 3 4 5
- Cheat modes
- 1 2 3 4 5

10) How often do you find that the type-in games (listings) don't work?

- (1-Always 5-Sometimes 9-Always)
- 1 2 3 4 5

11) What do you want in Gamebusters?

- Action Replay games
- More Same Less
- Reset pages
- More Same Less
- Listing pages
- More Same Less
- Maps
- More Same Less
- Screenshot maps
- More Same Less
- Complete solutions
- More Same Less
- Playing tips
- More Same Less
- Cheat modes
- More Same Less

12) What do you like best in Gamebusters? (Tick three)

- a) Action Replay pages
- b) Reset pages
- c) Listing pages
- d) Maps
- e) Screenshot maps
- f) Complete solutions
- g) Playing tips
- h) Cheat modes

13) What do you least like in Gamebusters? (Tick three)

- a) Action Replay pages
- b) Reset Pages
- c) Listing pages
- d) Maps
- e) Screenshot maps
- f) Complete solutions
- g) Playing tips
- h) Cheat modes

14) Your three favourite games are...

- a) _____
- b) _____
- c) _____

15) Your favourite styles of game are...

- a) _____
- b) _____
- c) _____

16) How old are you

- Under 13 13-17 18-25
- 26-35 36-45 46+

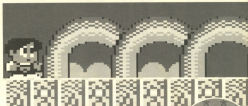
Your name _____

Your address _____

Postcode _____

And just you make 3 month your write we've decided to give away two free patch-wrappers and 10 Roger Pinner's T-shirts to 10 tips drawn randomly from the list on 31 August. So get those entries in fast or you won't have a chance to win these goodies or express your opinion.

RAINBOW ISLANDS



A crock of gold may not be waiting, but special features and bonuses are yours for the taking. Follow Andy Roberts through the last part of our Rainbow Islands guide.

FEATURES

Features are a bit like power-ups, in that each one improves or adds to Bubby's existing powers. Every third creature killed will leave behind a feature, as opposed to a bonus or gem, regardless of the way the enemy was killed.

A feature remains on screen for five seconds. There are seven different features altogether, and they appear in the following sequence:

MAGIC SHOE
POINTS: 100
Effect - Bubby can walk across lava as fast as normal.

RED POT #1
POINTS: 100
Effect - this increases the power of the rainbow, making Bubby hit two rainbows instead of one.

YELLOW POT
POINTS: 100
Effect - this increases the speed of the rainbow, whenever they hit twice as quickly.

RED POT #2
POINTS: 100
Effect - this increases the power of the rainbows even further, making Bubby hit out three vibrant rainbows.

YELLOW MAGIC STAR
POINTS: 100
Effect - on contact with Bubby, the star throws out an arc of seven smaller stars, which kill anything they touch.

CRYSTAL BALL
POINTS: 1,000
Effect - this creates the duplicate spell, making enemies appear in their true forms (see IMAGINATION'S last month).

RED MAGIC STAR
POINTS: 200
Effect - like the Yellow Star, this throws out a circle of 12 smaller stars, again killing any creatures they touch.

SPECIALS

Specials, too, stay on screen for five seconds. They are awarded when certain tasks have been performed a set number of times. Every eighth feature left behind is a special - that means Bubby has to kill 24 enemies to get one! There are 17 different specials, each offering an array of effects - but only one special is awarded per round, even

if you do kill another 24 creatures. Specials also appear under a set of priorities, the Crystal Ring has the highest priority, the Blue Lump the lowest. As the program can only have one special at the ready, a low priority special would be replaced by a higher one if Bubby earned it before killing enough creatures.

CRYSTAL RING
POINTS: 1,000
Cause - collect three Red Pots.
Effect - every step Bubby takes earns him 10 points, which last till the end of the round.

ARE THEY STIRRED
POINTS: 1,000
Cause - collect all three Yellow Pots.
Effect - this rewards you with 1,000 points every time you land (after a jump), again until the end of the round.

FURBY RING
POINTS: 1,000
Cause - collect three Magic Shoes.
Effect - this ring earns you 1,000 points every time a rainbow's created until the round ends.

WOLF CORNET
POINTS: 10,000
Cause - collect any two Crosses.
Effect - this randomly selects an effect based on the Green Tank, Chick, Cross of Rainbow, Cross of Thunder, or the Red Lump.

CROSS OF RAINBOW
POINTS: 1,000
Cause - collect any three lamps.
Effect - this equips Bubby with four (5 fast rainbows, but only until the end of the round).



RED LAMP

POINTS: 2,000

Cause - collect 30 Red Magic Stars.

Effect - causes five giant money bags (worth massive 100,000 points each) to drop down from the sky.

YELLOW LAMP

POINTS: 2,000

Cause - collect 10 Yellow Magic Stars.

Effect - all hidden bonus objects on that round will turn into money bags.

BLUE LAMP

POINTS: 2,000

Cause - collect five Holy Coins.

Effect - all hidden money bags on that round will turn into Gold Coins.

CROSS OF THUNDER

POINTS: 2,000

Cause - collect any two rings.

Effect - nine lightning bolts hurtle down the screen, killing anything in their path.

MAGIC CAPE

POINTS: 1,000

Cause - Bubby dies 10 times.

Effect - makes Bubby invincible for a round.

HOLY CLIP

POINTS: 500

Cause - collect any 10 gold.

Effect - everything on screen is lited - a smart bomb, effectively.

PEACOCK FEATHER

POINTS: 400

Cause - six "Fury" messages.

Effect - a Guardian Angel appears and spins around Bubby 18 times, killing any creatures on contact.

BOOK OF WINGS

POINTS: 4,000

Cause - collect eight Magic Shoes.

Effect - Bubby is equipped with wings, enabling him to fly until the end of the round.

CLOCK

POINTS: 2,000

Cause - collect any three Ticks.

Effect - freezes all the enemies for 8 seconds.

BLUE TIARA

POINTS: 1,000

Cause - catch 120 diamonds with the rainbow.

Effect - flashing magic stars will rain down the screen for eight seconds, killing any creatures on contact.

GREEN TIARA

POINTS: 2,000

Cause - use Guardian Angel to kill 20 creatures.

Effect - every time a rainbow is broken, it releases a red starburst - lasts for 10 rainbows.

RED TIARA

POINTS: 3,000

Cause - hit 30 bottles with a Yellow Magic Star.

Effect - This releases a red starburst every time Bub jumps, to a maximum of eight jumps.

THANKS AND ALL THAT

Many, many thanks to Andrew Bradbrook and Gary Freeman from Glastford for their invaluable assistance, and a big cheers to Gary Peers for his inspirational features in Amiga Power.



Rainbow Islands will never leave you fearing your hole-out again! Every round has been revealed, so get Island hopping, and by using your bonuses start attacking that magical 18 million point score!



THAT'S ALL FOLKS!

The original Tails arcade game featured 18 levels, but the final three (Magical Island, Darius Island, and Bubble Island) were dropped from the conversion. This means that the C64 version only has two possible endings, as opposed to the original's three (the third being to complete all 18 islands). The first method of completing the game is simply to finish all seven levels - the end sequence that tells you how to accomplish the second.

Complete Rainbow Islands with all seven large goals in your possession - this lets you see the "proper" end sequence, and gives you a hefty 1,000,000 points bonus. Regardless of how you complete the game, 1,000,000 points are given for each life remaining (up to a maximum of 9,000,000!), and the best score you can possibly hope to reach is around 13,000,000 points.



SUPER SEYMOUR

THE PLANET

Being a superhero isn't altogether an easy task, especially if you've got a whole planet to save. Andy Roberts dons his Spiderman costume and attempts to bring Seymour to justice...



THE ENEMIES



1. This little chap wanders back and forth, and is easily killed by jumping on him. He often appears in the most awkward places, though.



2. This also walks back and forth along its designated platform, and again can only be killed by jumping on it. You'll often encounter this beastie at the very top of the screen.



3. The Snapper, as it is commonly known, moves about the screen in small bounces. It's a relatively harmless, and is also killed by squashing.



4. This enemy follows Seymour around the screen, and can be killed by jumping on it from above, whereupon it splits into two smaller spheres. These follow Seymour too, so dispose of them in the same way.



5. Very similar to the Snapper, this creature bounces around the screen aimlessly. But has a

higher bounce height. As before, you have to squish it to kill it.



6. This is the first enemy which has to be hit from underneath in order to kill it. This one also bounces in on Seymour, albeit very slowly, so it pays to take extra care when he first appears on-screen.



FOUR SAVES



7. This also tracks you around the screen, faster and more accurately than the previous enemy. It also pauses quite frequently, allowing you vital seconds to kill it (from below, that is).



8. The most annoying of the bunch, this bouncer forces it on Seymour VERY quickly, and again can only be killed by jumping below it.



9. This enemy will self-destruct when Seymour gets near enough, but make sure you don't get too close - it's lethal to the touch.

COLLECTABLES

SUPER SPIT - This is an extremely handy weapon to have, especially an



5

levels with dead ends. Be cautious, however, because ammunition tends to run out in the heat of the battle.



SUPER SPRINT - This allows Seymour to run and jump much faster than normal, and lasts for 30 seconds. Quite useful, but never appears when you need it!



SUPER SHIELD - A life saver. When fired, it bounces around the screen killing out any enemies in its path. This is particularly useful when the screen is littered with aliens of all types - all you have to do is jump on the canisters.



SUPER SUPER LEAP - Equipped with this, Seymour is capable of leaping tall buildings with a single bound (if

sorry, I just couldn't resist it). The number of jumps is limited, though, and they run out rather quickly as well.



EXTRA LIFE - This adds an extra life to Seymour's current supply, and experienced players should be able to pick up at least five on every level.



EXTRA SCALE - The amount of extras which you collect on a level is multiplied by the remaining bonus when the level is completed. For example, if you manage to collect five extras, the end-of-level bonus will be multiplied by five.



MYSTERY - This randomly awards one of the above features, more often a weapon than an extra life or bonus.

8

9

10

11

12

13

14

15

16

SAMARITAN'S CORNER

HEROES OF THE LANCE

(Kids)

This absorbing RPG range is a real rocky prospect, as Steven Peers and Andrew Stanks have discovered, so they should find this whole page being invaluable.

1. 1000 2000 0000 BY SPACER POK
2. 100 200 300 400 500 600 700 800
3. 10000
2. 10 100 1000 10000 100000
3. 1000000
3. 1000 100 1000 100 100
4. 1000 100 1000 100 100 100 100 100 100 100
5. 1000 100 100 100 100 100 100 100 100 100
6. 1000 100 100 100 100 100 100 100 100 100
7. 1000 100 100 100 100 100

VINDICATOR

(Imagine It! Squard)

It's of a different game, this one. Well, let's face it, if you don't know the names of any DREAM programmers you're up to the neck without a rocky implement. So here are the passwords and programs, as requested by Robb Coleman, Richard Pledger, Dean Linton, and Chris Gallagher.

PASSWORDS

Level 2 - EMULAGAY
Level 3 - DFFP5434581R

ABBREVIAMS

MATHIAS LEBONCO • JONATHAN DUMM
SIR WILHELM • STEVE WAHD
SAM N JOKER • MARK JONES
EBB, PAGA • MIKE LAMB
NEAT KEVIN LANE • KAREE VALENTINE
ROB H WAIN • IAN HOBAN
ALLAN O SPIRY
PAUL CHWENWOL
DEWASBRES • MLED
REWBARD
KURT WARED
DEAN DEMAR
DR ANTOAN CLAM
MARTIN McDONALD
SCAM JIM HARRIS
JAMES H HOOKS
ROBIN TUMBLE
SIMON BUTLER



IO

(Zappelle)

This has to be one of THE toughest games around, so it's not surprising that Fern Banz, Nathan Forbes, and Frank Solaris wrote it for a cheat. And so it may be magic...

0 000 10 0000 BY SPACER POK
1 100 200 300 400 500 600 700 800
2 10000
3 10 100 1000 10000 100000
3. 1000000
3. 10 100 1000 10000 100000
4. 1000 100 1000 100 100
5. 1000 100 1000 100 100
10. 1000 100 1000 100 100 100 100 100 100 100
11. 1000 100 1000 100 100 100 100 100 100 100
12. 1000 100 1000 100 100 100 100 100 100 100
13. 1000 100 1000 100 100 100 100 100 100 100
14. 1000 100 1000 100 100 100 100 100 100 100
15. 1000 100 1000 100 100 100 100 100 100 100
16. 1000 100 1000 100 100 100 100 100 100 100
17. 1000 100 1000 100 100 100 100 100 100 100
18. 1000 100 1000 100 100 100 100 100 100 100

BOUNTY BOB

(3D Quest)

Here's a rather nifty code for this classic, especially for Robert McGeown. On the game adjustment screen, enter special code 27.502 and then press 'A' and 'C' simultaneously. Now press 'C' and start the game - you can now press 'F' at any time to fly around the screen - and use 'O' to advance to the next level!

CYBERNOID

(Hewson)

Select the 'redline keys' option from the title screen and then press 'Y', 'R', 'F' and 'G'. You can now start the game with infinite lives.

CYBERNOID 2

(Hewson)

Again, select the 'redline keys' option and press 'Y', 'G', 'R' and 'O' to glean a never-ending horde of keys - which should please Andrew Banks and Robert Boob.

JACK THE HIPPER 2

(Multimedia 2)

Anthony McConnell, Mark Howman, David Dunphy, B. Grimont, and Leo Muller wrote in for help with this hilarious game. Tapes in this listing and RUN 2 for infinite lives.



0 100 200 0000 BY 000
1 100 200 300 400 500 600 700 800
2 10000
3 10 100 1000 10000 100000
3. 1000000
3. 10 100 1000 10000 100000
4. 1000 100 1000 100 100
5. 1000 100 1000 100 100
6. 1000 100 1000 100 100
7. 1000 100 1000 100 100
8. 1000 100 1000 100 100

SHADOW OF THE BEAST

(Ocean)

For those of you who missed the cheat made in CPM, such as Vladimir Josephine, David Gately, and David Fitzpatrick, here it is again in glorious Ocean vision. On the title screen (the one with the scolding message) type in HOW SAD BE THE FATSOZ comply with speed. The sneaky invader should turn red, and invisibility is now yours.

GHOULS 'N' GHOSTS

(KODU)

Here's a handy little infinite lives listing for Paul Greenwood, Peter Mousling, and James Simpson.

Alternatively, enter your name as MORGAN RUPC on the hi-score table - you can now press 'A' to bring back your armour and 'S' to stop the camera level. And you can also pretend that Martin O'Hara's been sound!

0 100 200 0000 BY 000
1 100 200 300 400 500 600 700 800
2 10000
3 10 100 1000 10000 100000
3. 1000000
3. 10 100 1000 10000 100000
4. 1000 100 1000 100 100
5. 1000 100 1000 100 100
6. 1000 100 1000 100 100
7. 1000 100 1000 100 100
8. 1000 100 1000 100 100
9. 1000 100 1000 100 100
10. 1000 100 1000 100 100



If you're having problems with any game, do mail me how old, how fast it is, and what you're using. I'll try to help you. My address is: Samaritan's Corner, Commodore Format 30 Monmouth Street, Bath, Avon BA1 2BW. Include the name of the game, the publisher, and your problem - we'll do our best.

POWER PACK

ANCIPITAL

Another month, another Powerpack, another weirdly playable Jeff Minter game, and yet another pounding Pook POKK. Type in **SANE** in, then **RUN** it for inside lives and energy.

1 FOR ANCIPITAL CREAT BY M POKK
2 FOR SANE TO SANE SANE YOCUVAH POKK
3 YUHOOT
3 IF C=2000 0000 0000 0000
0000*000
4 0000 017,120,000 010
4 0000
001,000,100,000,000,100,000,000
5 0000
000,100,000,000,000,000,000,100
6 0000
001,100,100,000,000,100,100,000,000
7 0000 000,000

AQUABLATA

Not a bad little shoot-'em-up, but some of the later stages are tough to say the least (the alien "shit" - if you can't get that far, try the cheat...)

1 FOR AQUABLATA CREAT BY M POKK
2 FOR SANE TO SANE SANE YOCUVAH POKK
3 YUHOOT
3 IF C=2000 0000 0000 0000
0000*000
4 0000 017,120,000 010
4 0000
001,000,100,100,010,100,100,000,000
5 0000
000,100,000,000,000,000,000,100
6 0000
001,100,110,000,000,100,000,000,100
7 0000
000,100,000,000,100,000,000,100
8 0000
000,000,000,100,000,000,000,100
9 0000
100,000,100,100,000,000,000,000

CATALPA

A good game but rather too tough. If you're still having a hard time, though, then type in the cheats and you'll be laughing all the way to end of level bad guy!

1 FOR CATALPA CREAT BY M POKK
2 FOR SANE TO SANE SANE YOCUVAH POKK
3 YUHOOT
3 IF C=20000 0000 0000 0000
0000*0000
4 0000 017,120,000 010
4 0000
001,000,000,100,000,100,100,000
5 0000
000,000,000,000,000,000,000,100
6 0000 000,000,000,000,000,000,000,000



Why take two cheats into the shower, when one will do? Now with new Framebusters Warren Pilkington just 'pokes and goes'.

USING THE MULTHACK

First, carefully type in the 'Multihack Listing', check it for errors, then **SANE** it for future use. To use the listing, simply add the details of the game you wish to cheat on. Let's take **Planet** for example. **LOAD** up the multihack listing, add the **Planet** details (line 30), then type **RUN** and insert the required **Planet** values - it's so simple as that. Many of the games have more than one detail, so be sure to type them all in. And check out further details in here each month - we'll be printing 'em if the cover costs more...

1 FOR COMBUSTION MULTHACK LISTING
2 FOR SANE TO SANE SANE YOCUVAH POKK
3 YUHOOT
3 IF C=2000 0000 0000 "0000 0000" 0000
4 0000 Y+Y S+Y 0000 P000 157,120,000
010
5 0000 0,171,000+1,0000 0
10 0000 001,000,000,000,000,000,000,100,100
15 0000 001,000,000,000,000,000,000,100
20 0000 001,100,000,000,000,000,000,100,100
25 0000 001,000,000,000,000,000,000,100,100
30 0000 001,000,000,000,000,000,000,100,100
35 0000 001,000,000,000,000,000,000,100,100
40 0000 001,000,000,000,000,000,000,100,100
45 0000 001,000,000,000,000,000,000,100,100
50 0000 001,000,000,000,000,000,000,100,100
55 0000 001,000,000,000,000,000,000,100,100
60 0000 001,000,000,000,000,000,000,100,100
65 0000 001,000,000,000,000,000,000,100,100
70 0000 001,000,000,000,000,000,000,100,100
75 0000 001,000,000,000,000,000,000,100,100
80 0000 001,000,000,000,000,000,000,100,100
85 0000 001,000,000,000,000,000,000,100,100
90 0000 001,000,000,000,000,000,000,100,100
95 0000 001,000,000,000,000,000,000,100,100

Advanced Pinball Simulator (infinite lives)

20 0000 100,100,001,001,001,001,001,0

Arcade Flight Simulator (infinite lives)

20 0000 100,100,101,157,000,001,000,100

21 0000 000,0

Armourille (infinite time and energy)

20 0000 100,100,101,000,001,100,000,101

21 0000 110,100,000,0

ATV Simulator (infinite time)

20 0000 000,000,100,001,001,000,0

Bigfoot (infinite lives)

20 0000 000,171,100,000,100,000,0

Big Bear's USA Adventure (infinite lives)

20 0000 000,100,101,001,000,000,0

BMX Simulator (infinite time)

20 0000 100,000,001,100,000,000,0

BMX Simulator 2 (infinite time)

20 0000 100,000,100,100,001,000,0

Bubble Blay (infinite lives)

20 0000 000,171,100,000,100,000,0

Championship Joust (infinite time)

20 0000 000,100,100,000,000,000,000,0

Cat's Elephant Antics

(infinite lives and bombs)

20 0000 100,100,101,000,000,100,000,100

21 0000 100,000,000,0

Cl in the USA (infinite lives and bombs)

20 0000 100,000,001,000,000,100,000,100

21 0000 100,000,001,000,000,000,0

Clay (infinite lives)

20 0000 100,171,101,100,000,101,000,000

21 0000 000,0

Clay Down the Rapids

(infinite lives and bombs)

20 0000 000,000,100,000,000,100,000,100

21 0000 001,000,000,000,100,100,100,100

22 0000 001,100,100,000,100,100,100,100

Clay Panic (One object per level)

20 0000 000,000,100,000,000,100,000,100

21 0000 001,000,000,000,000,100,000,100

22 0000 001,000,000,000,000,100,000,100

23 0000 001,000,000,000,000,100,000,100

24 0000 001,100,000,000,000,100,000,100

25 0000 000,000,000,000,0

Clay - Prince of the Football

(infinite lives and energy)

20 0000 100,171,101,100,000,101,000,000

21 0000 000,0

Fantasy World Diary

(infinite lives and invincibility)

20 0000 100,171,101,100,000,101,000,000

21 0000 100,000,100,000,000,100,000,100

22 0000 000,000,100,000,000,100,000,100

Fast Food Diary (infinite lives)

20 0000 000,171,100,100,000,000,0

Fruit Machine Simulator (infinite credits)

20 0000 100,100,101,001,000,000,0

Look out for more details next month (and the month after that, and the month after...)

Occasionally, the stress gets to us all. Sometimes the tension of living in this modern world, with its low-temperature wash'n'go non-biological menu masters (specially shaped for the way you live today), really gets us down. So how does the CF crew relax?

POWERPLAY

TRENTON WEBB



"I bought a plasma-belt. The idea was that I touched it gently every night. But I knuckled it off its stand. It rolled into the curtains and set them alight. It then tumbled across the room and touched the video, the telly and the Scaevola's.

The telenovela later said I looked very relaxed when they arrived, so the belt does work."

JAMES LEACH



James put one of these head seat covers in his car. "It's supposed to massage your back as you drive. It was very nice until I carried to an unexpected junction. I hit on the brakes, rolled off the seat and ended up with my head

tapped under the clutch and brake pedals. Now the police laughed when they arrived..."

ROGER FRAMES



"Bain! I'm too poor to relax. I have to review budget games for Trenton in my spare time, so I never get the chance to put my feet up. I've got loads of homework to do as well. I've got to work out as it's million decimal places, as well as calculate

the mass of everything in the solar system. It's like my hours! Right?"

ANDY ROBERTS



"I relax by using mind-over-matter techniques. Firstly, I lower my body temperature to 0°. Then I reduce my heartbeat to 5 beats-per-minute per minute. And then I cease all brain wave activity. Amazingly, I find that in this incredibly unconscious state I can enjoy watching Little House on the Prairie.

OLLIE ALDERTON



Nobody knows what Ollie does to relax. But there are rumours. Front cover saw him trying to fit squirrels in the park with a bass-guitar. And Cathy spotted him pretending to be Madonna and trying to impress two French girls.

Oh, and James saw him asleep on a bench at the bus-station a week ago. Sad, really.

LISA NICHOLLS



I relax by visiting top Hollywood stars to my petalot ranch in Texas. We eat caviar, drink top-quality champagne and discuss my previous fine art collection."

I know what you're thinking readers, but we've seen Lisa Nicholls's photos of these events, and Lisa really does host this sort of party at her fancy houses.

CATHY PARNHAM



Cathy took up jello and karens to unwind after a hard day's work. "There's nothing more satisfying than throwing a fifteen-stone security guard over your shoulder. My combat skills mean I never have trouble with George Costigan in clubs. Not after I damaged that Paul when-someone last year. I got away with it too."

THE MIGHTY BRAIN



"I must confess, I like to relax by playing little flicks on people. For example, I implicitly created a large explosion in the centre of the universe a while ago. Scientists are still puzzled now (940 fcs). My latest prank is to alter Roger Freeman's homework assignments, making it immensely tough, even for NASA specialists with egg-shaped brains."

Bits'n'Bobs

Commodore Format's review system is relatively simple, clarity simple. No, really, it is unbelievably basic. But hey, does it work a treat. And you can be sure that if we say a game is good, then it's good. Thing is, we've seen millions of C64 games and

we've really got their quality assessed. So you'd better believe us. We'll also tell you what the good points are and what the miserable bits are. (Well, in fact, that you'll need to know...



CF RATINGS

When you arrive at the end of a review you'll see one of these ratings-designed doozers. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, showing a good game's strong points, and vice versa. As this is a jolly good idea (despite it being Steve J's brainchild).

Anyway, if you see a game review featuring this symbol, it means it's rated more than 50 per cent, so it's an "official" number and could well be worth a good look (and a possible buy).



GAME ICONS

Although it's a hassle for us, we use a few dead clever "tell-at-a-glance" icons to help you see, at a glance what standard features each game contains.



FACE - Number of players. The more heads, the more people can play.



KEYBOARD / JOYSTICK - A bit obvious really, it signifies the control mechanisms.



MOUNTAINS - If you can see a mountain, it means there are difficulty levels.



OCTOPUS - *Multihead*, the game is in bits if the octopus appears (ape users beware).



SOAK'S SHIRT - This means there's a *save option* available (smirk, smirk).



BLOCKS - You can prove to all your friends how miserably poor you are at a game by using a *no-score table*.



FLAWS - Magnificent jobs, eh? It signifies look means there's a *pause option*.

Right! More enjoyable! Get them away from me, see? - I hate them here more I hate them! (You can tell this game is getting to me)



Those arrows mean that you can only activate the two switches marked. It might be useful or it might be downright annoying, depending on the level. Here the arrangement's not too bad.



Despite all the madness built into Cool Croc Tapes, the plot is pretty much the same sort of thing you've seen about 1.5 billion times before. The two main characters are both in love with the same girl, called, for some reason, Daisy Crocodile.

Well, she's not really a girl, more of a hideous swamp-dwelling reptile with rattling metal shack in her teeth and little black pads arrayed at her crooked, waxy skin. For the purposes of outlets, though, she'll call for a girl.

But Punk™ and Funk™, our heroes, love her dearly. And the only way they seem to be able to win her heart is by switching on lots of weird lights arranged into banks of three. Of course.

Right. There are 10 worlds, each with six levels (meaning, err, 60 screens in total. A grossly number I trust you'll agree). Each level is just one screen large, and has its own particular combination of platforms, lights, blocks and baddies. Each level within a world has the same background, and the background changes only when you enter a new world. Don't worry, it's not that confusing and you won't be expected to know this for an exam.

What the crocs have to do is rush around the screen - up the sides or even upside down if they like - and bounce on the lights. Every time they hit a light, one of its three bars is illuminated; they have to bounce on each light three times to get the whole thing blazing.

But this is where the baddies step in. As well as chasing you around the screen, they occasionally visit the lights themselves and switch off the ones you've just turned on. Annoying? Yep, as annoying as having a

Cold-blooded reptiles seem to be all the rage ever those Turtles™. So, here come the Twins, Punk and Funk™, with their kickin', chillin' brand of hipness. But are they cool enough to impress that warm-blooded mopey girl?
James Leach?



next-door neighbour who pays Mastercard at three in the morning and encourages his four Mastons to bark along to the music into a set of amplifiers.

pushed right up against your wall. Luckily you can kill the baddies. How? Simply by jumping on them. If you catch them in mid-air you get 1,500 points and they disappear (only to re-emerge a few seconds later, though). So as well as switching on all the lights,

you've got to avoid the baddies, while following them and making sure you switch on all the lights they turn off. You also have to choose carefully when to jump on the baddies to get back more points and remove them from the arena for a few valuable seconds. If you time it right, you can then rush around putting all the lights back on to try to finish the level before they return to do more damage.

It's a lot for one crocodile to manage. Luckily there are two of them. Or rather not very lucky, because the frenetic programmers have set the game up so that each croc has to switch on every light, which doubles the amount of work that has to be done. What a depressing thought.

But once you get the hang of it, Cool Croc Twins becomes a very enjoyable game to play. Oh sure, it's frantic, and you get so annoyed by the nasties who undo all your work that you have to stuff old socks in your mouth to stifle the screams, but this is all part of the fun (honestly).

It's dead tricky, because if you run along the bottom of the screen, up one of the walls and across the top, you've got to get used to the fact that you may still be pushing the



Who the gods are on a roll in my life's quest, I'm a member Gamelogs - "Oh, sorry Oh dear, I've got to go." Thanks Embler.



But that little level Sucker. There's a great feeling of satisfaction when you finally become a level down and you haven't lost a single life.



Below, the unaided action of Funky™ and Funky™'s effects. What? What a looker... (MOT)

joyful flight, but because you're upside down, you're actually traveling left — the controls are effectively reversed. The same goes for the platforms which the croc can also hang upside down from, so you need to be careful which way you park your joystick.

Bouncing around the screen is fun. To make the croc bounce you just hit your fire button: if you keep it held down you can't be killed, because if a baddie hits you when you're in the air, he dies. Unfortunately you can't move around when you're bouncing so you do have to risk travelling around the edges of the playing area quite a bit.

To add to the general confusion, on the later levels there are hidden lights that are extremely difficult to locate. Also, on many of the screens there are loads of blocks that have various effects depending on what type they are. Want to know more about them? That's what your orb on the panel below describing them in gorgeous, laudatory detail.

The graphics are very stylish. Someone has given the look of the whole thing a lot of thought. At the beginning there's an intro featuring the three characters — Funky™, Funky™ and Daisy. They wobble on to the screen and do silly things for a while, the break-dancing, waving their baseball caps and, silliest of all, producing love-hearts out of the tops of their heads for Daisy.

The sprites in the game itself are a little too small to see clearly, which is a pity.

But they're well animated, and many of the incidental features that rush on to the screen are brilliant. Between the levels there are all sorts of funny bits of the croc doing various interesting things. The best one has to be when you lose the game and you see your frazzled croc blubbing his eyes out and holding a six-shooter to his head. It's all very emotional.

Working out how to get to some of the lights on later levels is a major head-ache. It's not made any easier by the fact that some of the platforms you need to jump on are almost invisible against the detailed backgrounds. This might be a deliberate feature, but it really doesn't improve things.

Overall, it's a lot of fun. There's certainly enough here to keep you playing for absolutely ages. But I found that I got frustrated with Cool Croc Funks. Not being able to see many of the platforms is annoying, as is the side at which the ladders switch off the lights on later levels. It's a case of running as fast as you can just to stand still. So for me, it doesn't have the steaming addictiveness I look for. But it's still a good game, and if you like a challenge, you'll find a huge one here.

JAMES BARNES



...since
...and Funk,
...are they cool
...I ma
...mmal

DOWNERS



The light gets darker as you go through, but you can break through with your special power-up. This is the only way you can avoid the darkness.



These dark things are called 'downers'. They're enough to break through, but once you're up there, it's impossible to see.

THINGS THAT GET IN THE WAY

- 1
- 2
- 3
- 4
- 5
- 6
- 7

1. **WALLS.** You can't break through these, so you're just going to have to find another way of getting to those lights.
2. **CRYSTAL BALLS.** You can break through these, but it takes several goes and quite a bit of time. It's usually worth it, though, because once broken, the crystals stay broken until you finish the level (or the game's over).
3. **WOODEN PLANKS.** I'm not sure if they are cotton wool, but these blocks let you through only after spinning you around for ages (and giving the baddies the chance to put out all the lights).
4. **SINGLE ARROWS.** Ugh. These are terrible. You can only go in the direction that the arrow is pointing and they spin around when you hit them. You can work out which way they spin, but you have to keep leeching away at them to get them into the right position again. Really, it is.
5. **DOUBLE ARROWS.** These don't move, but they only let you through from two sides, not four. They too can be annoying if you want to go at right angles to the direction in which the arrows are pointing.
6. **QUESTION-MARK BLOCKS.** This question-mark thingy sends you in a completely random direction. Yes, it's another annoying one, but at least it adds a bit of fun to your otherwise dull adventure.
7. **BUBBLE WALLS.** Go into one of these and you'll pop out on the edge of the screen, usually near to the lights. They are a very useful escape route for when the baddies get just a tad too close for comfort.

Name	Cool Croc Funks
Publisher	Arcade Masters
Cost	£11.99
Disc	£15.99
Release	End of August
Contact	0266 541 126

POWER RATING

THE DOWNERS...

- You can't see some platforms, making play a little haphazard.
- The levels are of pretty similar.

100

83%

- 80 levels means that points are going to break this one in a hurry.
- Loads of different blocks for you to learn how to use.
- Excellent backgrounds.
- The two-player game requires a lot of team-work.
- Neighbourly graphics are smart and dead cartoonish.
- The soundtrack is very Funky™ — and Funky™ really means I think it's pretty good.
- Smooth and quick enough for the hard-core.
- Code system makes repeated play fun.

...AND THE UPPIERS





FORMAT
Commodore

Turtles are not famous for their pace. In all history there's only been one occasion where a tortoise's foot speed has kept the day — and then the Hero probably took a oval Hi-TEC aim to change all that with their new, improved, lean-burn, super-charged, fuel-injected, 18-valve, hemi-spark, Turbo the Tortoise.

TTT is a platform romp with class — that's obvious from the word go. Everything, but everything, has been packed on to these few metres of tape. Hidden platforms, secret bonus levels and end-of-level-guardians all gang up to give the young terrapin a tough time.

Turbo was a mistake, a terrible accident of science gone slightly mad. Now the once sluggish garden pet has been turned into an alluring, all-seeing, moving-a-dashed-eight-faster would-be saving superhero type. And now, as the leader of the same mad doctor who mutated him, he has to find six ancient artifacts. That means six levels of death, mayhem and other associated chaos await our hero in a tortoise shell.

The road doctor, it seems, not only has a well-refined tortoise but a time machine too, and it is this that Turbo uses to visit the six themed historical eras. The themes don't really matter, but they sure look nice, providing neat cartoon backdrops and fancy parallax

Now that's what I call a bonus! Got the points, give me the better 10, I need it for extra energy — you see, I've been a tad care-less and missed three blocks on this level.



Ampl! Shell! worked! TT show that unless for cheating, change yellow squares at end TT jump on his head, that's what TT did TT's a long shot but it might just work!



TURBO

James thought that Turbo the Tortoise was an instruction and ran over Cathy's 50 year-old family pet in his Alfa Romeo. Trenton will have no truck with such cruelty and wastes a few sprites in Hi-TEC's new platform-stunner instead.

scrolling to accompany the on-screen action.

And it's the on-screen action that really puts Turbo to the top of the tree! Getting around is simple, just run and jump your way in and out of trouble. Collectable bonus objects like the Tuts, as do enemies that strip power with a hit, while deadly pits have to be jumped and crumbling floors avoided. The primary aim is to get to the other end of the screen, beat the big bad guy and collect the artifact, but the temptation of extra points, extra powers and massive bonus scores soon leads you astray.

Turtoland is packed with neat built-on extras for the soaked-up shellies out. First off, and most importantly, there are the turtles. Normally Turbo can only top enemies by leaping on their heads, but when he collects the three blue turtles leaves the Big T eye start shooting. Extra lives and bonus fuel are positively falling out of the scenery, and collecting them without loss of life is the art of

scrolling to accompany the on-screen action. And it's the on-screen action that really puts Turbo to the top of the tree! Getting around is simple, just run and jump your way in and out of trouble. Collectable bonus objects like the Tuts, as do enemies that strip power with a hit, while deadly pits have to be jumped and crumbling floors avoided. The primary aim is to get to the other end of the screen, beat the big bad guy and collect the artifact, but the temptation of extra points, extra powers and massive bonus scores soon leads you astray.

Turbo. You have to learn fast and think logically if you are to avoid destruction and rack up them three points. Hidden lifts and moving blocks aren't the always, and the only way to find them is a leap of faith.

Blocks aren't the only thing to be hidden away in Turtoland, as each level has a concealed bonus section. They're not that hard to find, but they do force you to waste a few

THE SECRET OF THE TURTLES

THE SECRET OF THE TURTLES



This is a pharaoh's tomb, I believe I'll stop making anything Egypt puns and get on with finishing level three! Help me, mommy! I'm frightened!



The mad scientist has come out to play, the things will soon massacre all of them and then you can't continue. It is now Alan Lamb, the Wizards and the world will be dead by now.



THE TORTOISE

lives hunting them down. When you do locate them, there are points gained and some much-needed extra power to be bagged.

Examined separately these aspects don't sound that impressive, but when they're bundled together, running side-by-side, line tactics against another... That's really starts to tick out. There's loads to do, there's lots to learn and your own neck is protected.

Gradually you learn the layout of each level and you can then really start to tick the points you

Extra lives and bonus fruit are positively falling out of the scenery as there's only one continuous on offer, you're never allowed to stop too far, too soon.

tem for a perfect performance bonus.

The difficulty levels increase slowly but steadily, in true Tortoise fashion.

The stakes are raised with more aggressive battles and tougher layouts. Blocks have to be carried and dropped so Turp can travel over pits and get a leg up. Turbo really gets you into yanking needs, as the 'stick gets pulled hard to squeeze those few extra points' distance from jumps.

Once you've played the early levels a few times they become easy to survive totally intact, and so larger points have become the focus. The casual grace with which you eventually romp through levels one and two gives you over more reason to finish the game - three bits, that once seemed tough, are now easier-easy!

Turbo puts the books by getting together at the same speed as your skill at scooping the young tortoise around increases. There's always a healthier arrangement of enemies

around the next screen or a more cunningly-hidden block to catch you unaware, but you feel more ready than ever to take them on. The success you're in, bringing you with slightly more success than the last game, then it

sifts you good and proper. And as there's only one continuous on offer, you're never allowed to stop too far, too soon.

The only problem is that it's slightly easy to get in the falling-off-a-log category of simplicity, but you'll soon find yourself on level four with five lives, full health and all your own teeth. Finishing the last ten levels is more tricky, but everything's so well executed you have to stick with it right to the end, which, because of the dedication

TTF demands, seems to come depressingly soon!

TRIMON NEWS



Tortoise like leaves, but 200 of the devil's take a bit of smashing. Still, he has got a wife and five siblings to support back home so you could come in handy.



Game Turbo the Tortoise
Publisher IN-TECH
Cassette £3.99
Disk Unavailable
Software £41.99
Contact 0742 887888

POWER RATING

THE DOWNERS...

- It's all over too soon.
- The early stages are VERY easy.

100

85%

...AND THE UPPIERS

- Lovely steady spot effects and catchy intro tune.
- Six levels packed with every trick in the book!
- Multiple levels to boost your turbo strength and power.
- Good pace that gets tough at just the right time.
- Each next-of-level guardian has different strengths.
- Powerful scrolling makes the levels look good.
- Real chess for a battle.
- Precise control and crisp collision detection.
- Good variety of tricks, traps and other bonuses.

0



Slide the rock across the dusty waterway. Beware, only the rock floats on't clear, but then what did Archimedes know anyway?



Next step: push a rock forward just a few steps to the left and you'll have to fight a big insect-type opponent!



It's a nice view of that quarry in Boreal where they used to film *Star Trek*, now they couldn't afford to really go to Scotland.



Suddenly Fury made his first discovery—a large map thing. But he didn't think it was important and went for a longer instead.



How you get along and get your clothes back on, young lady? Just when do you think you are a female worker?



XENOMORPH

The manual says that *Xenomorph* is not just a game but a test of survival. Your ultimate aim is to return to civilization (ahem, Fury), that, because the CP crew have been wanting to return to civilization (ahem) for quite some time now. So let's see how it's done.

Quite complicated, as it turns out. The idea is that you're on board a space ship called the *Mombassa Oak*, which is sitting on the surface of a weird and quite probably dangerous planet. And you've got to get it back to Earth. How? By slipping out any important things you find hiding on the vessel, and

MAKING CONTACT

At the moment, *Xenomorph* isn't available in the shops, so if you're after it (only on disk, remember) try The Fun Factory care of Interceptor Software on 0734 871301, and you can place an order.

Anyway, you move around the ship in 3D by clicking any item with either a mouse (if you're lucky enough to have one) or a joystick (which you're bound to have). You always see what's in front of

you, and you use the on-screen movement buttons to strafe, walk forwards, backwards or to either side. It sounds a bit cumbersome, but once you get used to it, you should be able to move as smoothly as the computer will allow (which actually isn't as fast as it should, but it's not too bad).

There's a magnificently large spaceship in wander around, too. At first it seems fairly empty, and you find pointed darting round corners, expecting to be jumped

by a hideous mutant with the body of a ball and the head of an estate agent. But you soon learn that some areas of the craft are safe from any nasties, and others are, well, infested is the word that springs to mind.

Luckily there are loads of cupboards. No, they're not for you to hide in, but to raid. Most contain lots of useful things, like medical supplies, small cards (for use with droids and food machines) and weapons. There are loads of different weapons to discover, and they're all dead horrific and wall paper. You're going to need a decent armor.

The 3D movement system works well, and you get a real sense of disorientation as you creep round the dark, dangerous engine rooms (or somewhere), gun in hand.

Yes, that's the other thing. As in all the best adventures, you can camp loads of items around, but you've also got two hands that you can fill with weapons, tools and

other decent things. It's a brilliant system and you get used to it really quickly.

Xenomorph is a large adventure with 30 sneaky bits thrown in. You'll need patience to get used to the control systems, and a bit of brain-power to solve the puzzles, but then, things are so much more rewarding when you have to work at them (you don't argue). The only problem is that it involves a certain amount of disk swapping. Sadly, this means that there's no cassette version, but never mind. Grab your gun and get down to that engine room now.

JAMES LEACH



Game Publisher	<i>Xenomorph</i> Fun Factory
Cassette Disk	Not available £15.99
Release Contact	Out now 0734 871301

POWER RATING

THE DOWNERS...

- There's loads of disk swapping.
- There's no cassette option.
- It's not easy to get to grips with.

100

82%

- Excellent graphics superbly capture the feeling of being on a spaceship.
- The game is extremely addictive with a useful AI.
- There's lots of stuff to collect, use and cart around in your backpack.
- The 3D movement system works very well, and it's pretty nifty, too.
- The sounds also add to the game's atmosphere.
- There are plenty of tricky puzzles to baffle you.
- There's a great manual, which includes a short novel.

...AND THE UPERS

COMMODORE FORMAT



DATA, SETTE

and MATHS

What do you mean you only use your **datasette** for loading games? What a waste! Okay, it might not be the latest in CD-technology but it's as versatile as a Kenwood food blender. In the first of a series **masterchef Bones** tells you the recipe for success when it comes to making the most of your trusty tape machine.

Computers are pretty thick! When you get down to their nuts and bolts the only thing they really understand are series of electrical impulses that are of either a high voltage (around five volts) or a low voltage (so negligible you may consider it as zero). These are regulated by a series of electrical gates or switches (transistors) which are either closed (on) - and ready to allow the electrical flow to continue or open (off) - ready to stall the flow in its tracks. This is the basis of the binary language of computers where 1 represents on and 0 is off.

These gates can be arranged into specific orders of off and on to create programs. But when you switch off your C64, then the gates (or bits) fall randomly into either the open or closed position, in other words, computer chaos. There is, however, a vital part of the C64's processor where the manufacturers have "burned" the gates into a certain configuration so that the program which the gates constitute is never lost. This is known as ROM (Read Only Memory) and contains the operating system (the C64's) of the computer - this is the program which activates when you power up, and it cannot be changed in anyway (it can be exploited, but that's another story).

What all this boils down to is that there needs to be a method of saving the pattern of 'on' and 'off' bits, usually a program or piece of data. Magnetic media is the

answer, be it in the form of a diskette (floppy disk) or a cassette tape. The computer also needs a method whereby the saved program can be re-loaded back into memory whenever you need to use it. The majority C64 owners use the method of cassette tape to perform this function and it was for this function the datasette was designed.

Most datasettes were rarely use the device for much more than simple loading and saving. Indeed, even the C64 manual doesn't really say a great deal about the way the C64 with the Datasette interact, or how to operate them. So CP reasoned that it was about time to put this right, and here we are with the first in a short series to show you how to get the most out of your Datasette (aren't we nice?)

AT YOUR COMMAND

Commodore, in their infinite wisdom, proposed eight Basic instructions for operating the Datasette.

These are:
SAVE - LOAD - VERIFY - OPEN - CLOSE - PRINT - INPUT - GET

Let's take a look at each of these instructions in turn.

SAVE

By typing in this command and pressing RETURN the C64 will save any program held in memory on to your datasette - and if you

NOW, WHERE DID I PUT THAT DATA?

A memory location is eight bits wide, or one byte. A numerical value up to 255 can be stored at a memory location. Instructions for using two bytes you can store a number anywhere in the range 2204928, or 82,208, or 248, 255 pages (8, 200) and each page has 256 positions (8, 255). By using the word an address you access (or read) any address containing bytes in the computer. By using two bytes to hold a number greater than 255 you need to substitute between zero. The byte whose holds the low part of the number is called the LSB (Least Significant Byte) and the byte which holds the high part of the number is known as the MSB (Most Significant Byte). The LSB shows the position of the location within a page, and the MSB shows the actual page number.

haven't saved a program before, that's all you really need to do!

The C64 uses a few memory locations where it stores certain values which it will use for certain functions; one of these is when you type SAVE. Obviously a program, no matter how big or small it may be, has a beginning and an end, and it is these values - the start and the end addresses - that are stored within these memory locations. In page 8 (usually referred to as zero-page), locations 43 and 44 always contain the start address of any Basic program currently in memory, while locations 45 and 46 contain the end address.

You can test this yourself by simply switching on your C64 and typing:

```
PRINT 43000,44,45,46,47
```

```
PRINT 4300,4400
```

after which you have to press the RETURN key (giving the places the instructions you have just typed into memory) and the C64's new knows that it must work on these instructions. The screen will now display the following batch of numbers:

```

1 2 3
0 1 2
The first number (1) is the LSB (Least Significant Bit) of the address, or its position within a page (which in this case is right at the start), and the second number (8) is the MSB (Most Significant Bit) of the address, or the page number. Therefore, using the equation  $8 \times 256 + 1 = 2,049$  we find that the start position in memory of a Basic program is memory location 2,049.
```

In order to let the C64's know where the end of the program is the Basic program leaves a marker at its end; basically the last few bytes of the program each are assigned the value zero. In our example the 'end of



program pointers are showing 0 and 0 which are displaced just five bytes from the start pointers. This is because so far we haven't got a Basic Program in memory. So if you now enter the following line of very simple Basic program code:

```
GO POKE "HELLO"
```

and, like before, execute it with a tap on the RETURN key. Right, now you can read out the contents from the pointers as you did earlier, by entering:

```
POKE? POKE:GOTO POKE:GOTO  
POKE:GOTO POKE:GOTO
```

You will now find that the numbers that appear look like this:

```
0 0 0 0
```

The computer has updated the old entries in its 'notebook' to correspond with the small one-line program that you just have just created, the difference being 14 bytes of Basic code (the difference between the third digit).

After that little tidy-up storage management let's go back to the SAVE instructions. This command causes the C64 to store everything between the start and end address pointers on to cassette tape. The C64 being stupid is completely unaware of anything that may already be on the tape and thus should there be another program or data on the tape in that position, this it will simply overwrite it.

It, however, you have a lot different programs on one tape and you want to restore a particular program from all the tape later, then you can give the program a name:

```
SAVE "NAME" <START>
```

For programmers another, and very useful trick used in programming, is to assign a string variable with the program name, then save the program with the variable:

```
SA = "NAME" <START>
```

```
SAVE SA <START>
```

Not only can you save the name of the program but you can also follow it with a device and a secondary address. These are separated from the name using commas (eg. `SAVE "NAME", 1, 1`). There will be more about the significance of the secondary address a bit further on, but the device address refers to a peripheral device. These are:

```
0 = Keyboard  
1 = Cassette  
3 = Mouse  
4-5 = Printer  
6-9 = Disk
```

Of course, you can only save to cassette or disk, and, to make things even easier, the C64 will default to device 1 (the Cassette) if you omit to use a device number.

LOAD

Just like the SAVE instruction, the LOAD instruction can be used without the need for a program name, device or secondary address.

If, when you perform a

LOAD

instruc-

tion, you

do not

give a name

then the

C64 will

simply

search the tape until it comes across the first program stored and load this into Basic memory. The C64 will then update its notebook to correspond with the program that it has just loaded.

VERIFY

This instruction operates in much the same way as the LOAD instruction except instead of loading and storing the program on the tape into memory it simply compares it, byte for byte, with any program that is currently within the computer's memory. At the end, the comparison between the program on tape and the program in memory is absolutely identical then the message "OK" is displayed on the screen, but if there were any errors, even just one perhaps almost insignificant bit of coding, then the message "VERIFY ERROR" will be displayed. Finally, or what?

OPEN

As well as programs, it is also possible to store just data - an ASCII text file from a word processor for example. To let the C64s know that it is raw data that you're dealing with you have to first open it with the instruction OPEN. However, you have to tell the C64s all the parameters at the file, such as the Logical File number (LF), Device (D), Secondary Address (SA), and finally the name of the file "NAME". Here's how it may look, and notice the use of commas to separate each of the parameter items:

```
OPEN LF, D, SA, "NAME"
```

The Logical File number (LF) can be between 0 and 255 and forms an index which the C64s uses to access a table it sets up of all the parameters. It does this so that you don't have to keep on entering the parameters ahead each time. The device number (D) will instead tell the C64s which device to work with. Finally, Secondary Address (SA) tells the computer whether you are:

```
0 = reading data  
1 = reading data  
2 = dealing with an EOT (End Of Tape) block (more about EOT blocks later)
```

PRINT#, INPUT#, GET# AND CLOSE

The PRINT# instruction is used to allow you to enter individual chunks of data stored on tape. The INPUT# instruction will put all the individual chunks of data from the tape and display them on the screen. The GET# instruction will read in single bytes of data as opposed to chunks or strings. The CLOSE instruction simply closes open files. A point worth remembering here is that if you don't close a file then the data could be inadvertently lost. Simply remember after all the work is complete to CLOSE the files you have been working on.

SECONDARY ADDRESS

In addition to the device, there is a secondary

TAKING NOTES

When the C64 is switched on the Operating System (O/S) will write up a set of 'notebooks' which consists of four pages (0-3), and is located right at the beginning of the computer's memory. Each page of the 'notebook' consists of 256 memory locations, with each location able to have 256 (2⁸) different values. On page '0' the C64 normally management system makes a table of values it requires often.

address which is generally used to give the C64s an additional instruction regarding the type of program operation when in operating or receiving mode. Secondary addresses are affected by the type of program concerned.

There are basically two types of program. The first of

these is the Basic program. The

C64 has what is called a relative loader, which automatically reads of Basic programs in at the start of the Basic storage area. The Basic storage area is from memory location 2,048 up to memory location 48,000. It is possible to manually address a Basic program anywhere within that Basic storage area and it will run perfectly okay; you just need to POKE the start address into the Basic Program start pointers. The second type of program is the Machine Code (MC) program. This program will only run in the storage area which the programmer wrote it for. Relative loading - as with Basic programs - is not permitted. In order for the C64s to distinguish between these two types of program, Basic and MC, we need to add a secondary address, which performs the following functions:

WHEN SAVING

- 1 This value identifies that the program, when stored, is Basic and so will ensure that the program loads at the beginning of the Basic storage area (relatively loaded).
- 2 Identifies that the program is of the MC type. This will ensure that when the program loads it will load to the start address where it was originally written and saved.
- 3 This value ensures that the program is stored as Basic (with a secondary address of 0) but in addition it will write an EOT (End Of Tape) block after the end of the program. This tells the C64s that when reading the EOT block it should stop searching for further programs. If the C64s comes across an EOT before it finds a program then it will produce the message "FILE NOT FOUND ERROR".
- 4 Identifies the program as MC and writes an EOT block after it.

WHEN LOADING

- 1 The program is loaded in accordance with the program loader. Programs stored as MC and Basic are loaded as such with Basic being loaded relatively.
- 2 Every program is loaded to the exact address it occupied when it was saved from memory.

WHEN OPENING

- 1 Opens a file for reading.
- 1 Opens a file for writing.
- 2 Opens a file for writing then adds an EOT block after the file.

THE STATUS VARIABLE

There is a hard-and-fast variable which provides you with valuable information about the



progress of a cassette operator's \$Tatus (\$T) variable, it contains eight flags which are set according to the fault which occurs.

BY BIT	ST DECIMAL	MEANING
0	1	Not Applicable with cassette
1	2	Data
2	4	Direct block. Block shorter than it should be.
3	8	Long block. Block longer than it should be.
4	16	Second pass error. Data in second pass does not agree with data in the first pass.*
5	32	Check total error. Total in storage does not agree with computed check total.
6	64	End of file.
7	128	End Of Tape. An EOT has been read.

* When the OpTics stores a program or data to tape it does so twice, and then when the program is subsequently loaded it will compare both versions with each other.

When a load operation goes wrong you can read the \$T variable within your programs to discover exactly what caused the error. \$T(0)7 (0000 0000) will print the current value of \$T, and looking up the table above will tell you what the error is.

PROGRAM CONTROL

The loading and saving of programs and data can also be achieved from within a current program. Imagine that you have just created some data (bits split in pairs) from line 10,000 onwards and you want to store only this part of the program so that it can be loaded into a different program later on. First you must determine where line 10,000 is located in memory. The following program section can solve this:

```
100 38 = 1000 (43+254)*1000 (64) +
30-6A * 608 -207 90270000 600 6000
27 30 30
120 38 = 1000 (50+25) + 254*10000
(50+1) * 608 78620000 TO 10
70000000
120 3F 50 = 18000 9000 150 6000 3F
90A0000 1300 2000 2000 7000 70 9000
8000000
120 38 = 1000 (20+254)*1000 (20+1) +
0070110 * 608 907 1300 20000 30 30
8000 600 7007 9007 1300
BASIC lines are started with the first two bytes
```



of the line forming a coupling address. This coupling address produces the starting address of the next Basic line. The next two bytes give the line number, then follows the Basic statements and the line will conclude with a zero byte. Thus a Basic line should look like this:

```
Legend: Coupling Address Low = CL
Coupling Address High = CH
Line Number Low = LL
Line Number High = LH
BASIC line that =
Line# CL CH LL LH
BASIC STATEMENTS: ZERO BYTE
Line# CL CH LL LH
```

WHAT'RE 24 BYTES BETWEEN FRIENDS?

Your C64 contains some 624,288 gates, or switches, and these are called "bits". Eight such bits form a "byte", so if you divide 624,288 by 8 then you finish up with 78,036 bytes - or, as it is more commonly described, 64K. Wandering where the extra 1,252 bytes have gone? First, actually in computer logic 0K does not equal 1,000 but 1,024 - it's all to do with multiples of eight.

to actually store the last part of the program and this is what you use to type:

```
110 1000 61 54 600 2010000 44,
300 1000 250 1000 207 90000000 TO
LINE 20000
240 2000 "BASIC LINE#": 1000 27000
20 2000
240 1000 43 60 600 2010000
61, 200 1000 27000 1000 9000007 200
90000000
```

(Storing MC programs is somewhat more complicated.)

In a program the command LOAD operates a lot differently to how it does in direct mode. After a direct mode LOAD the Basic pointer is set to the new program after the instruction. However, if a program when you use LOAD, then the vectors and variables defined up to that point are all retained.

READ TAPE

Cassettes are certainly the most commonly used way of storing programs for the C64, and they do have a degree of flexibility, but when it comes to comparison cassettes win out. A simple analogy with taped music and CDs shows why. If you want to play a particular musical track on a CD, you simply move the heads (by selecting a track number) to the appropriate track, and you're away! If you have the same album on cassette, you have to race backwards and forwards with the fast forward and rewind buttons until you find the start of the particular track you want to listen to - hence!

BASIC STATEMENTS: ZERO BYTE
and so on.

Using the file program segment above will calculate where you'll find your line number is, if you want a different line number then change the value in line 120 from 10,000 to whatever number you require. Of course having got the line number, you now need the information

THE CASSETTE BUFFER

The cassette buffer is a chunk of memory locations which are located from address 828 to address 1,015. It has two distinct functions: (1) The file header is generated in this area and then stored before each file regardless whether it is a data file or a program file. It then carries for its identification and contains the following parameters:

PURPOSE	NO OF BYTES	LOCATION
1. File type	byte 0	828
2. start address	byte 1,2	829,830
3. End address	byte 3,4	831,832
4. file name	byte 5	833

(2) The cassette buffer's second purpose is to serve as an intermediary storage area for data protection. The program to be stored is first written to the cassette buffer, and when this is full it is then written on to tape leaving space for the buffer to be refilled when again. This process continues a block (256 bytes) at a time until the whole program is transferred from memory to tape.

The reverse is true when you LOAD data from cassettes.

The file type is coded, thus:

- 1 = Basic program, loaded relatively
 - 2 = Data block
 - 3 = MC program, loaded absolutely
 - 4 = Data header
 - 5 = EOT block
- The header contains all the important information for identification purposes.

NEXT MONTH

And there's more to come. But you never thought your cassettes could be so handy? In issue 24 of CF we'll be revealing even more weird and wonderful things that your handy tape machine can help you achieve. Be here in 21 days (or less if you don't buy this issue straight away!)

IAN CYCLOPEDIA INVESTIGATES TAPE AND RECORDING.

Interestingly the first recorded magnetic recording was made by the Great Pyramids Project. He went west to save record 11000.

The first tape recorder was made by Fritz Pfleumer in 1900. Originally the German patent number is 200905, which, coincidentally, used to be recording star Tom Jones' home phone number in Las Vegas before 1980.

Plastic tape came, in fact, first invented in 1942 by BASF at Germany, but they were not marketed until 1950.

Video tapes weren't for babies then - with the first system being developed by Ansonor in 1942 by Thomson. Thomson Ampex the system was first used in 1955.



INSIDE INFO

Want your techie problem rubbed out? Do you want that coding query pushing up the daisies? Then call on Jason 'the hit-man' Finch courtesy of Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

ABBREVS

Dear Inside Info,
I am what you may call a novice when it comes to computer programming but I am always interested in what things mean when it comes to computer terminology. As you will appreciate there are many abbreviations used in computing and I have not been able to find out what they all mean. Perhaps you could help me with a few. I know that IRQ stands for Interrupt Request and NMI is for Non-Maskable Interrupt because they are in my reference books, but what about ADDC, CPU, DIP, EPROM and MODEM? Help would be nice.
Steve Mason, Lincoln

Help is always nice, but there are a lot of things we can't always help (unless an system), here's what you want to know:

- ADDC stands for Address/Decrement Code for Information Interchange.
- CPU is Central Processing Unit.
- DIP comes from the initial letters of Dual In-line Package.
- EPROM is Erasable Programmable Read-Only Memory.
- MODEM is, in fact, an abbreviation for Modulator-Demodulator, as you'll know if you read the report on modems that was featured in last month's issue.

I hope that helps to keep your computing glossary up to date.

ASSEMBLING

Dear Inside Info,
I have a computer book called Mastering the Commodore 64 and it has got 11 machine code programs in it. But I don't know how to type them in, I have an Action Replay cartridge and I'm trying to use the monitor.

In the book it has a machine code program called Clock IRQ Hodge and it is VERY long. The book talks about using an N-Mon Commodore's machine code program - does this matter? And does the Action Replay cartridge have an assembler and disassembler in it? At the end of the machine code program

there is the word END. When you type it in you should get a symbol table with lists of labels and so on, but (sorry, Why?) Klavis Parkinson, Rochdale

First things first. You can't do anything much unless you possess a real assembler. The Action Replay cartridge has a monitor, as you have found, but that is not quite the same - it doesn't allow you to program with as much ease. The cartridge does, in fact, have a Disassemble command. For example, enter the monitor and type in 0071 0081 and you should get a list of machine code coming up.

As to what you should do, you need to get hold of a proper assembler, which you should be able to obtain from a PC library. Try dropping X-FLOPSIVE PD (at PO BOX 507, Hull) a line because they may well be able to provide you with one.

The reason you don't get your symbol table is due to the fact that these programs must be typed in using an assembler which you don't have. No assembler, no symbol table - simple as that. Good luck in your quest.

DESPERADO

Dear Inside Info,
Could you please answer the following questions in OF21 as I really am desperate for the answers.

1. How do you store double-sized text?
2. How do you enable an options screen which has a highlighted list that you can move over against it without them?
3. How do you produce flashing text?
4. How do you find out cheat listings for games?
5. What are the CHRR codes on the joystick (ie, up, down, left, right, fire)?
6. How can you

disassemble for an answer? Try the all new, master, master, master, master!



print colour bars in your own programs like those shown on pages 101-1 of the Commodore Manual?
David Rhodes, Moorfoot, Leeds

You're not asking for much, are you? Oh well, deep breath, and off we go...

1. You have to redefine a character set and then use this new set. For example, here's the basis of a program that would give you a double height character set:

```

10 GOSUB 1-1:FOR I=0 TO 255
20 FOR L=0 TO 1
30 FOR J=0 TO 7
40 READ A
50 GOTO 1000+(I*256+L*64+J*8)
60 PRINT A;L;J
70 NEXT J,L,I
8000 255, 254, 243, 242, 231, 230, 219, 218, 207, 206, 195, 194, 183, 182, 171, 170, 159, 158, 147, 146, 135, 134, 123, 122, 111, 110, 99, 98, 87, 86, 75, 74, 63, 62, 51, 50, 39, 38, 27, 26, 15, 14, 3, 2
```

When you have RUN it, enter the command 1000: 11071.14, 99 RUN/STOP and RETURN to get back to normal. You should see a load of junk appear. But if you press the letter A, then move the cursor down to enter it, you see reverse mode (CTR), and if you do another A, you should end up with a double height capital A. You can expand on that principle and the above program to produce more letters by changing the value assigned to MAX and the amount of DATA - each character needs 18 numbers for the data which are made up in the usual way for user defined characters.

3. This is very complicated and would need a long demonstration program. It's

need you a simple one though the point if you really want it badly.

Would you prefer disk or tape? Please let me know, I'm not sure what type of flashing text you have in mind. For



something relatively simple you could give this program a try:

```
LD W0 (00 70 15)
LD W00 (00 00 00)
LD W000 (00 00 00)
LD W0000 (00 00 00)
LD W00000 (00 00 00)
```

That just cycles through the available colours. You can add to that and change it to make a game and things, but I suspect you are after something more impressive like the text seen on the Commodore 2 screens. That is more difficult and you need to program in machine language. If you'd like a dump of that write back and I'll see what I can do for you personally. 4. Cheat listings are found out by analysing a game's code and finding out exactly how it works and why it does exactly what it does.

Therefore you need to be a competent machine language programmer to be able to track down all the relevant bits of information, which I think you may find a hassle (at the moment).

5. To read from a joystick you require a little routine — it doesn't register CHR9 codes. For a joystick in port two, try out the following:

```
LD W0 = 127-0000 101201
LD IF (127 AND 1)=0 0000 00000 "0"
LD IF (127 AND 2)=0 0000 00000 "0000"
LD IF (127 AND 3)=0 0000 0000 "0000"
LD IF (127 AND 4)=0 0000 0000 "0000"
LD IF (127 AND 5)=0 0000 0000 "00000"
LD IF (127 AND 6)=0 0000 0000 "000000"
LD IF (127 AND 7)=0 0000 0000 "0000000"
TO 0000 10
```

Proof that you should be able to expand and do exactly what you want to do with each movement of the joystick. If you want to read a joystick in port one, you must change line 10 so that it reads:

```
LD W0 = 315-0000 101201
```

6. To print coloured bars, you must first select a colour, then reverse mode. Now then enter something like `LD W0 (000000) (0000) (000000)` where instead of typing (000000) you press something like CTRL and 0 (to obtain red), and instead of (0000) you press CTRL and 9 (for reverse mode), and when it says (000000) just hit the space bar a few times. If you have any problems with that let me know again.

DISKY PLEASE

Dear Inside Info,

I have been buying Commodore Formator seven months now and I think it is very good, but certainly is what you may believe, it is my opinion that a CDDK, you that's right, a disk on the front of your mag every month could increase your share of the C64 market by some — an awful lot. This is because most of the people with such machines also own at least one disk drive (I've got three). In fact, I

don't know a C64 owner who hasn't got one! And the magazine is so cheap at the moment that I am sure your most of readers wouldn't mind paying a higher price for the convenience of a disk. Even though you may have probably had some of them up with your offer of a tape-to-disk program (which is, in my opinion, a cop out), most serious C64 owners will not be completely happy until the day they can buy a magazine as good as yours with a disk, or 2, or 3 of them!

Nevertheless, Commodore Formator will be the best C64 mag on the market, so if your humble follower, will continue buying it, please I'm a nice guy!
L. Robertson, Manchester

30S

Are you a computer geek? Is your program on the verge of disaster? Then Jason Fitch is the programming expert of International Rescue. Just drop him a line outlining your problem — or better still your solution — to Inside Info, Commodore Formator, 30 Minnowbrook Street, Bath Ave

Oh, yes, Mr. Fitch Guy — please use the name. There is little Fred on the floor at Christmas with his new C64 Terminator 2 pack. He finds out that his aunts little has been buying CP each month for the last year so that he could have a good healthy wedge of cash to start his 21.

But alas! Shock! Horror!

Yelp! He can't play the demos on the disks because Father Christmas don't think to buy him a disk drive as well as a tape deck.

A real story, I'm sure you'll agree. Diffusing the program and games on cassette is the only answer because every C64 owner is content — tape owners AND disk owners. And believe me, most C64 owners don't also own disk drives — about 10 per cent of them, and sales of CP would probably plummet if we offered a disk instead of a tape.

Maybe in a few years time, there will be more disk drive owners and things will change. Who knows?

I REPEAT

Dear Inside Info,

I own a Commodore MPS 1250 dot matrix printer. I mainly use it to print graphics using my Power Cartridge. It prints perfectly well but I am looking for a PDR or listing that will make my printer repeat each line at the picture three or four times. At the moment it only prints each line once. Please, please can you print a PDR listing that will make it do that? I would be very pleased!
Dean Kelly, Carmarthen In The Mids

You want the simple answer? No. Because you are using a cartridge it is not possible to intercept the print routine in any way whatsoever. You could try setting the printer in double density mode before you start but then your pictures would come out very narrow and the cartridge would probably counteract your commands because cartridges are like that. Basically there is no easy way to get three or four times the darkness when printing graphics from a cartridge without investing in a very well-timed ribbon!

NEWBIE ALERT

Dear Inside Info,

I am interested in learning how to program so that I can make my own games. I have just bought a C64 pack and a 1541 disk drive second hand and any help in understanding machine code would be most helpful.
Alan Statten, Manchester

Err, yes, well, this really is a difficult thing for me to do. I cannot explain in such a small space everything you need to know about programming. You don't mention how well you grasp basic at the moment. Before you even attempt to program in machine code you may find it easier to be fully conversant with basic. Also get as many books as possible on the subject. The Programmer's Reference Guide is a good start. Your local library should have plenty of books on the subject.

The key to learning how to program in machine code is to look at how other people do simple things and experiment with their routines. Examine them and try to work out what each part does. I'm afraid that I can't really provide any pinpointed advice on programming. It is a very general topic. I just suggest that you keep reading CP, of course, and look out for the features on programming whatever they crop up. Alternatively, there's a new disk magazine, Light Disk (Datapoint Publications, 7 Paternoster Close, Harleth MW1 8JW) which is full of relevant information. You could also give that a try.

NOBBLED NIBBLER

Dear Inside Info,

Sumner was odd going on here. I thought to myself, I rang Data Electronics with a query about my Burn Nibbler, and was told (in passing) that sale of the utility was now "not allowed". I know of no legislation that could be invoked to ban the product that would not apply equally to photocopiers or cassette recorders. Can you tell me who opposed such a ban and under what law? enforced?
Brian Caswell, Baneriff

I certainly can. The product is banned, quite simply, under the 1988 Copyright Act. It is illegal to manufacture, sell or even use anything in the ordinary or sole purpose of which is copying copyrighted material. The Burn Nibbler has no other function than to copy confidential software. Photocopiers are meant to be used perhaps for copying reports and documents that you have produced yourself, such as a CV. Cassette recorders can be used to play cassettes. That is why things like Action Replay, Data's excellent cartridge, remain in the land of the living; they have other useful functions outside copying. I hope that sheds a little light on the topic. Now be brave, eat your lip and all that!



HORROR BEYOND BELIEF!

The Mighty Brain

In his secret

laboratory The Mighty Brain **CERT X** conducts terrifying experiments in his search for knowledge. If you want the World's most powerful cerebral thinking machine to work for you, then write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. More power, Igor!

PAYOLA!

Dear Bob (TMB)
Who drew the picture at the top of your letters page? Mark,bury
PS. There's a nice, crisp £20 note in the envelope for you if you print this letter!



Money makes the world go around. Well it does if you happen to own Markin and Park Lane!

The artist in question is John Richardson, of Richardson Studios. I think he captures my essential humanity don't you? Cheers for the cash, I'll spend it next time I get caught on Vice Street with a hotel!
TMB

A REAL STARR?

Dear TMB
I have been searching for a game and I can't find it anywhere. The game is called Rockstar: Aa My Hammer. Could you please help me out?
Paul Lewis, Aldershot

The game was published by Commodore (0000 814133) and if you give them a bell I'm sure that they will be able to help you out. Incidentally, the game is a management sim based on the record industry, and to win you have to be an entrepreneur, at present!
TMB



THE DEAD SEA SCROLLS!

Dear Mighty Brain
I have read Commodore Format

since issue one and think that it's brilliant. I would like to ask you some questions.

- 1) What is the difference between parallax scrolling and normal scrolling? Why is it called parallax scrolling?
- 2) Why are games that come on cartridge so average? The best car game I have seen is Racecop 2000 I've finished it. Many thanks to Bob quite good but is far from brilliant. I would like to see: The Simpsons, Smash TV and Creatures 2 on cartridge, if they were I would probably

The man who ate his way to stardom (Frank, it certainly doesn't have been his comedy act that made him famous, surely?) Wales, Lemmings, nice and small publishers these look out!



Face of David Evergreen's love partner (Lemmy)

scrolling is similar but further enhances the illusion of motion by moving different parts of the background at different speeds. Imagine a character moving across the screen, with hills on the horizon and clouds in the sky. As they cross, the hills move at the same speed as the hero, while the clouds move far faster. The result is a greater illusion of speed, and is purely cosmetic, but looks dead smart! It's called 'parallax' because of the optical phenomenon it replicates.

2) Many publishers shy away from carts because they're so expensive. The games

you refer to are also license titles, which further ups the cost. As leisure software is a creative business, you can never guarantee the quality of a finished game, especially if you try something radically different. So tried and tested methods are employed to ensure that a game reaches a high standard of playability. So while the titles may not be very original at least they'll be of reasonable quality.

3) Curiously, we must agree to disagree - although, of course, I am right and both are brilliant!

4) Because we can!

TMB

buy them all!
3) I disagree with CF on two things. One is that I don't like Ruggy the Molar Cap which you gave 90%, and I also dislike Rob CR 2/1 rate it lower than Dark Trap - I probably the worst game I have ever played!
4) Why do the CF team always have a go at Dan's Mirogator?
Tom Alford, Birmingham

1) Normal scrolling is the method by which the scenery moves in time with the character you control. This gives the illusion of movement - if the scrolling is smooth!
Parallax

STEWART

BRYCE

Dear Tim!

I was playing *Mighty Resistor* a couple of days ago with a friend called Stewart Bryce and he was boasting about how far he had got in the game. After my elder brother Douglas came upstairs, Stewart and I went downstairs.

After a while, my brother shouted down to us, "Ye god really far on *Mighty Resistance*?" He started saying a lot of stuff - completely untrue - about the later stages of the game and Stewart was saying, "Yes, that's right, I got there on my cousin's version."

We couldn't wait to tell him all this was too good to see his face. When we told him he went bright red and said, "Oh sorry, I was actually thinking of that game, y'know, the one called *Mighty Resistance*?"

Anyway, Powerpack 21 was quite good, but somebody on your team can't spell Southern. On the back of the box it says "Southern Delta", but it says "Southern" on the other side. Whoever did this is a complete Stewart Bryce!

Malcolm Derby, High Wycombe

You mean you've never heard of *Mighty Resistance*? I'm shocked, it was one of the cult hits of last year. The sequel to *Mighty Resistance*, it took the two heroes into battle once again, only this time their family is held hostage in their own home. It started to reach the same way as *Mighty Resistance*, then for a few levels it began to vary dramatically.

A few test copies of the game were sent out, but it was found to be far too tough for normal games-players. It seems that Stewart was lucky enough to have played one of the precious few copies that saw the light of day! It might even be worth something to collectors.

I know that Rager - who lives on the outskirts of High Wycombe - has a copy of *Mighty Resistance*. Why not pop round and have a look for yourself? We wanted to show him what quality full-prices could really do.

The other Stewart Bryce is in fact the editor Trenton White. You are totally correct - he cannot spell Southern.

TMB

IQ PLUS!

Dear Big Bob of Grey Matter (TMB)

- 1) Is 88,880 the highest score you have ever seen anyone reach on *IQ* in a mere two days of playing?
- 2) Is there a planet of The Mighty Brains and did you once live on it?
- 3) If so, do you have a girlfriend who you send postcards to there?
- 4) Did you used to live in a giant's head?
- 5) What's the worst fight you that's ever been released on the Amiga?
- 6) What would you say is the best construction kit you've?



The *Mighty Brains*, but highly-respectable *Mighty Resistance*. How do you want it copy?

7) Are you invincible? (Not, Nor)

8) 88,880 is a highly-respectable score on *IQ*, although I've seen James knock up 82,000 in a couple of hours.

9) Yes, and yes, in your language its name translates

as *Obituarist*!

10) Yes, but the GPO doesn't deliver there, so I cannot address and transmit them by telepathy. Sir's not meant to look at, but physical attraction doesn't come into it - I love her for her mind.

11) He has to be Snow Strike from *US Gold*. It told the tale of a US strike team attacking Colombian drug lords.

Unfortunately, it was the first fight aim to feature 2D graphics. It was unplayable, unemployable and utterly appalling.

12) Without doubt, *3D Construction Kit* from *Domark*. It takes a little getting your head around, but the results can be very spectacular.

13) No, everybody can see me quite clearly! TMB

BERWICK RANGERS FOR THE CUP!

Dear Tim!

I am writing to you in the vain hope that you'll answer my questions. It must be the latest time I've written to you. We've had to sell the house and live on the streets to pay for the stamps I've used. Please answer this or I'll be forced into child slavery!

1) What do you think of Miss Whiplash?

2) Is there going to be *Supremacy 2*?

3) Are there any more *HeroQuest* expansion packs planned?

4) I subscribe and I used to get a letter from the Editor with health issues. I don't see why is this?

5) Is there going to be a follow-up to *Big Man from the Cosmos*?

6) Is there going to be a *Creatures 2*?

7) If you've been around so long why don't you answer some of the mysteries of the world like Stonehenge, the Pyramids, how the *Liverpool* was created and why the Americans all vote for stupid streets in the Presidential elections? *Stewart Swan*, *Berwick Open-Taped*

1) I respect Miss Whiplash as a fellow professional journalist. Obviously, as I write a similar section to her we can be considered rivals, and as such I would rather refrain from qualitative comments.

2) Unfortunately, no.

3) None is planned at the moment, but give *Space Crusade* (Granline 0742 763400) a blast - it's in much the same

vein and just as good.

4) Colleagues say that there's an 80% chance of BH making a comeback.

5) That's right, every subscriber should get a letter from the Editor with every issue. This contains news, gossip and special copies for subscribers. Next assured you will get one with every issue from now on so at that rate you are going to have me and my phased Plasma rifle to answer to!

6) Could be, but the Ages team are taking a well-earned, long lie down in a dark room after finishing *Creatures 2*.

7) Some mysteries are more fun as mysteries, like the pyramids, Stonehenge and the big bang. As to the American electoral results, well you see it's the thing of the great ones get ahead! John

Wilkes Booth smacked the one who abolished slavery in 1865 and James's second cousin twice removed was

topped for having the bottle to initiate civil rights legislation in 1863. The dull ones always seem to survive!

PS. Sorry about the house, but "Water a good read than a warm house," as my Great Uncle Brain used to say (but then he was completely mad!)

BRUTAL DELETED

Dear MB

I'd try to number my questions since I never received an answer to my past letters.

1) I found out that *Microchat* are no longer in business. In which case, how can I get hold of a copy of *Speedstar 2*?

2) Did you ever read my letters in the you just pick a bunch and print them?

3) Why don't you ever include sports games on the cover tapes?

4) Finally, can you please print

Microchat's address? And please

Brutal Deleted - the weekly best-seller award given to a single issue of *Brutal* when it has held up for a living. DS, and more good!



"I have a dream, I have seen the promised land, I have seen the vision of America."



don't throw this letter away. Paper doesn't grow on trees, you know?
 By Alessandro Molinaro

1) Microsoft were subject to some "difficulties" at the end of last year and ceased publishing software. As each game produced was subject to a separate contract, this means that the publishing rights went all over the shop. Some Microsoft could sell on, others reverted to the programmers, or whatever. This explains the absence of games like Speedball 2, Final Samurai and friends from the shelves.

2) I read them all. Your last letter didn't have numbered questions, did it?
 3) We're not around the software circuit for the very best full games. As soon as we find a good enough sports sim I guarantee we'll get in on the race!

4) No problem, write to them at the following address: Simulmondo, Viale S. Pietro 26, 40137 Bologna, Italy.

You'll be glad to know that every outstanding page from the CP's is available for recycling - guess we are so right on! TMB

ROGER AND OUT!

Dear TMB

1) Is it actually true that Roger Frames buys budget games?

2) If so, why on page 50 of CP12 is one of his girlfriends playing Chuck Rock on his Cony when it's a full-price game?

3) Why are you always picking on Bob? Jonathan Finn, Rochester, NY

1) No, not if he can help it. Normally we supply young Roger with all the games he reviews, but occasionally we do make him buy one just to teach him a lesson!



Bob says that teenage-features that involve Veronica teaches the average boy a lesson.

2) Veronica was playing a full-price (just to wind up the cheeky young pup). Third of it, Roger was in a dress, his Commodore had been commandeered by his arch enemy and it was being used to play one of those excellent games that he'll have to wait at least a year for!

3) Because I can!

TMB

EGG-TIMER

Dear TMB

I would like to congratulate Commodore Format on being 21. As my present I would like to give you the Spanish Inquisition (nobody expects the Spanish Inquisition - Cardinal Fingit).

The early start! The Inquisition's start - so fearful - was...



1) Are Commodore planning to release any more Ozzy Games?

2) Would you be able to make the letters/eps section bigger if more letters/eps were sent in?

3) What are you up to?

4) Is there anywhere I can get an original Ozzy from (on its own)? Stephen Adams, Gickon-Trent

1) There sure will be and it'll be entitled Ozzy and the Last Fressian.

2) We already got enough letters to fill a magazine on their own! Each one is read and the comments noted, but the 50 never gives me any more pages! I always want more letters, though - reading your stuff is the only thing that keeps me sane!

3) Obviously, as I am a different species from you I cannot strictly be considered either male or female - although because of your language's limited semantic structure, I will use male pronouns for convenience.

4) There should be a couple of copies still knocking around the shops, but your best bet is the compilation packs Cariboo Collection and Ozzy Collection. TMB

OH, DEAR!

Dear TMB

This is a letter of complaint, so I hope you have the guts to print it. It issues on there were 90 pages and it cost £7.99, in issue 21 there were 68 pages and it cost £2.93. I think you've got some explaining to do, don't you? Paul Thomas, East Talbot

I haven't got the guts. How could I when I'm "just" a boy? But I have got the answers. Sadly Commodore Format is prey to the same kind of economic pressures that have undermined such other things like the American economy, the UK economy, the Japanese economy, etc. But seriously, CP7 cost £2.98 and that was the April 1991 edition. The price increase for CP12 July 1992 was our first price rise in 18 months and was forced by the ever rising material costs of paper and things like that. And as of Future titles are printed on paper from managed forests - where each tree cut down is automatically replaced for later harvesting - we are trying to balance good business with good sense. TMB

MARK SIX

Dear TMB

I have only had my Commodore for about four months and want to ask you some questions.

1) Which is better, the Power Cartridge or the Action Replay 16K/1?

2) What is a coin-up version?

3) Can you get The Secret of Monkey Island for the Commodore?

4) What's the Commodore Club's address? Clive White, East Kilbride

1) The best answer I can give on the cartridge question is that of "horses for courses". The Power Cartridge is the cheaper of the two devices and is designed more for programmers and older types. The Action Replay has a higher price tag and is a gameplayer's add-on, so the utilities it offers are more "cheat"-based. Both are good in their respective fields. For the full spec' get hold of CP10 which runs a special Cart to Cart feature.

2) A coin-up version simply refers to the original arcade version of a game.

3) None of the Monkey Island series will be produced for the C64. This is due to immense amount of data involved. Monkey Island 2 for the Amiga, for example, comes on 11 disks!

4) The Commodore people can be contacted at Commodore, PO BOX 99, London E14 6BT. They are currently taking applications for contributors and subscribers for the next series. TMB

HAPPY BIRTHDAY!

Dear TMB

If a man opens three bank accounts and puts £10 in the one which offers 10% interest per annum, £20 in another which offers 7.5%

interest PA, and £100 in an account which offers 1.5% PA and leaves all of them for one year, which earns him the most interest?

Mark Little, Stockton-on-Tees
 PS: I was 13 recently and, as the CP had my name made a date of CP12 which was also my Birthday issue. Good boy!



A whole world of the mighty G. Harwood

The man would, of course, earn exactly the same amount of interest in each of the three accounts. He would be better advised - in my humble opinion - to get the lot on the 50-1 outsider Sporting Lad in this year's Praxina Centaur Derby! TMB

PS: It looks smart!

THE END

Do it! Do it! You know you want to! Yes, write to The Mighty Eagle. He can tell you the answer to any problem, any question, anything at all, in fact. Just drop him a line to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. He scans the mail-back every month for the brightest letters since Gutenberg invented typewriters. Please don't send him any SAs! Though as TMB has trouble taking the envelope to send your stuff back!



ROGER FRAMES

buys
Budget Games



A life under the ocean wave is what Roger's after this month. Who knows what amazing sights he'll see? And can he afford the fruit?

KLAX

The Hit Squad C3.99
Contact 081 802 8023

Imagine a world in which there were no people (except you, obviously). Imagine that instead of people there was a huge blue thing with objects sliding down it that you had to collect as they fell off the end, and then you had to drop them into piles according to their colours.

Now stop imagining stupid things and go and buy Klax. In this game you have to do exactly what I described so brilliantly above. It's very much like Tetris, but with coloured rectangles instead. You must get three or more in a row to make them disappear, and there are points bonuses for the different ways in which this can be done.

It's hectic, it's fast and you'll get hooked, I did. In fact, I was so busy playing, I missed a game money-making opportunity when I found dad's coins spilling out of his pockets as he tripped on a roller skate I had carefully positioned on the stairs.

Where was I? Oh yes, put simply, Klax is a brilliant puzzle game.



No, no, I know what you're thinking but I deliberately made a complete mess of this just to show you what not to do (ahem).



KLAX

It's a classic, is Klax. Better than finding that packet of bourbon because your parents hid before they went out. The joystick is a bit sensitive, but if you let that get you off, you're no friend of mine.

FRAME RATE



90%

NIGHTBREED

The Hit Squad C3.99 Contact 081 802 8023
Benny's big brother, Martin, saw the film this game is based on at the cinema (he's old enough to get into 18 rated films, that film). He said it was packed with mutants and hideously-distorted underworld creatures, so I reckon he was lucky to get in (and when he did, the mutants had very tall heads, sat in front of him and stomped popcorn loudly all the way through the film).

The game is a horizontal platform fender, in which you punch, kick and generally try to annoy the crowds of people who want to stop you getting into Milan, a mystic

underworld city with an enormous curvily electricity bill.
Nightbreed's top. It's not an easy game and there are lots of levels. We're talking single sessions here (which is quite apt, really). The graphics are deep and mysterious and there are tons of weird and disgusting monsters to behold – the idea that you're fighting the evil humans, you see, (There's some yucky message about it because you're ugly doesn't mean we're rotten – they obviously haven't read some of the girls at my school.)

But we are talking about four enormous points, here. I'm not completely sure it's a must-buy, but if you're after a strange multi-leveler with more mutants than you'll find in 30000 other dark, make a bee-line (whatever that is) for it.



Oh, if it's a fight you want, you've come to the right man. It's never more subtle for duty (unless it involves neck wringing).

NIGHTBREED

Tougher than Bruce Willis and bigger than Terry Wogan. Perfect for people with strong stomachs and rock-hard entrails.

Nightbreed is too mature for the likes of me.

FRAME RATE



74%

CYBERBALL

The Hit Squad **\$3.99 Contact 801 832 8833**
This is a version of American football played with icons, tanks and other amusing things. It's fabulous, you see.

Before you play it'll help if you know something about American football. To me, it's just 20 well-padded men shoving things like, "34-27-31, hap tuah!" then turning head-long into each other with bone-shattering force. Jolly good fun to watch, sure, but more confusing than lying to put your dad's computer disk player back together.

Luckily, graphics doesn't spoil Cyberball! You soon learn how to try different approaches, and the rules are pretty easy to pick up. What you get, then, are loads of armoured men and machines smashing into each other a lot, while you control the guy who's got it all just all this carnage to his score. And pretty good fun it is, too.

The best thing is the two-player mode. Here you can gleefully destroy your friend's team with massive hardware displays. Every time you're happy, I can tell you!

Cyberball's fast and smooth with pretty good graphics. The only thing is, once you get good at it, it's quite easy to beat the computer. A friend is an essential accessory.



It's like a jollyard out there. The things never see crashed into the walls, which was not the Challenger tank, becoming it into the Defender tank-like's path. Whome, really.

CYBERBALL

A good game. Better, in fact, than chasing bacon on the difficult pipe of your parent's car and watching everyone wonder where the delicious stuff is coming from.

FRAME RATE**80%****SUMMER CAMP**

Klex **\$3.99 Contact 021 825 1086**

You're not a human. You're a mouse. You're Maximilian Mouse to be accurate. But instead of doing interesting things like fertilizing aphants and turning girls into giggling snacks (which most of them are anyway) you must run around a real top-special island of platforms.

There's some completely unamusing plot to all this, but I won't bore you with it now. It's a bit short and there are money-making schemes to be thought up.

Basically, Summer Camp's an average platformer. The gameplay isn't as good as I would have expected, but the graphics are

the next problem was getting the record to come under. The appropriate Swimming Pool was to be the testing ground, and I just got with the little thoughtless safety belt to my back.

The next scene proved to be completely unamusing, as well. As it took place along in total silence, I was real pleased that the route seemed totally empty of traffic, which might have got in my way and slowed the progress of the Moushylys.

mine, although time has faded their once-impressive appearance, like an old wedding photo that's been left in the sun (what are you talking about, Frames? — Ed).

The thing is, there are so many games like this on the 64, you should only spend your vital moola on really good ones, and I don't think Summer Camp is a really good one. But, as I've said before, I'm not an all-knowing being (unlike that grey-toed dog's thing: The so-called Mighty Beanz).



Man has died in the pursuit of that loss of Action graphics. It's hard to see something enough to go for the cheap stuff.

SUMMER CAMP

If this is your 'thing', you might as well go off to a real summer camp and pretend to be a mouse there. Still, the graphics are nice, which counts for something I suppose (uhuh? Yep, actually).

FRAME RATE**60%****SLY SPY**

The Hit Squad **\$3.99 Contact 091 832 8833**
I don't call falling out of a plane in full view of the population of Washington very sly. And, unless you count hearing a good look into people's back-gardens as you fall, I don't see that much slying going on.

Anyway, this is the case of Sly Spy. It's nothing if not action-packed, as you might be



able to tell from that total description. The next bit sees you walking in front of Lincoln, Marianne, showing people. Get out very sly, but good fun nevertheless.

And once you've proved that you can shoot lots of people in public places, you get to go on a motorcycle (again, I fail to see the slyness involved here) and also do a spot of water-diving. I don't like this bit, but that's been your old water for the time being.

None of it is particularly spy-like, but all of it is rather good fun. If you can forgive the painful multi-load (which took years off my young life), you'll have a lot of pleasure riding gamelady to look forward to.

Go one mission with Special Agent Frames (don't panic). Well, if I can just send a text message, I can lead on that and I'll be back in the thick of the action events.

**SLY SPY**

If real spying's as much fun as this, grow old very quickly, join MI6 and become Head of the Secret Service. Then fly off to heavily-guarded places and start abouting badgies. You won't regret.

FRAME RATE**87%****EMLYN HUGHES INTERNATIONAL SOCCER**

Touchdown **\$3.99 Contact 0388 841 126**
No, I absolutely refuse to try and do an Emlyn Hughes impression. No, I will not attempt one! (Don't pay you nine-pence — Ed.) Okay, Eh... uhuh... hehehehe. Can I have the

money now? (I now have to be kidding after that early attempt — *Bill*.)

Rats. Trenton watched on. So he and I didn't get the cash. But it almost doesn't matter because EM International Soccer is completely brilliant. It's a sort of sideways-viewed job, with loads of detail, loads of accurate names and loads of on-pitch action. Everything is controlled with the joystick, and there are plenty of very Amiga-ish full screen menus. Really over-rated and expensive machine, the Amiga...

Err, anyway, once you get to the match itself, you'll have more fun than a hamster in a recently replenished grain silo. It's quick, it's accurate and it's got tons of excitement, so it beats the real England football team hands down.

This, combined with the rather spotty selection procedures and the full set-up of a World Cup to play, makes Emlyn Hughes International Soccer a ting amiraglio footie game. It's miles better than going down the park for a kickabout.



I had a slight misadventure. Happened (that is at the bottom of what an experienced submariner call 'a bit'). The weight of the Nautilus propelled me at 45mph towards the base of the bottom and I realised in time as my breath turned empty and slowing me down at all. This, I felt, would be a laugh to find the splash of the mighty *Sub Regal*.

Ever read under pressure, I aimed the torpedo tubes, blew the location tanks and prepared to dive into the middle of a group of steam-lookng children...



Emlyn passes to Emlyn, who heads into Lindsay. Lindsay shoots, proving that there is only one Emlyn Lindsay, and all the others were just mass hallucinations.

EMLYN HUGHES INTERNATIONAL SOCCER

If it comes down to a choice, don't buy a Harley Davidson and ride Route 66 across America singing My Way. Instead, use the money to buy 1,250 copies of this game, and play them all.

FRAME RATE 91%



breaking it, and then whipping off tops like it's going out of fashion. With luck the ship will sink, and you've got another bit. The graphics aren't bad. There's a lot of them, too, ranging from boring sheets of gauges and dials to the brilliant explosive bits. It's great.



How fast? Get into a Frame game and it'll inevitably show torpedoes has retreated into the side of the ship, causing a Red-headed dead and emptying the coffers, which only insured it Third Party.

SILENT SERVICE

If you can't afford it, get your parents to 'sell' you the money (yes). It's a great game, and beats having a nigger's head fall on your head any day of the week.

FRAME RATE



ITALY 1990

Well, Lady Lady goodness (just out the Another football game. How amazing. And guess what? It's very nearly as good as Emlyn Hughes International Soccer. We are privileged this month.

For starters, it's a bit out of date. I mean, I wasn't even born in 1990 (well, I wasn't very old, anyway). And of course, all the teams have changed an awful lot.

But, the Emlyn, the playing sequences are rather mean. There's a bit more of enjoy-ful thing, and plenty of top-down action. It's easy to get the hang of, easier than Emlyn Whitehorse, but it's tough to win all the

SILENT SERVICE

Box £3.99 Contact 021 835 2888
 Dipl Periscope up. Bearing 058 degrees.
 Dipl Enemy sighted. Open fire — all torpedoes dipl Misses goin down. Capt Franks (Stoper, Sir, Your Admirals. Excellent work, man. Boy)

Yes, there's nothing like mucking about in submarines. Well, coming close to death is quite like it (as you can see from this month's story). The premise of this game is that you control all the decision-making bits of piloting a submarine as you slug out into the Pacific to go hunting Japanese ships (it's the Second World War post Pearl Harbor, you see, so you're allowed to do this sort of thing).

Once you get your head around the tricky parts (such as entering courses, bearings and headings) you should be able to skim around beneath the waves, blasting at every surface ship you come across.

There's a lot of skill involved here, too (you don't move as quickly as the enemy ships. You have to intercept them at an angle, while remaining submerged). Then come close to the surface, while not actually

TOUCHDOWN WITH SOME TOUCHDOWN GEAR

Emlyn has launched a budget label (much to Roger France's delight). It's called Touchdown, and it's already winning Corkers (well, a Corker, anyway). To celebrate the occasion of the new label, we've pushed the best out, splashed out and generally got rather wet by having a couple. So how would you like to win one of 11 exclusive Touchdown T-shirts and mini American footballs? Simply send us your winning (there couldn't be a loser). Just answer these brilliantly-asked questions and stick them with your name and address on a postcard.



- 1) What's the Dallas American Football team called?
 - 2) What is the biggest annual American Football competition?
 - 3) What's a London American Football team called?
- Send your postcards to the:
 I'm not sure what Golden means Comps,
 Commodore Format, Future Publishing,
 28 Marshfield Street, Bath, BA1 2SL.
 And it's got to get here by 15 August. Trent's decision is final, and any members of Future or Touchdown that enter will get face-mashed (which isn't nice, believe us).

Correct scientific thinking states that underneath all this science, genetics, technology (padding there is a man. But there's little else of a brain within the man.

50 BUDGET TIPS

time. There are loads of things you can do, like decent passes, banana shots (whatever they are) and... er... other things too.

Overall, if it came to a fight in the car park, my three games is an *Zimzy*. But it's a pretty close-run thing. The *Zimzy* graphics might just be the clincher at the end of day. And together, they're two games of four halves.



The ball whizzes past the net with the strength of 100 men. Lucky it didn't go in, or it would have been full repairing the hole.

ITALY 1990

It feels having your gut broken at you from a Italian South-east commander train, especially if you thought there was no-one around and the station was deserted. But *Zimzy's* better. Eh... *zawah, Neahh!* (You don't get a second try - £2)

FRAME RATE

85%



QUATTRO MEGASTARS

CodeMasters £3.99
Contact 0925 814132
Yet another four Codes game on a single cassette. Value for money (VFM) or what? Well, that depends on what's on them.

C1's *Playhard Andre* is first. This is a remarkably fine platform game. It's got a cute elephant in it, it's got loads of things to kill and it's got loads of platforms to kill them on. *Jolly decent stuff*.

Sly Mgt Stardust is next, and what a



Now can a frog kill an elephant? In this case, an elephant *definitely* read life at all. Pub. I want the money back.

vertically-scrolling shoot-'em-up with an unlikely name it is. You must, under the pretence of making a movie, fly up the screen shooting planes, balloons, helicopters, tanks, trucks and all sorts of other nonsense. Basically, it's another jolly fun game (and good VFM at just £1.95).

Moving really on, *Bigfoot's* next, and it's not very good. The fellow is difficult to control, the graphics are as poor as a very poor person and it's basically not much fun.

Lastly, there's *Little Puff*. Well a pile of chicken wings, it really is pretty



unpleasant, and not worth the time it's been coded on. *DJ Puff* is so much better. *Little Puff* is an arcade adventure in the *Dizzy* style, but boy is it bad.

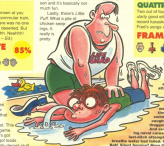
So overall, two pretty good games and two complete piles of poo. The choice is yours. Personally, I think if it had three good games it would be a must-buy. As it is... well, it's a tough decision.

QUATTRO MEGASTARS

Two out of four ain't bad, but it ain't particularly good either. You could always record cassette versions of *Right Said Fred's* songs over *Little Puff* and *Bigfoot*.

FRAME RATE

69%



I'm not sure what happened after that, I think I was slightly charged by the *Commander* in the North Sea. Similar that in a large sea and two rather small children attacked the *Naughtiness* with a life of the deep sea.

Commander *Frames*, suffering from the *Swiftness* of *Commander*, made his vital decision. It was time to suppress the *Naughtiness* and wait for it. But my toes were caught and I felt myself being dragged down with the sub... and several seconds later a glittering *Naughtiness* was seen. There with, my last-ditch attempts to quickly grow girls and breathe water had failed. It was a long shot anyway.

Bob! Bob! Bob! How like 'water a high pitched...
at hearing sound and get repeated by your parents when they arrive! Better if you eat and



Into mountain biking? Get into MBUK

- Team MBUK reveal their high-speed secrets
- World championships, what, where, and when
- WIN a Trek 700 worth £650

And loads more **great action!** Only **£1.95** in the shops **NOW**
MBUK - Britain's best selling bike magazine

August issue
in the shops
July 23

MEGA SPORTS



OVER 30 MASSIVE SPORTING EVENTS HAVE YOU GOT WHAT IT TAKES?

U.S. GOLD

AVAILABLE ON: AMSTRAD DISK • C64 CASSETTE & DISK • SPECTRUM • ATARI ST-AMIGA

U.S. Gold Ltd., Units 2/3 Watford Way, Watford, Birmingham B6 7AZ. Tel:021 426 3266.

Commodore 64 Power Supplies	£24.99
Commodore 64 Compatible Data Recorders	£29.99
Commodore Tape Head Alignment kit	£9.99
Data Cassette Head Demagnetizer	£9.99
Commodore 64 Light Guns and games	£29.99
Commodore 64 Handbooks	£9.99
Commodore R.F. Leads	£9.99

Prices include VAT, postage and packing.

All orders sent by return: Cheque/Visa/Access

**Trade-in-Post, Victoria Road,
Shifnal, Shropshire TF11 8AF**



Tel/Fax (0952) 462135



\$1000
USE YOUR VOICE
TO
OUTSHINE
THE
CONSUMER
WIN BIG
CASH PRIZES

★ DEAD OR ALIVE ★

★ 0891 313584 ★

TERMINATION

Win A Mega Drive

0891 313589

TREASURE ISLAND

0891 313586

Prizes are given to the first caller who answers the phone. Cash prizes are given to the first caller who answers the phone. Cash prizes are given to the first caller who answers the phone.

WTS

COMMODORE C64 REPAIRS Just £29.00 inc



- * Commodore registered.
- * Over 10 years experience with Commodore computers.
- * 20 qualified technician engineers at your disposal.
- * We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
- * Some computers can be repaired within 24 hours.
- * Prices include full service check, overhaul and soak-test.
- * All repairs covered by a 90 day warranty.



CP

How to take advantage of this exceptional offer:
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

WTS reserves the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applies.

**WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 6EZ**

(0525) 491949 • (4 lines)

Games use a familiar space theme in Games Design II.



Make the text - demo files are always being my messages for other coding groups.

You may be wondering what all this demo stuff is about. What is the use of a demo, what is the point of them? The easiest way to explain why demos are around is to start off by going back in time...

IN THE BEGINNING

The first demos appeared on the Commodore network. These small programs generally fell into three categories: coders demonstrating routines, graphic artists showing off their pictures, or musicians showing their work. Unfortunately, owing to their specific nature, most early demos were not designed to be admired by the masses.

A group of demo makers, however, got together and decided that the limited appeal was not enough. They divided themselves into teams, with some members handling the coding, some others drawing the graphics, and another composing the music. Some of the early Commodore demos still hold up well, and it's worth looking at material by the Judges, Triad, Ash + Dave (rises games writers) and Gail + Mike (who later re christened themselves Digital Light and Illage).

One of the largest groups working on Commodore was M470, who produced many



Make Simon show off the C64 at its absolute best with the demo 'The Postman'.

products. One of their best BASIC writers, MacLellan, is still on the scene - 13 mention him again later. Other groups from Commodore are still going strong. In fact some are over 10 years old!

CELEB'S CORNER

Many famous names used to visit 'The Net', at one time it was used by lots of software houses to search for new talent there. A few of the big

names on the network included Tony Crowther, Damon, Matt Gray, Roger, Rob Hubbard, The Marquis of Noise and Jeff Bishop.

CompuLink included personal mail (electronic mail) as well as a 'partyline', a multi-user conference. Of course, these were nothing new in computer terms. MS-DOS and UNIX systems have had similar things around for years (high-powered operating systems for the uninitiated). But to the C64 owner, these were a revelation. And, most importantly, FUN!

THE POSTMAN ALWAYS CODES TWICE

The use of personal mail and partyline was expensive, and led to people making deals to reach other to cut down on costs. CompuLink obviously didn't start this process, they just accelerated the speed at which the idea, and therefore the

DEMO-STARS

PD

demos

show the

C64 at its best, with brilliant colours and

outrageous sounds.

Yet they're given

away. So why do people spend long nights

coding? Demo expert

Simon Collis digs deep to see what drives the

writers and the demo scene.



Eye, never right, due to the wonderful and wonderful 6.



Smooth Criminal from Ash + Dave. Jacko provides the 'locking' sound track for the demo.

swapping some, spread. The number of contacts for the average teenager increased dramatically,

sally, to the point where some of the bigger swappers today can have anything from 50 to 200 contacts each.

As the charges increased on 'The Net', so the number of customers declined, concentrating instead on the swapping scene. People began to set up their own BBSes (bulletin board systems), to the point where nearly all large groves now have at least one board, if not more.

BBSes being operated by European groups (such as Center and Flamingo) include South of Heaven, Attraction, The Tedium and Waste Aquarium. Most BBSes also deal with news, disk magazines and e-mail. However, in order to access these BBSes, you'll need a modem and the relevant software. Some PD

owners have software on tape and disk.



Triangle's dome architect
Blaise features
a stream of
smart hand
logic and
some
strange
code.
Core style
soft.
Good
stuff or
about?

especially if they're members of 'music only' groups, such as Sonic Quartz, The Ramo Circle, Torture of Music or The Vibrants.

Disk Magazines - these contain news, demo reviews and charts from around the world. Charts are often voted for by the readers. Most magazines list contact addresses for obtaining vote sheets, later issues and so forth. However, these can sometimes be somewhat controversial: an early edition of the magazine *Smooth Criminal* caused trouble owing to its containing the information necessary to build a bomb!

BOB'S YER UNCLE

Most demos cover a much older area than these, concentrating on the coding tricks that programmers are using. There are many different tricks that can be used in order to make demos more impressive, including bitb plotting, DTPM and wretching. There are too many to list here, let alone describe, but most are simply amazing.

More contemporary demos include productions like *Designer* by Madpuck of Hells (I said 'I'd mention him again'). This is an excellent demo, containing many original ideas, and great graphics and music. Absolutely everything was written by Madpuck. If you



manage to find this one, then get it - it should form the part of any demo collection.

for Design Castle, produced by Crest, is much larger than *Designer* - it covers two disk sides. Packed-breaking parts and original feature routines - such as a part including 800 sprites - all help to form this demo. Another bit displays a logo moving OVER a diamond-pattern, and the diamond uses all 16 colours at once!

ORIGO GANGSTER

The standard of demos is constantly improving, as new routines are invented. The latest Origo demo, for example, leads the next part while playing the former. And the demo doesn't suffer for the other - all the parts are

ATION



How do I listen to the music and see 'them' at the same time as well?

although most have lost the latter format, so you'll probably also need a disk drive. This is because not everything can be mastered directly on to tape, as it requires the original source code to be altered.

ONE SIZE FITS ALL

Demos come in many sizes, from one file (the easiest to put on to tape) to massive multiocks featuring many parts and filling both sides of a disk. Many groups prefer to release one-disk-side demos or half-a-side demos, not only because there is less work involved, but because smaller demos let you fit in other things, such as...

Music Packs - these are special demos comprising one screen, which is usually a list of the music in the pack and a tape. A remote method (often number or letter keys, a joystick, or a combination) is used to select the tunes and play them. Musicians generally distribute their music for dance in this way.



Yet more awesome Demos... This illustration is typical of the work on the PD circuit. It shows a demo which is packed with work. When you're only playing for the disk and memory, this is smart value.

Do you want to read your new magazine? Then choose from our 3D upgrades from the options menu!

DO IT YOURSELF!

Believe it or not, but you can try your hand at demo-creating. By using some of the software utilities readily available on the PD scene, you can create your very own demos, without coding a thing.

The one shown here offers you a set of basic steps that revolve around the screen. But anything on screen can be changed easily and quickly, using a menu system that lets you just click a 'demo' of your choice into being.



Just click and go. What could be simpler?

The speed of the balls, the spacing between them, the music, the height and the width can easily be altered by using the joystick. You can then just click the menu items and watch what you've created. If you really like your design, it can then be saved out to disk.

Obviously you won't make a demo that changes the world, but it's a fun way to play around. It shows just what sort of weird coding considerations go into making even a simple demo happen.

There are maths aplenty for starters, and although it's not necessary to know what "do-as-an-obj" means as a term, you'll soon learn what effect it has on your patterns. And you will also acquire the knowledge to manipulate the factors that

make some demos great and others just a bunch of coloured balls whizzing around the screen!

When you've created your demo, just click to the display mode and witness your masterpiece!

A-Z OF DEMO GROUPS

Accuracy, Beyond Form, Blackout, Bonzo, Carnot, Carver Design (the Wonderful series in particular), Comic, Crazy, Crest, Entrogen, Flash Inc., Genesis Projects, Graffiti, House Designs, Logic, Mats, Origo, Fabus, Pirates, Sense Designs, The Ancient Temples, Cues (The Digital Underground), The Flying Company, The Voice, Topan, Trainers, X-Ample, and X-Factor.

excellent; there are some incredible colour effects and wonderful fractals. To explain what fractals are would take the whole of this article, but for those in the know, they generate some 18-bit art. Manfred, Gustav and Julia rock. (And for the not-so-techie people, we're talking about those pretty swirly pictures loved by ravers and new-age folk.)

Cues (previously called The Digital Underground, or TDU) have, in their latest demo, decided to give some details of their selves - each member of the group has a digitised picture of herself, with some personal data. There are some nice effects in it, and new twists on some themes, so it's certainly worth getting your hands on.

BUT WHY?

So why are there so many groups on the demo scene? Why do so many people spend their free time writing demos?

One reason is that software houses have been known to look at PD disks in order to find new talent, although this practice is no longer as common as it was when CompuServe were at their height. Several well-known programmers who have started out in this way include Manfred Tranz (Tumber 1 and 2), Markus Schneider (Rolling Ranny), and Jason Tai (numerous games, including Turbo Car Run and Robocop II).

But could there be any other reasons? I asked Briny's WHM Design (one of their top graphic artists) why he originally decided to produce demos.

"Basically, it got a name for myself, but also to improve on how to use a computer with art." He considers his best work to date to be 'The Project Unknown', 'the graphics for that are very nice, with the sword logo and the DYSIP'.

PRIME MOVER

It would seem, then, that the prime motivation for creating demos is to establish a name for yourself - to build up a reputation for quality work with the disk magazines and get voted for in the charts by the readers.

In this way, the magazine plays a large part in the demo scene (although a lot of people voting tend to select those people who

THE COMMODORE COMPUTER 9000
1995 !!!
THE LIGHTS !!!

There's your demo! Great writing images and music in pop video style.



are already at the top of the charts). You can obtain demos either by writing to the swappers in the groups themselves (usually in Europe) or by going to the PD libraries. If you go direct to the swappers, then you'll probably only get the newer stuff, but you'll also get things back - assuming that you have anything to swap them.

For anyone new to the scene, I advise starting with a PD library - they'll be able to supply both old and new material.

BENOW COLLIER



Yes, you've guessed it. This one's certainly called the heart show. Quite why both chose, but it's good, real good.

CONTACTS

Briny Zone PD
34 Portland Road
Droghda, Westmeath
W9D 7Q9I

X-POSIVE PD
P O Box 581, Hull, HU5 2YZ



FREE CATALOGUE

COMPLETE & RETURN THE COUPON BELOW FOR A FREE 54 PAGE COLOUR AMIGA CATALOGUE

Commodore AMIGA

FREE! FROM SILICA



When you order your Amiga computer from Silica Systems, we will give you the following FREE! (subject to a minimum order of £100.00):

- A 54 PAGE COLOUR AMIGA CATALOGUE containing great information on all the exciting software titles available for your Amiga system.
- A FREE POSTER featuring the Amiga Action Games Pack.
- A FREE 54 PAGE COLOUR AMIGA CATALOGUE containing great information on all the exciting software titles available for your Amiga system.

16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

When you order your Amiga computer from Silica Systems, we will give you the following FREE! (subject to a minimum order of £100.00):

WORTH NEARLY £360!



AMIGA 500 WITH BUILT-IN NUMERIC KEYPAD

- 512K AMIGA 500 COMPUTER
- BUILT-IN 1M6 DRIVE
- A528 TV MODULATOR
- MOUSE CONTROLLER

PLUS! FREE FROM SILICA:

- PHOTON PAINT 2.0
- ARCADE ACTION GAMES PACK
- GFA BASIC INTERPRETER V3.5
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION



£299

INC VAT & DELIVERY. REP: AMC 0300

CARTOON CLASSICS



AMIGA 500 WITH BUILT-IN NUMERIC KEYPAD

- 128K AMIGA 500 WITH BUILT-IN NUMERIC KEYPAD
- 2MB 5.25" DISK DRIVE
- A528 TV MODULATOR
- PHOTON PAINT 2.0
- GFA BASIC INTERPRETER V3.5
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

PLUS! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

£359

NEW! AMIGA 600



5.25" 100% IBM COMPATIBLE

- 128K AMIGA 600 WITH BUILT-IN NUMERIC KEYPAD
- 2MB 5.25" DISK DRIVE
- A528 TV MODULATOR
- PHOTON PAINT 2.0
- GFA BASIC INTERPRETER V3.5
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

ANY HARD DISK £399

500MB HARD DISK £499

NEW! CDTV DRIVE



AMIGA 500-OR 600-OR 6000

- 128K AMIGA 500-OR 600-OR 6000 WITH BUILT-IN NUMERIC KEYPAD
- 2MB 5.25" DISK DRIVE
- A528 TV MODULATOR
- PHOTON PAINT 2.0
- GFA BASIC INTERPRETER V3.5
- 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

£399

ALL PRICES INCLUDE VAT & DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- FREE DELIVERY to all UK mainland addresses in the UK mainland
- 24 HOUR SUPPORT SERVICE. Team of technical staff at your disposal
- PRICE MATCH. We normally match competitors at a "like for like", "like price" basis.
- 100% GUARANTEE. All Silica Systems software is guaranteed for 100% satisfaction.
- SUPPORT & TRAINING. We offer a wide range of support and training services.
- EXPERTISE. Our staff have extensive experience in the Amiga industry.
- THE FULL. We offer the full range of Amiga software titles.
- 24 HOUR SUPPORT SERVICE. Team of technical staff at your disposal

Before you decide where to buy your Amiga computer, we suggest you first visit our website at www.silica.com. Our website offers you a comprehensive range of information on all the exciting software titles available for your Amiga system. We also offer you a wide range of support and training services. We offer a wide range of support and training services. We offer a wide range of support and training services.

0800 000 000 (UK & Ireland only) **01203 202020** (UK & Ireland only)

01203 202020 (UK & Ireland only) **01203 202020** (UK & Ireland only)

01203 202020 (UK & Ireland only) **01203 202020** (UK & Ireland only)

To Silica Systems, 0800-000-000 1-4 The Glass, Watlington Rd, Solihull, West, CV54 9JQ

PLEASE SEND A 54 PAGE AMIGA COLOUR CATALOGUE

NAME/Company: _____ Title: _____

Address: _____

Postcode: _____

Tel (Home): _____ Tel (Office): _____

Company Name (if applicable): _____

When completed it will be your best

CALL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS



MAILED BY THE TEAM, THE BEST PROGRAMS AROUND FOR YOUR MACHINE

HOTLINE
8465 74511



SPACE CRUSADE

Graphics

Combat the alien invasion in loads of speedy space scenarios in this brilliant version of the classic boardgame. Look and load, it's time for a big fight!

Description	Price	Order No
Space Crusade Case	£3.99	CM305
Space Crusade Disk	£12.99	CM310

THE ADDAMS FAMILY

Games

What a fine! What a game! What puzzles, 100%, treat and perform! The Addams Family is a brilliant game which will keep you glued to your seat for weeks.

Description	Price	Order No
Addams Case	7 9 99	CM307
Addams Disk	12 9 99	CM308



Save up to **£3!**

FUN SCHOOL 4

Databases

Make learning fun with this range, designed in line with the National Curriculum.

Description	Price	Order No
PS Binder 1 Case	23.99	CM314
PS Binder 1 Disk	27 1 99	CM315
PS 5/7 Case	25.99	CM316
PS 5/7 Disk	27 1 99	CM317
PS 9-11 Case	25.99	CM318
PS 9-11 Disk	27 1 99	CM319



Save up to **£17!**

MINI OFFICE II

Databases

An integrated word processor, database, spreadsheet, label printer, graphics, and commercial forms programs all in one package! Office can turn your OSA into a versatile business machine.

Description	Price	Order No
Case	21 1 99	CM321
Disk	12 9 99	CM322

SARACEN PAINT

Graphics

This graphics pack is compressed with features to help you create pictures, text, the easy-to-use menu system is ideal for both beginners and pros.

Description	Price	Order No
Saracen Paint (Saracen Paint)	25 99	CM303
	£12.50	CM304



FORMAT BINDER

DEAD SALARY

Keep all your reports neatly together in this high-quality binder with the Commodore Format logo embossed on the front and the spine is erasable day-glo orange. Each model holds 12 issues!

Description	Price	Order No
One Binder	25.99	CM302
Two Binders	47.99	CM304



CFP KNOWLEDGE

Attack of the Mutant Carnies, Aqueducts and Sheep in Space are the full Powerpack games, while UFO System 2 provides a potent character design utility. Getshape, Super Seymour and Powerpack provide the Powerpack back-up. There's a stunning July and the Fate of Atlantis preview and an exclusive, exciting and otherwise excellent interview with veteran writer Jeff Miller.



CFP COME ON DOWN

All Attack and Mayhem are the full games. Don't Be Afraid and Getshape are the demos. Space Crusade, Buttons, Bonanza Bros and Cowgirl Poker get Powerpacked. Gamebusters Moves the Crazy Collection to bits.



CFP CHUCK IT OUT

Armpit and Southern Belle are the complete Powerpack games, along with demos of The Addams Family, Area and Euro Football Champ. Indy IV, Chuck Peak and The Addams Family get the Powerpack treatment.



CFP GOD ALMIGHTY

James Pond & Commander Robocop start as a demo on the Powerpack and as a review. 24/7 Pull is the other demo while

Never Raiser and Agent Orange are the full games. In the map Every Football Champ kicks off the reviews section, with Dylan Dog in support. In Gamebusters Andy Roberts continues his stunning exposé of Rainbow Islands and also cheats. Murky Mouse to bits.

HOW TO ORDER

COMMODORE FORMAT MAIL ORDER

For overseas orders call Ours for prices on 0455 74511

We have regular branches in the UK, Channel Islands and the Isle of Man

Name	Description	Price	Order No
Address			
Postcode			
Phone number			
Method of payment (please circle) Access • Visa • Debit • FD		Please make all cheques payable to Future Publishing Limited	
Credit Card No			
Expiry date			

Please send me CFP back

Issues: none only

15 00 • £2.00 each

21 00 • £3.00 each

Plus £1 P&P per order (£2 P.O.V.)

JEFF MAKE A NOTE OF THE PRODUCT RANGE AND ORDER NUMBER AND PUT IN THE ORDER FORM SPACES - OR FILL IN OUR HOTLINE NUMBER ON 0455 74511

SUBSCRIPTIONS

Choose a **superb** free gift when you subscribe to **Commodore Format**

Cheetah Bug Joystick

Microcentric wheels and evenly wonderful, the Bug is the joystick visionary designer joystick that's loved by gamers. It offers precise control and gameplay comfort, sitting easily in the palm or the hand. It will change the way you play your games forever. Get your computer topped up now!
RRP £14.99



Win with **STYLE!**

Sargen Paint

Do you want to be a computer Gázarre, or the Van Gogh of graphics? Then get Sargen Paint. This 'Cooking' paint package is all a budding computer artist needs. Its easy-to-use theme system and powerful range of options guarantee that it's ideal for beginners and experts alike! You supply the C64 and some imagination and Sargen Paint will provide all the tools you'll need to create brilliant computer graphics!
RRP £12.99



It's a **Corker!**

Space Crusade

Crash your team of fearless Space Marines deep into the blazing halls of glistening interstellar orbit. Play side-and-steez with some of the most fearsome aliens in the galaxy. Control from one to four teams of cool-head Marines and play against the computer or up to three humans.

Can you out-think our marines and out-gut the evil aliens?
RRP £12.99!



Worth up to **£18!**

It's a **Corker!**

SUBSCRIBE NOW!
Do yourself a favour -
Subscribe! You'd be mad if you didn't!
Just look at the benefits!

- 12 issues delivered - at no extra cost!
- Choose from one of the three stunning free gifts on this page!
- Save time and trouble!
- Free cover-mounted cassette every month!
- All for £29.95 - the same price you'd pay at the newsagents!

Save all the hassle of going to the shops every month to get your copy just to be told, "Sorry, sold out". Guarantee your copy and get it delivered at no extra charge! Complete and return the coupon below or call our credit card hotline on 0400 74011

PLEASE ENTER MY SUBSCRIPTION for 12 issues of **COMMODORE FORMAT** (ISSUE PRICE: £2.49)

12 ISSUES ■ UK £29.95 ■ EUROPE £43.95 ■ REST OF THE WORLD £55.95

To ensure you receive your magazine with the greatest speed and undamaged, all overseas subscriptions are sent air mail

MY CHOICE OF GIFT IS (PLEASE TICK) ■ **BUG JOYSTICK** ■ **SARGEN PAINT** ■ **SPACE CRUSADE**

If you are already a subscriber please quote your subscription reference number here - you will find this on your address label

Method of payment (please order Access • Visa • Cheque • PC)

Credit Card No

Expiry date

Name

Address

Post Code

SEND NO MONEY NOW! We'll send you your first issue FREE! (Available on selected UK COMMODORE FORMATS: FORTHOS, JOURNALS, JOURNALS, EAST £10) (Overseas valid until the August 1992)

Please make all cheques payable to Future Publications Limited

INTERNATIONAL ICE HOCKEY

Dangerous. That's the only word I can think of to describe ice hockey. Oh, and cold as well. So that's two things. But surely there must be more to the sport than that? Well, yes, as it found out:

Ice hockey was invented by Sir John P. Lambton in 1755. He was a wealthy man who donated large parts of the Thames near Teddington. In these days the Thames used to freeze a lot, so Sir John would invite all his peasants to skate about on the ice. To make things more fun, he'd throw a coin on as well, and the crowds, armed with bent sticks, had to fight for possession of it (sounds like Premier brand of sport-tilt). Thus an international sport was born.

Or rather not, because I just made all that up. I couldn't be bothered to research it properly.

Anyway, after playing international ice hockey I had to enthuse about the game at all. Canada, CCG, America, Sweden and gladly all Britain take some

of the countries you can play in this game, which, for the record, is a sideways-and-above-viewed affair. The pitch (or is it rink?) overlaps the screen, so you only see about a third of it at any one time. It scrolls back and forth, following the puck, and you've got to hammer the fire button to get control of the nearest player to the action.

Break open the cheap champagne! Look! It's over a million, over a million worth of effort.



Basically the whole thing is like a football game, except that the players slide around more.

This is, I suppose, quite realistic, but it's also immensely annoying because if you miss a tackle, you disappear off the other side of the screen before you can turn round. Even worse, if you so much as touch the bottom edge of the screen, your man throws his arms in the air and gets stuck there. You can't even take control of another player for a few seconds, so it's a complete tragedy.

The large Spectrum-like graphics are blocky, crudely drawn things, that creep around the screen without the grace you'd expect from people on ice. Tackling is difficult, and it's virtually impossible to put together any slick moves because the sliding

players don't behave sensibly under your control. It's the sort of game you would have avoided a few years ago, and you'd be wise to avoid it now. Stick to Skate Wars.

JAMES BRADY



Game	International Ice Hockey
Publisher	Zeppelin
Cost	£3.99
Available On	Unavailable
Release Date	Out now
Contact	091 385 7755

POWER RATING

THE DOWNERS...

- The graphics look as dated they might have been based on trans-putters from the ill-fated ZX81.
- The sliding players are hard to impossible to control and therefore you, very annoying.
- Forget tactics. There isn't room and the players just aren't interested in going where you want them to.
- And that goes for tackling, sliding and generally being stupid.
- Sound effects? Don't even ask.
- Beating the uncontrolled player is tricky, and if you hit the bottom edge you're stuffed for ages.

100

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

—

0

34%

- The right-team knockout ball moves at a good pace.
- You can change the colour of each team for extra on-screen clarity.

...AND THE UPPIERS

WHEN THE PENGUINS TAKE OVER

For some reason in international ice hockey, if you pause the ball down the fire button and the back arrow key, the hockey players mutate into penguins, and continue playing the game. We asked a top penguin expert why this was:

"I'm sorry mate, I haven't a clue. But did you know that there are over 300 different types of penguin? And you'll find most of these at the South Pole. It's a funny old world, isn't it?"



Hey! I recognise that goal-keeper, he was in Hockey the 12th Part 2 in 2 inches.



When international ice hockey strikes, little ol' you and quality forms every.



Lesson one - how to score ice hockey players will learn to stand about the ball on the frozen lake in Sweden (Oscar 5).



The White team have lost the puck and the Whites are reacting with the speed of a sleeping Nepp towards the goal (yawn).

MATCH OF THE DAY COMPO!!!

Are you on the ball? If your X marks the spot you could win a great footie video bursting with classic action from a classic programme.

Zappin have captured the greatest TV leaves and They've managed to take the BBC into letting them cook a Match of the Day game. The show has become a document of record, telling of the glory, the glamour and the game that is football from the Days will remember it on tape.

To celebrate this success, and to make sure everybody in the whole wide world knows of the marvellous men, Zappin have a festival of Match of the Day videos to give away! In fact, they've actually got 20 copies of these recently-released soccer tapes (they must have pretty large hands - eh?) to lay on CP readers.

The tapes come in all flavours, so there's something of interest for every soccer fan. There are Great Moments of the 60's, 70's and 80's, and brace loads more! Each tape is



SPOT THE BALL



packed to the tube bench with scorching soccer action: the very best moments from the best domestic league in the world (unless you count Italy). There are goals, trade dives, fly relaying decisions and rather impressive bits of self-groom, as the history of the modern game is charted by its classic best show.

So how can you win one of these super sizzly soccer specials? Simply spot the ball, that's all! Yes, in the great newspaper tradition we've taken a picture from a real match but removed the ball. All you have to do is mark where you think it should be!

To enter just draw a cross on the picture of the

And on the show tonight we have the ballroom of George Best, the grace of Keegan and the scintilla-like Carlton Palmer. And it's got a rather sizzly theme too!



top of the page for a photograph of it, and your name and address on it and send it to us at "LIVING 888 is a Genius Game", Commodore Format, Future Publishing, 28 Whitworth Street, Salford, Avon, B8 2 1BL by 1 September 1992. We'll pick the 20 most accurate entries and they'll each win a tape.

No employees of Future Publishing, Zappin or managers of England may enter, and anyone caught doing so will be sent off. The Editor's decision is final and no off-side traps will be entered into.



CAN YOU MANAGE?

How do you fancy managing over 1,000 players? How about keeping an eye on 38 different teams as they compete for both the Championship and the Cup? Well that's the exact experience Match of the Day offers Commodore Format's exciting!

As a budding Graham Taylor (watch the thoughts - Eh?) or Alex Ferguson (that's more like it - Eh?) you have to watch over your own team as they crash from the lovely depths of the Fourth Division to the sunny heights of the Premier.

To do this you must continually enter the clubs for that team (the player will work themselves through the road and bring goal glory to the club. But in true Game style you'll have to make sure he stays fit and out of trouble with the papers. Sounds good? Because you want to give it a try? Then you only have to wait a mere month more before you can sample Match of the Day for yourself in a sizzly Powerpack demo!



FACE? TO FACE

How are games, computer magazines and adverts thought up? Just who controls this multi-million pound industry? And how can you get to ask them questions? It just so happens we can help you out...

Before the 80s there wasn't a software industry. There wasn't a home computer industry for that matter. And as for computer magazines - forget 'em. Now the whole software is absolutely huge. And it's about time you found out what really makes it tick.

So this month in CF we introduce seven of the top industry heads each of whom has an effect on what you get up to with your 84. And you can ask them anything you like about their jobs, their power, their decisions or their underpinnings (well, maybe not). You could ask how to get into their business, why some games don't get released or how to become a journalist or a games tester.

If you've got more than one burning question, write each one on a separate piece of paper along with your name, address and the name of the person the question is for. Pop them into an envelope and send them to address on the opposite page. We'll then select the top questions (about 10 for each VPI), send them to our panel and print their answers in issue 95 (October).

Do NOT send your questions to the people concerned directly. The idea is that we do that, so that we can print the questions together with our panel's replies. Oh, and make sure you get our questions to us by 15 July 1992.

So, let's allow our panel introduce themselves in their own words...

KELLY SUMNER

MANAGING DIRECTOR
COMMODORE UK

I've been with Commodore for over 12 years. When I started I was as a tester and as bug got on the machine which was then taking the computer world by storm - the OSA. I worked in the retail side, rose through the ranks, and was just in charge of sales of all ranges of Commodore hardware, including the 64, the Amiga, the GDTX, databases, 1232-disk drives and various models of PC.

During this time, I became amazed by how much support there still was for the 64. In software sales, it's second only to the Amiga, and last Christmas the range sold absolutely loads of 64s, databases and disk drives. The computer has helped to make Commodore the company it is today. Its continued success and large following just goes to show what a good machine it is!

DAVID DARLINO

MANAGING DIRECTOR
CODEMASTERS

When our father Jim bought me and my brother Richard a Commodore 64 it wasn't long before it became a money-making machine. Dad was working in Canada while we had the Commodore 64 at school in Somerset. Returning to the UK he found

that we had already written a series of games which we were selling on a

mail-order basis through the magazine Popular Computing Weekly.

After we completed school, we turned to working as full-time programmers for Microsoft and Microsofts amongst others. As freelance programmers we were responsible for over 40 games which between them sold in excess of two million copies.

That success gave us the money with which to launch our own publishing company. In 1986 CodeMasters was born. The company launched with 12 titles across all major formats and by concentrating an investment, product quality and a very low retail price (21.99). CodeMasters established itself as the number one software publisher in the UK in its first year of trading.

I believe the secret is working like hell and knowing that whatever you put your mind to can be achieved. And the next part of CodeMasters' domination plans? Well, Japan looks like it could do with a bit of CodeMasters' magic...

KEN LOCKLEY

PUBLIC RELATIONS EXECUTIVE
OCEAN

I started working at Ocean nearly two years ago in the Technical Department. After doing an Quality Control, it's more commonly referred to as Games

Testing to people like you and me!

After about



KEN LOCKLEY

IAN STEWART

DANIELLE WOODYATT

DAVID DARLINO

12 months of various games-testing. I was offered the job of Software Public Relations, which I still do today.

The Software PR job entails traveling around the country visiting the various magazines. It also includes trips to appear on television shows (such as *GameMaster*) and the occasional radio programme. In fact, it covers everything to do with the PR for Dorian games. It's a very exciting job and you're always on the go. There's no time to pause because everything in the industry moves so fast. You have to shoot off across the country at a moment's notice to see a magazine or TV company.

The fact that I'm so busy might leave something to do with Green being the World's largest independent software company! But it's remained a very close company, and feels like one big family!

DANIELLE WOODYATT
PUBLIC RELATIONS MANAGER
US GOLD

My life before US Gold was rather dull. I was a mere fashion buyer for a top-end clothes design house. The job was basically selling trendy street-wear gear that kids would tell their Commodore 64 for. Tedious, eh?

I left the fashion business to join US Gold (the number one UK publisher), and took over the exciting and demanding role of Public Relations Manager.

The job is all about maintaining a corporate image for the company in the eyes of the general public, the trade and the press (which, of course, includes CF). I have to speak to all the UK and European computer magazines, ensuring effective regular editorial exposure for US Gold games, and even getting the best ones featured on the covers.

I also arrange competitions, hold PR launches for new games and visit the various publishing houses to present the latest US Gold stuff. It means having to rise, shine and generally remain on good terms with the computer journalists, which is a lot of fun. But, of course, it's also hard work. Shows, events and exhibitions are incredibly busy, and you've got to be on form the whole time.

Overall, though, it's a great job in an exciting, fast-moving young industry. I wouldn't swap it for anything!



GREG INGHAM

GROUP PUBLISHING
DIRECTOR (LEGISLATION DIV.)
BDOO FUTURE PUBLISHING

I was formerly the editor of *CFW* (*Computer Trade Weekly*) and joined Future in 1989 as publisher of *New Computer Express*, *Amstrad Action* and *ST/Amiga Format*.

And what is a publisher? A publisher is ultimately in charge of each magazine, and is the guy the editors go to with problems, proposals and other points. As well as making major day-to-day decisions about existing magazines, the publisher also sets up launches. For example, I decided to launch *Commodore Format* because I could see the need for an excellent C64 mag. I was also in charge of who to hire for the magazine, and I control all aspects of magazine finance.

I am now a Director of Future Publishing, and I head the division that publishes *Commodore Format*, *Sega Power*, *Amiga Format*, *ST Format*, *Total*, *Amiga Power*, *New Street*, *PC Format* and *Amstrad Action*. All these magazines are market leaders. In fact, if you've got a computer or console, I've got a magazine for you.

IAN STEWART
MANAGING DIRECTOR
GREMLIN GRAPHICS

I'm the Managing Director of Gremlin, which is one of Europe's premier software publishers. Since 1984, when we started, we've grown phenomenally. Games like *Mao Quest*, *Crise Tiber Challenge* and *Space Crusader* have really made us popular with Commodore 64 owners everywhere!

About a dozen people work for the company permanently, but loads of programmers, animators and musicians contribute to each project. While they leave away on the code, a design agency will work on the packaging. A central illustrator is decided on, and slowly the whole project comes together. When there's enough to

show, we send out preview versions to the magazines which start generating interest in our product. Plenty of advertising is placed, and, when it's finished and been reviewed, everybody sees the quality of the release. It's wrapped up and rockets into the shops. It really is a great industry.

We've supported the 64 in the past, and have released some excellent games for it, so it's a good friend of ours. Of course, the market has changed in the last few years and the Amiga has taken over as the new 64, but when we received the funds for a couple of titles out of Commodore Format proving the old owners want *Amiga Format* to appear on their machines, we realised just how many dedicated fans of the computer there are. So the game will be out for the Commodore 64 in the next few months.

JEFF MINTER
PROGRAMMER AND DIRECTOR
LIAMASOFT

I'm a fairly tall, fairly thin, 30-year-old programmer living with two sheep and a strange Samosa cat in Wales. I started programming around 1978 on a Commodore PET - a large quality machine with monochrome graphics that was the direct ancestor of the C64. I started writing at 16th-form college, and I soon realised BASIC was too slow to write proper games, and so learned 6800 machine code.

The first computer I owned was a V8 ZX80, followed by a ZX81, a V102, a D84 then a pile of others. Liamasoft started in 1982 and the first game we sold was a Delerium-style waffer for the W002 called *Andes Attack*. On the 64, I've done *Attack of the Mutant Camels*, *Gothronic Laser Zone*, *Never Return*, *Revenge of the Mutant Camels*, *Sheep in Space*, *W002*, *Araxiel*, *Batsys*, *High Alpha*, *Return of the Mutant Camels*, *Colossus*, *Mania Clans* and *Foot Plunder*.

When not writing games I relax with a car-pole, but I still sometimes get out the 64 and play the old classics. I'm continually amazed by the speed of technological progress in computing; the system I'm currently writing a game on has 18,000 times the memory of my first computer. I look forward to releasing a 'Virtual Reality' edition of *Revenge of the Mutant Camels* in about

10 years' time...



JEFF MINTER **GREG INGHAM** **KELLY SUMNER**

For centuries, people have bashed each other in the head with heavy things. Now there's a historical game about it.

James Leach
nurses his
throbbing
loaf and
investi-
gates...



MILLENNIUM WARRIOR

Have you seen the film *Highlander*? It's about a blade who doesn't die, but keeps fighting another blade down through the centuries. It's completely excellent — get to see it on tv if you haven't already.

Millennium Warriors has got a pretty similar plot. You play a special bladeslayer who can zip around in time. The game has contains loads of details about who he is, why he's there and what he's fighting for, but they don't appear to have been thought out particularly well. Either that or they're deliberately been written to provide a bit of amusement while you wait for the game to load. It's filled with the use of *Stinky* and 'the mountains of Doom' type fantasy, but you can forget most of this, as you don't need to know the painted details.

The game is divided into two arcs. These are arranged in chronological order, so the earliest period occurs first. It's the roman era, and you are transported in a weird little spacecraft to a cave somewhere in an ancient, disease-infested continent that used to float around this great planet of ours.

Software picked the two. What a great guy that was. In fact, I'll say it again.

Software picked the two. What a great guy that was. In fact, I'll say it again.



If you do fight someone in a cave always wait a crash first!

So you're in a cave. There's another blade in the cave with you. You're both armed with these 'axe of stier' things, and you start advancing towards each other. Only a major miracle can prevent violence. Guess what? A miracle doesn't happen and you start clonking several bells out of the other guy. He, of course, does the same to you.

There are several types of violence you can do: head shots, chest whips and low leg breakers are just a few. Of course, the enemy fellow can do all these to you, so lucky you've got some blocking shots as well. Doing the same moves without the fire button held down has the effect of jangling the blades. But you have to guess accurately where the hit will be landing.

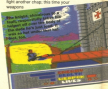
You've got three power bars which go up and down as the fight progresses. There's the energy bar which goes down the more you move around, there's the health bar, which goes down every time you're hit, and there's the weapons bar which decreases with every strike you make. If it goes to zero, you're got to fight on weaponless. Which is nasty and indeed dangerous.

If you get through the roman level, you're transported a few thousand years forwards to Medieval times. Here you've got a sword and armour, and you're in a similar battle with a familiar-looking chap on a drawbridge. The same moves of the joystick produce the same blows, but there are other things

to consider, like the range of the sword and the strength of the shield.

Well that one and you get thrown into an Arabian flying carpet battle. Hovering over a rather pretty Middle Eastern town, you load fireworks at the other guy. You can move in eight directions, rather than the two you've been using up until now, and you can even swing around the screen. It's more tactical, it's funnier and it involves a lot of quick joystick twigs to get into an attacking posture.

Right. You've finished the other blade of his career. How you fly through space once more towards the time of the Spanish Main. You're off to sail a galleon which is blowing along the high seas (well, not moving at all, really). You can climb the rigging, run along the rails and generally hide rather a lot as you fight another chap; this time your weapons



HIGHLANDERS TOO

Ladies and gentlemen, I give you, the combatants...

1. KEVIN THE KNIGHT. Kevin likes swords, three-in-one cut and using a long stick to connect any blows under his armour.

2. ABDEL THE ARAB. He lives living in a warm country and can't help to BOW his flying carpet.

3. COLIN THE COWBOY. Doesn't seem to appear in this game. Strange, that, so we'll skip on to...

4. GARY THE GREEN BLADE. He, not in it either, so far as I can see. So who's next?

5. SMOK THE SPACEMAN. He's into invading solar systems, drinking mikado and talking in high-speed machine code.

6. PETS THE PIRATE. His hobbies are ships in bottles, bottles in ships and sleeping in gutters.

7. CHRISTOPHER THE GREENMAN. He doesn't have hobbies, he doesn't have interests and he doesn't wash under



M ORS

Oh well then am I going to shift these awkward head-stands with-out the help-well? Oh, thanks for those... the one that useful stuff!



are long, pointy swords. It's far quicker and less cumbersome than the heavily-armed knights, and it's a different kind of combat altogether (although: "It's a different kind of combat").

Get past this and you're laughing because there's only one more challenge to face: the mighty space battles. Surprisingly, this involves two bikes slugging it out with laser beams in an eight-way scrolling space setting.

The fighting sequences are all well achieved, with excellent animation and clear graphics. All the moves you've got are neat and precise, and basically it's a good fighting game. The only problem is that there isn't enough variety. You're supposed to learn tactics from the battles throughout time, so that you're fully prepared to beat the opponent at the end, but it's more like just changing your way past five learn-tough guys.

All the same, it's just amazing in two-player mode and with all the collectibles you can find, there's a wee bit of strategy involved too. But only five battles is a bit short, and all the pretty text boxes and spacecraft bits don't make up for it. It could have been better.

JAMES LEACH



Game	Megaworld Warriors
Publisher	First Star
Cassette	£12.99
Disk	£14.99
Release	Out now

THE DOWNERS...

- Each battle is pretty much the same as the last one.
- There's no real variation in the graphics at all.
- And there are only battles and two battles in total.
- The computer could do with...

100

67%

- Excellent backgrounds add a cartoonish feel to the game.
- The sprites are well drawn.
- The animation is superb.
- Loads of collectibles.
- Two-player option is an awesome amount of fun, especially when you're attacking.
- Sound effects are sharp and cut out all irritating noises you've been playing for hours.

...AND THE UPPIERS

FREE!

NO CATCH GET YOUR 100

T-SHIRTS • STICKERS & JOKE PACKS!!

CHECK IT OUT!

FREE WRESTLING T-SHIRT!!

IF YOU KNOW THE ANSWERS TO THESE 3 EASY QUESTIONS, YOU GET A FABULOUS WRESTLING T-SHIRT!

• WHAT DO THE LETTERS WCW STAND FOR?

• HOW MANY TEAM MEMBERS ARE THERE IN THE LEGION OF DOOM?

• WHICH WRESTLING STAR STARRED IN A FILM CALLED SUPERMAN COMMANDO?

ANSWER 'EM ON THE LINE, YOU GET THE SHIRT!!!

CALL 0891 424280 NOW!

FREE WRESTLING STICKER PACK!!

WHEN YOU ORDER ANY OF THE FOLLOWING T-SHIRTS

0891 424281

FREE JOKE PACK!!

WHEN YOU ORDER ANY OF THE FOLLOWING T-SHIRTS

0891 424282

HEY CONSOLE EXPERTS!

HOW ABOUT A FREE T-SHIRT?

0891 424283

CALL UP, ANSWER THESE QUESTIONS, AND IT'S YOURS!

- WHAT SORT OF WPMW MIGHTY'S HAND-HELD GAME?
- WHICH COMPANY MADE THE MEGAWORLD?

CALLS COST 35p / MIN. CHEAP RATE, 48p / MIN. ALL OTHER THINGS INC. VAT. PLEASE ASK PERMISSION BEFORE YOU CALL. AVERAGE LENGTH OF CALL 9" MIN WHICH WILL COST £1.08 AT CHEAP RATE. POST, PACKING & HANDLING CHARGES: T-SHIRTS £1.75, OTHERS £1.49. MEGAFONE LTD 1992. MEGAFONE, SANDYBAY HOUSE, MORGANVILLE, LAMPS, LA3 1DU.



Use right up vertices, and shove your sword. Slashing, cutting around, jumping in water and collecting points on the board with many prompts. It's all here.



And I thought dancing was getting up out. And I thought dancing was getting up out. And I thought dancing was getting up out. And I thought dancing was getting up out.



The triple jump. Perfect for those who want to cross a park without stepping in anyone.

It's a decathlon, Daley, but not as we know it. Five summer sports, a six month gap, then five winter sports. You need to be an all-round athlete, and we're not talking Geoff Capes. James Leach fails to be excused from PE.

Global warming has blown the seasons into total disarray. Nobody knows whether it is day or night, summer or winter, falling or slightly increased but possibly clearing up later. Out of this messiness comes a game that can cope.

It's called *The Olympics* and is a double-pack game for all seasons. The idea is that because both the *Summer Olympics* and the *Winter Olympics* are getting slightly long in the tooth (getting near to Janet Street Porter proportions, in fact), bunging them together and flogging them during an Olympic year would give them a whole new lease of life.

You've got to admit,



You not at breath, I've at the mountain and you need me to show the mountain. Can't I see the mountain I brought along? Please?



slides around the screen, and you've got to get it in the right area, but just a slight bit ahead of the disc.

After the fun beams, try the hands leveling. You step out on to a sort of squash court thing, dressed stupidly in a waffle suit connected to a boomer. If your opponent hits you with his sword (they're called swords - Ed) then the boomer goes off and you lose the point.

You end up swinging your blade around like a lunatic, trying to stop your foe from preading you in the chest. It's hardly the skillful approach as the judges want to see, but it's effective. With luck you might even slash through your opponent's mask and track his nose off as well. Nice point!

Now it's time for hunting. By now you won't be feeling like jumping over a load of fur. As you slide around the screen, and you've got to get it in the right area, but just a slight bit ahead of the disc.

After the fun beams, try the hands leveling. You step out on to a sort of squash court thing, dressed stupidly in a waffle suit connected to a boomer. If your opponent hits you with his sword (they're called swords - Ed) then the boomer goes off and you lose the point.

You end up swinging your blade around like a lunatic, trying to stop your foe from preading you in the chest. It's hardly the skillful approach as the judges want to see, but it's effective. With luck you might even slash through your opponent's mask and track his nose off as well. Nice point!

Downhill takes the Outrun approach, but you have traded in your shiny red motor for two planks of wood that have been nailed to your feet.

Finally in the summer event programme is the triple jump. This always looks dead ridiculous when you see it on the telly. I mean, who in their right mind needs 47 1/2 feet as if you often jump over three sets of electrified railway tracks, or three closely

spaced canals. Anyway, in this event you've got to wobble until your little fellow is running at full tilt, then time the jumping, bouncing bit so that the feet as far as possible, pecking his feet as he goes.

And that's it for the summer games. Each event works well, and there is much fun to be had from all of them, especially the shotgun and snowgating events.

The Winter Olympiad offers another five bone-breaking sports: bobsleigh, slalom, downhill, biatlon and ski-jumping. Pleasable as either single events or a tournament, they allow you to six sports fans to wobble their arms off in the fight for the gold rings.

Ski-jumping is the hummer race's second most stupid sport (after the triple jump). You stand at one end of a long ramp, slide down it, but yourself into space.



be slower than anything else. Then it switches to a side view, where you guide your brave young skier for what that sucker's gently towards the ground - or not, as the case may be.

Downhill takes the Cyber approach, but you have tracked in your shiny red motor for two plants of wood that have been nailed to your feet. The aim is to surmise a high-speed run through the trees and over the fallen logs.

Slalom is a woad beast of a game, sending you the task of negotiating a series of

coloured gates in the shortest possible time. Fine, you may think, but because your man is at such a strange angle whenever the control seems to be in the wrong place - yanking the joystick to the left doesn't

make him go left, but rather off on a strange diagonal bearing! It's a tough test, and despite being rather small, requires some left and right touches to win.

Biatlon is one of those sports that most people do.

You know the man, the type of geek who dresses in a yellow lycra and runs up small mountains carrying planes. Biatlon isn't quite that daft, but it's working on it! The aim is to wobble slowly but surely around a track and then stop every now and again to shoot at some targets. You can't exactly describe Biatlon as the most exciting sport,

but as simulations of someone sliding 30 miles and then shooting at 15 targets go... The bobsleigh is the only method of transport for the seriously suicidal. Leap into a metal huggy and blast down a fume of ice, steering and braking until you either reach the end, fall-out or mess up big style. It's fun, it's hot, and it's potentially fatal; bobsleigh is the best of the Winter Olympiad bunch.

None of the events stand out for the right reasons, but few stand out for the wrong ones either. Many don't even register on the interest scale at all, which is a shame, as it is all of effort has obviously been put into the programming.



Game	Winter Olympiads
Publisher	Microstar
Cassette	£10.99
Disk	£14.99
Release	Out now
Contact	0067 000.000

POWER RATING

THE DOWNERS...

- Very few of the events have any real personality or excitement
- Loads of time wrapping and a massive multi-load to produce!
- It's all just a case of wobble, wobble and wobble again.
- And/or, to be honest, it's about four years too late!

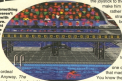
62%

...AND THE UPERS

- A total of 10 pretty varied sports to try out and fall off!
- Lots of 'imensity' sports.
- Good graphics give great atmosphere.
- Winning a gold for your athletic prowess is feasible even for those out.
- Refreshing variety of post-apocalyptic and views.
- Solid speedy completion.

OLYMPIADS

Wow, something tells me they weren't too impressed with that last dive. Does right across the beam, and that time I'll land on the judges.



and then you aren't judge on the distance but style! Isn't living through such an ordeal reward enough? Anyway, The Olympiad lets you have a bath at the leisure hip. It's more Dick Tracy than Rainbow Islands, but it ain't that bad.

The first view's impressive, as the ramp trails off into nothingness ahead, but that's more



"Wow in the eyes that by far", I haven't got a clue what that means but they said to follow and it seemed dead hard



We slow gradually from 100 feet, only to realize halfway down that the water has been drained out of the pool, and has been replaced by nearly 100 tons and six razor blades (yep).

**DOUBLE
TROUBLE**

from

THALAMUS

EUROPE



CREATURES

Out Now!

TORTURE TROUBLE

CRAZY, HILARIOUS AND VERY, VERY SCARY!
Clay (his life is back) and his desperate mission is to save his nine kids from the clutches of their torture-happy kidnappers — the deconstructed Demons!

Can he prevent them from mauling, frying, chain-sawing and melting his beloved franchise?

The original was sneaky, sexy, cruel and fun — this is mad, bad, horrific and seriously over the top!

Even better than the original!

Enigma Gold Medal 97%

Comedian Gamer 98%

Comedian Power 97%

CBM 64/128 \$19.99 case \$19.99 disk



WINTER CAMP

Out
Now!

ICE COOL FUN!

Maximo Mouse survived Summer Camp, but winter brings an avalanche of slippers, skating, snowballing antics at Camp Nice 'N' Ice!

Eight frosty levels of mayhem test Mouse Ranger Max — can he save the winter wonderland...!

CBM 64/128

\$19.99 case

\$14.99 disk

*Get your mittles on, this is fun! Enigma 95%



Don't miss out on extra action!

Join the **THALAMUS** Fan Club now!
Ring or write for details of what's in store:
Thalamus Europe, 1 Saintry House,
Culver Park, Eidsmerston,
Bucks, RG7 4GQ
Tel: 0754 937881

Hook

PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL, the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.



ALSO AVAILABLE FOR
Nintendo



ocean

ATARI ST
CIBII AMIGA
IBM PC &
COMPATIBLES

© 1991 OCEAN SOFTWARE LTD. ALL RIGHTS RESERVED. HOOK AND CAPTAIN HOOK ARE REGISTERED TRADEMARKS OF OCEAN SOFTWARE LTD. IN GREAT BRITAIN AND OTHER COUNTRIES. HOOK AND CAPTAIN HOOK ARE TRADEMARKS OF OCEAN SOFTWARE LTD. IN THE USA AND OTHER COUNTRIES.

OCEAN SOFTWARE LIMITED - 4 CENTRAL STREET - MANCHESTER - M2 1BB
TELEPHONE: 061 832 0422 - FAX: 061 832 0430