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COMMODORE DISK USER

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OCTOBER 1992



POWER PACK 25

JOHN LOWE'S ULTIMATE DARTS

FULL GAME



BLUE BARON 38 ZEPPELIN

Oh those daring young men in their flying machines, they go loop-dilly-top but they don't know what it means. Zeppelin takes to the air in barnstorming style with Blue Baron, a shoot-'em-up with that 1920s feel. Only you can stop the limited Hun. Your country expects you in turn to p.38. Checks away!

Overview: More Darts games than you can throw a small pointed projectile at. A host of different and curiously absorbing darts challenges await those brave enough to take to the scene and throw their arms against some of the world's top pros!

SLICKS

Coldestream

Scrambling along in my automobile, my body bounces at the wheel! And in the streets actually, but that's not important right now. Get the best seat in the house for Coldestream's latest potential slipstream leader. Pick up and turn off - so it says on the side of the Scudalis box!

DEMO

SLICKS CODEMASTERS

With huge safety reinforced as king of the entire world - at least 1992 Formula World Champion - motor racing is the ultimate sport. But forget the Williams boys and check out what the Goddes have been up to! Their new racer Slicks looks to take on the mighty Supercars. Can it get Pole Position? Drive to p.81.

DATA, SETTE AND MATHS



The conclusion of our three-part tape feature takes you through the necessary steps to keep your tape deck in perfect loading order. So if you want trouble free loading from tape get the data from p.29.

39!



A race to the cheapened flag, or, in some cases, to the death, whichever comes first.

CLUB LIGHT

Datasystems Publications

A little game-type thing that lets you know all about the wonders of Club Light, which is a little like the history. Surely only the most opposite. Have a read - it could change your life (a little bit, anyway).

DEMO



54 SARACEN PAINT MASTERCLASS



Take the "water" route to success with Saracen Paint! Check out our spiffy three-page tutorial on the spreadsheet-art print package this side of the Atlantic Fresh.

HÄGAR THE HORRIBLE

Kingsoft

It's massive. So massive, in fact, that a word hasn't been invented to describe just how massive this demo is, except massive. We reckon the next edition of the Collins English Dictionary will say, "Hägar the Horrible demo, CFDS," under its entry for "massive. So you get the general idea that Hägar is a pretty large demo.

DEMO



58 POPEYE 3 COMPO

Popeye's in the ring with aliens in this brand wrestling-type game and if you wanna win it get your strongly fight on and put p.58 in a Italian Death Grip now! One-oh, two-oh, three...

Plus

25

**tape
to
disk**

Want a soft disk version of the CFDS PowerPack? Then pop to p.8 for a full spec on our smart tape-to-disk transfer offer.





The night has done its worst. Player is well and truly lost. Time to switch the most long chip back to Williamsville.



Preparing to die, strange, miserable green thing. Nobody shows a hospitable welcome.

murder of foul creatures, who you'll have to kill. There are also some familiar platforms to beat as well. Only practice, skill and, um, some more practice will see you off with success.

The first thing to do once the game has loaded is to move the sword to the island on the left of the map. This is the only level you can play in the demo, so don't bother trying the others. Click on it and type 1990 as the password. Then you're done.

You have four sets of weapons at your disposal - knives, spears, axes and your trusty sword. If it throws knives, F3 shields, spears and F2 hurls axes. The fire button builds up and discharges sword power. As you go further into the game, you can collect more axes, knives and spears from the



"Remember, Barbarian," as that little local trouble the Search Rays once sang. And, upon quiet reflection, how right they were.

shops, but you'll need profit points (earned from killing things) to do so.

As you wander around, there are things you should look for. First are worth nothing because you can then go into the shops (by pulling down on the joystick as you stand outside them). Here you can trade your profit points for more weapons and stuff. It's dead logic and easy to work out.

One point worth mentioning is that when you're high.

If you're never been a copy of Light or Club's premier edition, then you're better missing out. It has recently undergone a major metamorphosis. Now called Club Light to reflect the substantial time and development money its regular readers. It comes with a wealth of new files - new on the Powerpack, too. And we've got a great idea: if you like what you see and you want to get hold of the real thing it costs £20.95. It's a great, and if you want it for more info, drop us a line to Club Light, Computer Publications, 7 Fawcett Court, Harlow, Essex SS16 3JH.

using the sword, by letting the power built up (on the power-meter in the middle of the display panel). This discharges the blades far quicker than just jabbing at them with little power (though this method can be successful if you grab rapidly enough).

Well that's just about all you need to know. Good luck, and may the Gods of Hellfire go with you if they promise not to be a nuisance!

THE FACTS ON THE FULL GAME

- Genre: **HORROR THE HORRIBLE**
- Publisher: **KINGSOFT**
- Price: **£14.95 CASSETTE/£19.95 DISC**
- Release: **OUT NOW**
- Contact: **0753 666080**

TRIP THE LIGHT FANTASTIC

It's your chance to enjoy a copy of Light or Club's premier edition, then you're better missing out. It has recently undergone a major metamorphosis. Now called Club Light to reflect the substantial time and development money its regular readers. It comes with a wealth of new files - new on the Powerpack, too. And we've got a great idea: if you like what you see and you want to get hold of the real thing it costs £20.95. It's a great, and if you want it for more info, drop us a line to Club Light, Computer Publications, 7 Fawcett Court, Harlow, Essex SS16 3JH.



IS A FULL GAME SPORTS

to arcade mode. You can then play the computer game.

There are loads of real levels to try, and all you need to do is select your, type in your name, decide whether you want to play a standard competition, or an exhibition match against a famous name like... So darts world and you're off. Actually playing the

game is pretty straightforward. You just move the cursor around, waiting for the right moment to hit it. Smash the fire button and the arrow will whizz roughly in the direction of the cursor. It takes practice at first, but you'll soon be pulling your darts in the tines with the best of them.

Guess what? You can load and save games as well. Just have a blank tape ready, and follow the instructions that appear when you hit the save option. Easy as pie (or, incredibly, scrape pie at that). The only other

thing worth mentioning is the ability to change the skill level. On the main menu, just press the '+' and '-' keys to alter the difficulty. Oh, and you can, of course, play another person using the two player option (not surprising). So a feast of darts-related fun awaits. Get your feet on that stool!

THE RULES OF DARTS

The standard game of darts is played from 501 to 0. At the beginning, you have to try to get as high a score as possible, so it makes sense to go for the triple 20.

But when your score gets low, you must start planning your shots. To win, you've got to finish on either a double or the bullseye (worth 50 points). So if, for example, your score is 48, you need a double 20. If you miss and hit the 25, you need to go for the double 10. If, say, you hit a fourteen instead, you'll need to go for double three with your last dart.

If you throw over the required number, you've lost and that goes doesn't count. And, basically, it's as easy as that.



Oh, so this is where all those other cheapy darts have been hitting. It can't possibly fail to get an impressive score. Well, time, especially if I aimed my eyes first.



You know, I never realised that darts was such a few-level game. It thought it was all about that even playing it in smaller pubs to avoid having to talk to their wives.

Tempting as it is to go on about the famous exploits of our peppy Mollards here Nigel Maxwell, I will resist since Graham has got the official licence Maxwell, and things might get a little out of controlling otherwise.

With this amazing title demo, the idea is to take on five other racers on the handy, but tough Monaco circuit. Sounds challenging, right? Well, no, it is (unless your name



TAKING SHORT-CUTS

'Taking the racing line' is what they call it. Well, in *Slicks*, the racing line doesn't necessarily follow the road. Here are two examples of 'the racing line'. One is correct, the other is sadly, sadly wrong. Using your skill and judgement, work out which one is which...



SLICKS

happens to be Genna or Berger). But before you launch into the race you get the chance to drive a few practice laps. Yes, yes. Everybody knows it's really better driving around on your own effort than start anybody to overtake. But take it from the CP crew - if you're going to get great at *Slicks*, you've got to know the track like the back of your hand.

Up on the main menu, you can input your name (as long as it's shorter than five letters). You can look at the six tracks included with the full game, complete with rather impressive lap time records too. What you can't do in this demo is play the two-player game. It's a pity, but hey, at least you get to race the computer cars.

So get your hats

clashed on, your flame-proof socks pulled up to your knees and your fire-resistant moustache firmly in place and select the Grand Prix option. Once you've done that, you're instantly thrown into a qualifying round. You get to race the circuit once and lap only. There's a note of that worth-up lap timer here. Drive as quickly as you can around the track and, what ever you do, try not to crash (as this will automatically put you at the back of the grid).

Once you're finished (or crashed), you get to see the grid positions. When you start the



You want to try a bit of off-strategy lap along the straight? This can't if you like, but, well, it doesn't work. It just makes you start going to crashing into the pit in front when the leaders for the corner.

CodeMasters • Joytastic in part 2



game, you're in a limbo. According to the figures displayed on the screen this is the second worst car in the pack. The only person in a slower car is Jody (who's deceased if you're a bit of a girl - Pagan).

Right, hit five and you get to have a look at your opponents. Push the joystick up or down to have a look at the other guys... and get... ooooh... bigger... again. The way to win the demo (and the full game as well) is to select someone who's only just better than you and hit five. This challenges them during that race (and makes them flash while it's going on).

If you can beat that person, you get signed to their team and are allowed to drive their car. They're the maximum.

Just put up with your rather slower vehicle. So you can gradually work your way up through the teams and you are driving for McLaren or Williams (the best car, obviously).

But beware, as all this is going on, you can get challenged by others worse than yourself. This can lead to you getting a worse car if you lose. If this happens, it's a real downer because you have to do that much more work to get back to where you were.

Anyway, whether you've challenged anyone or not, you get to race after that. Simply hold the fire button down to accelerate as quickly as you can. Try not to steer around too much, as it slows you down, and definitely try not to hit any of the other drivers.

Instead, what you'll find you can do is take short-cuts to speed your lap times up. Going across parking lots and rough ground can shave seconds off your times, so learn what you can get away with. And that's about it. A pretty good racing game. Hit F10 regularly to page 58 to check out the full review.



It's a shame as it's a really brilliant game and you'll also want to know about it early this morning. So the other hand, stay down and see if you can slide through at 150 mph!



Yes, it's an impressive car, all right, but what about fuel economy? It's even got a 'costly' indicator! Shows the money cost of 50 even stick-sweet sticks, for that matter!

Tape to disk

Do you have a disk drive? Handy aren't they? But if you want to use it as well as playing it, you can get copies of the CP Firmware on disk for the little while.

To get the CPFS Firmware on disk, simply cut out the coupon from the inside of the tape info card. Write your name and full address on a piece of paper and send it with a cheque (payable to Miles Audio Video) or Postal Order for £1.80 (which covers duplication, postage and packaging) to:

CPFS Tape to Disk, Miles Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF11 9DS.



THE FACTS ON THE FULL GAME

- Game: SLICKS
- Publisher: CODEMASTERS
- Price: £1.80
- Release: OCTOBER
- Contact: 0925 814132

AIM ONLY FOR THE TOP



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JACK NICKLAUS IS NOT AVAILABLE FOR THE SPECTRUM & SATURN

This month CF is turning the powerful preview spotlight on a) a white blob of jelly, b) a load of sporting folk and c) an old person. James Leach mixes them all up and gets, well, a sort of goopy pink paste...

EARLY



WARNING!



Two-player mode gives you the chance to beat a friend at a sporting event without actually expending any energy at all.



This is what the pundits call 'rushing along happily'. Thankfully, this means you'd be hard-pressed to get any work done. Technical stuff!

INTERNATIONAL SPORTS CHALLENGE

Remember all that sport-related fun a few months ago? What was it called? The Old Lump. Haha or something...? Never mind. Get ready for the real thing, International Sports Challenge is well and truly on its way (despite being sort of on its way for quite a while).

The game concentrates on five sports. First up, there's shooting, which gives you the chance to discharge dangerous firearms in front of a specially selected deer panel.

Next is swimming competition in which you have to splash around and dive-bomb your team-mates in front of a specially-selected international team of penguins, seals and others, all capable of judging such antics.

Moving on, there's the cycling competition. In this you peddle around a high-tension



track to let off steam by inventing all any foreigner estimates feasible enough to get close to the Olympic village. It calls for skill, concentration and a massive amount of ammunition.

about an inflexible high speed. Judging your capacity are three-hairing and a pen-testing shattish-called Alan. Oh, if you prefer, why not try out the standard running event? You can run quickly, run slowly, walk, jogge, mrow, hop or poot, depending on what mood you're in. Preaching over this event is a lump of greip-ir-

Time to cool off with a quick swim in the pool. But don't stay in the water too long or the German swim-patrols will sink your submarine.

Shooting is included as a tribute to Colonel Wilford. Unfortunately, who claimed you could defeat a (can-meat) with a well-aimed rifle shot. Much of Wilford is buried in Highgate cemetery.

really ignominious neck from the Ordevisian era.

Actually, I just made up all this nonsense about the judges. The real judges are a herd of whitecoats from Turquay in Devon. Nevertheless, the game (still at a fairly early stage in its production) looks like it could be the definitive new sports game on that trusty beast that we call the C64. As well as the pocket napping we all know and love, there will be many other events

Now you'll need to bare for International Sports Challenge. Er, I'm not quite sure what they'll be yet, though. But rest assured we'll be the first to let you know what they are when the game hits the starting blocks.

| | |
|-----------|--------------------------------|
| Game | International Sports Challenge |
| Publisher | Empire |
| Release | October |
| Price | £9.99/\$29.99/\$9.99 disk |
| Contact | 0208 541128 |



Amazingly, this green is exactly the same color as the carpets, walls, and floor in the real world. (That's the beauty... if you don't have a real... 84)



This one was painted by Dante. It's called The Death of Seymour. The original is hanging in the Rijksmuseum in Amsterdam. Note the fine brush-work and little pinky bit.



The first level looks a bit boring. The rest of level 100 is called Wings Seymour could break through with impunity is thought for the rest of us. (What are you on about? - 84)

SERGEANT SEYMOUR ROBOT-COP



...making about things to deal with about ten things at once. It's like the ancient Greek hobby of plate spinning. (No it isn't! - 84)

So far we've only seen an early incomplete version of the game but even at this stage it's totally addictive.

Dave even forgot to eat his 11 chicken sandwich, which is almost unheard of! There are tons of collectibles you can nab with your extendable tongue at the end!

There are slow-down, speed-up, freeze, fast-forward, laser bolts and other goodies. But don't resist too much because there are also bombs which will destroy you if you try to collect them.

Sergeant Seymour Robot-Cop should be ready for review in time for our next issue, giving you plenty of time to lay down your weapons and sanity.



now those carry CodeMasters get their teeth into a character, they certainly don't want to let it go. Look at the number of Zippy games they've done. And everyone's favorite floppy white thing, Seymour, is proving just as durable. This time around he's encased in armor, in a strange and hideous parallel to the film *RoboCop*.

Seymour has been changed into a half-metallic, half-white blob mutation. This makes him ideal for hunting down criminals.

But the criminals Seymour has got his eye on aren't your run-of-the-mill thugs. No, they're twisted-type things and gunguis which live in a vast complex of mazes. There are five areas, each with ten levels. There's the city zone, the ice zone, reptile zone, space.

WHY SEYMOUR CAN NEVER BE ROBOCOP

1. RoboCop is metal. Seymour is a floppy baby of white jelly.
2. RoboCop has a powerful handgun.
3. Seymour has a detachable limb.
4. RoboCop is quite a hard dude.
5. Seymour is quite a hard dude.
6. RoboCop read new letters. Seymour was once a sub of Nelson Cruz.
7. It... well... it...
8. There's loads of other differences too.



This is what CodeMasters call 'being silent'. Apparently it's to be included in Seymour's game, but that we understand they want an industrial jargon. We have that to Andy Roberts.

zone and the future zone. So, that makes 50 levels in total, right? Wrong. There are 60 levels, because each zone has two extra bonus screens.

Seymour has got one trick up his sleeve - an extendable robotic arm (ap his sleeve, get it?), he can send

the whizzing off in a straight line after any of the ones. It grabs them, then shunts them against a wall (ahem, after colliding, they're either dead or arrested - it doesn't matter which).

At the centre of each Pac-man-like maze is a big bottle whose job it is to churn out three offenders. You can actually apprehend him, but if you're fast enough to wipe out all the fleshman he's made, he dies.

There's another way of beating the boss: releasing the little ones sometimes leads to them dropping a letter (of the alphabet variety, that is, not the sort you stick it in a postbox). Collect enough of these to spell out OYERBOP and you'll have instant success, glory and a billion points (perhaps).

Sergeant Seymour is a bit like the Cool Cat T-shirt to play. There's the same sense of



That innocent stare look like a video eye but he's actually a beautiful beakie creating red gunguis infest on world domination.

| | |
|---------|------------------|
| Game | Sergeant Seymour |
| Author | CodeMasters |
| Release | September |
| Price | £3.99 |
| Contact | 0628 814432 |



The CHARTS

1



Rolling on to the top of the charts with an almost 50 per cent lead is Arnie (sorta). Adverse (the feminity in Arnie). Everything he does he does for a Lear jet.

7



Proving that a fall out of water doesn't have to mean a drowning, James Pond - RoboCod stays bouncing in the mid teens and prares back into the top ten.

9



"Must be paired with a realistic man, and realistic club and tennis players." Graeme's famous last International 3D Tennis masterpiece. Culture or what?

14



Beetle tactics are what's needed here. There was Tobi's Dad was a bit of an adventurer on a trip, which most make Tobi a walk off the old block.

17



August is the best time. All these American kids and no one who's needed around to discipline the lot of them. Summer Camp seems up the chart 11 places.

CF'S TOP 80 GAMES

| | | | |
|----|--|-------------|--------|
| 1 | ARNIE ▶ | Zepplin | £3.99 |
| 2 | GOLDEN AXE ▲ | Tronix | £3.99 |
| 3 | RAINBOW ISLANDS ▼ | Hit Squad | £3.99 |
| 4 | ITALIA '90 ▶ | Tronix | £3.99 |
| 5 | SUPER OFF ROAD ▲ | Tronix | £3.99 |
| 6 | PRO TENNIS TOUR ▲ | Hit Squad | £3.99 |
| 7 | JAMES POND - ROBOCOD ▲ | Millennium | £11.99 |
| 8 | GRAEME SOUNESS SOCCER MANAGER Zepplin | £3.99 | |
| 9 | INTERNATIONAL 3D TENNIS ▲ | GBN | £3.99 |
| 10 | DJ PUFF ▲ | CodeMasters | £3.99 |

| | | | | | | | |
|----|---------------------|-----|--------|----|---------------|-----|-------|
| 11 | The Legend of Zelda | GBN | £19.99 | 11 | Wings of Fury | GBN | £3.99 |
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| 31 | GoldenEye | GBN | £19.99 | 31 | 21 Super Golf | GBN | £3.99 |
| 32 | GoldenEye | GBN | £19.99 | 32 | 21 Super Golf | GBN | £3.99 |
| 33 | GoldenEye | GBN | £19.99 | 33 | 21 Super Golf | GBN | £3.99 |
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| 55 | GoldenEye | GBN | £19.99 | 55 | 21 Super Golf | GBN | £3.99 |
| 56 | GoldenEye | GBN | £19.99 | 56 | 21 Super Golf | GBN | £3.99 |
| 57 | GoldenEye | GBN | £19.99 | 57 | 21 Super Golf | GBN | £3.99 |
| 58 | GoldenEye | GBN | £19.99 | 58 | 21 Super Golf | GBN | £3.99 |
| 59 | GoldenEye | GBN | £19.99 | 59 | 21 Super Golf | GBN | £3.99 |
| 60 | GoldenEye | GBN | £19.99 | 60 | 21 Super Golf | GBN | £3.99 |

THE KEY

DOWN UP ▲ GOING DOWN ▼ NEW ENTRY ■ NEW STAYING STILL ▶



New Zealand Story has taken it to 10. But no story, and no rugby team. Although the New Zealand rugby team are nicknamed the All Blacks, strange that.



"What happened next, Emory?" "Did the developer from take a holiday, Emory?" "You going to have to pass that one on." "But I haven't played the game, yet!"



All Stars (Developer) are in the charts. The original and first sequel planned while Starburst 2 stays in the numbers - but does it give away the plot of the film?



Oh how you wish you buy an belt with amount of games you love £1.99 to buy the Super-Vision construction kit now or to help get Super's all-stars.



Super-Vision is a solo playing game, so they a show over your shoulders and pretend to be Obi-wan, or stick it covered on your head and be Bruce Forsyth.

We live in a world filled with accidents, pain and general discomfort. Well the CF crowd does anyway. So let's find out their worst moments involving pain, hospitals and other squeamish things. Why? Because we're running out of good ideas for the amusing introduction to...

POWERPLAY

TRENTON WEBB



He's a hard man in Trent. At least as hard as the foot of a horse. "I once tried to headbutt my local comprehensive to death. But putting a scorpion, I accidentally bit my tongue. I was rushed to hospital by on-callers and spent three days under observation. I think a nurse did it through a hole in the ceiling."

spend three days under observation. I think a nurse did it through a hole in the ceiling."

JAMES LEACH



"Hospital was very awful. One minute I was lovely and warm, the next I was freezing. This really big dollar hotel was upside down and kept slapping me. I screamed and screamed. Then he cut the umbilical cord, put a

tag on my wrist and showed me in a cot. It's the last time I'm going to hospital. I can tell you."

ROGER FRAMES



"Pain and I are no strangers. In fact we're on first name terms. He calls me Roger and I call him Gordon. That's his name, you know... What? Oh, sorry, I thought you meant Mr Payne from the sweet shop. The worst pain I can

think of is having my eyelid surgically removed every time I have to spend money."

ANDY ROBERTS



Andy has, through the skillful application of hypnosis, overcome all pain. "I can reduce even the most serious injury to a mere itch. It's easy enough to do. Trouble is, the itch is always in the middle of my back, so I have to carry a pool of water everywhere, just so I can scratch it."

I don't believe a word of it, Andy.

OLLIE ALDERTON



Most of Ollie's injuries come from peeing at the 'love junkie' gig."

"I was jumping next to this really fat bloke and he landed on my feet. They look like flip-flops now. The doctors say that although I may wobble instead of walk, I'll be able to lead any dolphins in an underwater swimming race. I reckon I was lucky, really."

LISA NICHOLS



Lisa was sun-bathing in Cyprus when she called, but her personal assistant told us: "Ms Nichols doesn't like pain. She pays me to suffer for her. Right now I'm having one of her most severe headaches. I'm sorry but I must be

down in one of my mistress' 80 bedrooms." We counted Lisa's bedrooms. At around 16.

DAVE GOLDER



Strategically, Dave claims he has Post-Traumatic Stress Disorder. "I had three nightmares about 'System. The dust, the rubble, the noise. I want those last year you see, and they hadn't finished the hotel. It'll be years before I stop having what

my psychiatrist calls my 'united hotel' dreams. I was glad when they introduced us."

THE MIGHTY BRAIN



"Being semi-dimensional, I don't have nerve-endings, so I can't feel pain as you humans know it. But I do feel the tormented anguish of the stars. What? You don't know the stars were suffering? Well, how would you like it if your solar surface was 8,000-degree centrifuge? It's pretty blimmin' painful for them. I can tell you, matey."

Bits'n'Bobs

Commodore Format's review system is generally complicated. Nobody except TMR could ever hope to understand it. But, for the record, here's how it works (even though, as an edit, you won't have a chance of getting to grips with its intricate complexities. What we do is tell you

exactly what the good points are and what the rubbish bits are about each game. See. Very simple, isn't it? We

warned you it would be.

CF RATINGS

Also frighteningly technical is this box-type thing. It shows you advantages and negative factors about the game.

Next to it is an indecipherable rating mark. Over 50 per cent means that the game is officially a Conker, and is thus eligible to a seat in the European Parliament in Brussels (or Strasbourg or wherever).

It also means that if you don't rush out and buy the game immediately, people in supermarkets will run your ankles with their truffles to teach you a lesson.

GAME ICONS

A broken icon never occurred. These icons are, and they're still to use today. We certainly built them to last, did Trent. What they mean is anyone's guess, though...

FAIR - Number of players might just refer to how many can participate.

KEYBOARD/JOYSTICK - Could possibly signify these important control mechanisms.

MOUNTAINS - Probably has nothing to do with any available difficulty levels in the game.

OCTOPUS - Multi-head, but it might mean that a cephalopod is included with every game.

GOALER'S SHIRT - Peter Anzico has indicated in writing that there is a save option.

BLUDDER - Increase your height temporarily, whilst simultaneously getting your initials on it. *See review table.*

PAWS - Have needs? No, it can't mean this. Surely not. Rightmost? I don't.

Grab your special flying trousers and spread that pixie dust because Hook has arrived. Does it evoke happy thoughts or does it deserve a panning? Lost Boy James Leach finds out.



You take the kids from Neverland, tear left to the Enchanted Forest and then leap on going while you pass the Great Mine. Then join the 41.



HOOKED BY THE MOVIE

If you haven't seen the film, it's all about a lanky, Peter Banning (played by our love American humorous bad, Robin Williams), who is a complete money-grabbing, selfish, desperate-to-be-successful entrepreneur. [Months gone] to me - Roger) His kids, who he neglects, have been kidnapped by the nasty Captain and Peter has to go and rescue them. In doing so, he rediscovers his lost youth as Peter Pan, learns how to fly again, gets chased up by Julia Roberts (playing Tinkerbell) and wears a sword all day.

If you're expecting a typically happy ending, well, fair enough, it's got one. Except for the bit just after the closing credits, that is, when everybody gets horribly eaten by one of the sword-worms from Dune. (You just made that up! - Ed.)



HOOK

What's it like in the computer version of Neverland, then? (Wasn't it called Never Neverland in the original JM Barrie classic?

- *Stevie Nod (of) Me!*) Well, I must confess I haven't actually visited the place, and it's my dream, so I've only got the film to go on. But Ocean have made a pretty decent effort to capture the strange historical/fantasy atmosphere of Barrie's movie.

When you load up, the first things you see are some rather swanky graphics of Hook and

Tinkerbell - sponsored, for some obscure reason, by Tink throughout. Tink flies around the screen looking pretty and getting in the way of the words.

In fact, this is good effect and looks dead sweet (probably even better than Julia (slightly-overrated) Roberts). (How'll be saying you fancy *Miss Pinterstone* next? - Ed.)

Next a map of Neverland appears. Here you

must choose the places you want to visit. To finish the game, you've got to do the lot, (though not all are available from the start - some levels are only reachable once you have completed others) so you're bound to get to see everything if you keep playing, but it's nice to have this choice of where to start.

And with little further ado (except a longish chunk of loading time) you're whisked into Neverland. And there are plenty of warring gnomelike styles waiting. If you're on the ground, you have a pretty standard platform game. You've got to collect scattered objects, get Tink to follow you and avoid or kill a variety of enemies with your special sword (which may be special but looks rather woody as it clatters in and out during combat).

Of course, Pan can fly as well. He's not very good at it, though, so needs happy thoughts (DON'T ME AT!) to stay in the air. These are attached to balloons sent up to him by the Lost Boys, a group of physical kids who live in Neverland and are basically on your side. Hook and his nasty pirates send up dynamite-laden balloons to try and destroy



Even a visually-pleasant looking ground such as Pan wants food. Luckily there are some fairly (good?) cakes around. These ones, though, are about three feet tall.



That little mouse-like object on the screen (all of the platforms in a world) is a death whenever you find some buried treasure. (I want it! Mine it to eat it! - Roger)

Oh no

THE PIRATES HAVEN TAKEN YOU TO HOOK'S SHIP.

AND NOW YOU ARE FORCED TO MALK THE PLANK...



Tinkerbell appears before every major development and gives you links. First, she's best (staying) over your headspace. But as she's a pixie, you can't punch her head in.

you. Sit, sit, you said these. And while all this is going on, you must keep out of the way of any other facilities who might wander on and mess with your best efforts. Even a thunder-storm gets a look in to cause you misery and ruin those precious happy thoughts. The flying sequence rolls next - its facts and you've just got to keep grabbing the correct balloons in order to keep going.

As well as the flying and the arcade platform sequences, which does actually look like a console game, there's a fighting bit. Basically, Rolo, one of the Lost Boys,

We're talking several games rolled into one

decides you're a bit of a dweeb, and intends to prove it by chapping you into seriously small pieces with his sword. Fight on, dude, because you get to chop back!

It must be said that games with different gameplay styles in them are certainly entertaining. Ocean have got Hook right because there is a distinct atmosphere which runs through the whole thing. But there are also a lot of different things to do in the different sections. We're not talking about a simple 2D big platformer here. We're talking about several games rolled into one.

So if you've beaten your way through the various stages in Neverland, you've avoided walking the plank and having to sunbathe underwater in the Southern City (deep breathes needed here), you get to the ultimate challenge - trying to beat Captain Hook himself in a straight sword-fight (well, you can use curved swords if you want). It's like the Rolo battle, only a lot more difficult.

But Hook has one major feat; many of the sections just aren't that difficult. The platformer bits can be rapidly beaten. Sections such as the Underwater Zone

The underwater section has a very different feel. Point in the right direction, then sit fire to make a swimming stroke.

are slightly more testing, but don't really redress the balance. Concentration. That's the key. You'll find if the game title troubles if you put in a bit of thought.

The graphics are both impressive and, once you've seen most of the sections, a bit of a let-down. Plenty of thought has gone into how the whole thing looks, and, as I said earlier, the overall style is consistent. But the main sprite land

here I'm talking about Peter Pan, not Tinkerbell, which a real sprite doesn't have quite enough colour. Some of the backgrounds are a little under-detailed as well, giving the game that consoley look. It's okay, but the 64 is capable of more.

The sound effects are pretty good, if a little sparse. There's a jingly tune, which you can switch off when you get fed up with it. It's not Mozart, but there's much worse around.

So let's see. We've got an impressively large game (with the penalty of having to wait for bits of it to load). There are some decent graphics and good sound effects. It also has a certain individual style which is great to see in a licence of a such a splashy film. But Hook is just too easy. Its size doesn't make it hard to get through, if you're a good game-player, you'll have this one cracked before you can say, "The third star on the right and carry on 'til morning".

JAMES LEACH

PARRR...IN



Fee is crossing a magic bridge made out of the hopes and dreams of little children. But sensibly, he'd much rather it was made out of steel and pre-stressed concrete.



Fee needs Tom's help when everything goes wrong and he needs to be drunk. That magic drink just will revive him and give him the strength to go on. It's often given him several bottles at once, too.

IAN CYCLOPEDIA INVESTIGATES PIRATES



A pirate is defined as, 'one who breaks the law at sea'. In the 18th century, everybody was all in it (in the Spanish Main (or the Caribbean, as we now call it)).

There were two sorts of pirates. There were the ones who were named after the colour of their beards, like Yellowbeard, Blackbeard, Blackbeard, Pinbeard and British-Flagging-Greenbeard. The other sort of pirates were those named after a part of their anatomy that was missing and had been replaced. For example, Peg-leg Pete, One-eyed Jack, Wooden-splint Tim and No-nosebits McDee.

Pirates had their own curious language. Here I've painstakingly translated it into modern English.

'Here at ye, mateys!'
Please accept this book token with my best wishes.

'I'll behead any landlubbers!'
I am most concerned by the Exchange Rate Mechanism.

'Ye be he, shiver me timbers!'
Sir, we has rendered the wooden frame of this building unsafe.

| | |
|-----------|--------------|
| Game | Hook |
| Publisher | Ocean |
| Cassette | £10.99 |
| Disk | £12.99 |
| Refused | Out now |
| Contact | 067 832 1166 |

POWER RATING

THE DOWNERS...

- Time of boring loading.
- It's not so tough as DROUD DS.
- Bigger sprites look a bit goofy.

85%

...AND THE UPPIERS

- Decent sound effects, both music and sfx noises add a lot to the style.
- The levels are large and packed with loads of different features and obstacles.
- Lots of game-play styles combine to make Hook varied and interesting to play.
- Plenty of great writing and conceptual touches such as the Banana olive, Breadfruit and sideways bouncing water.
- The game talks with the player's plot pretty well. This is helped by loads of extra screens and other bonuses.

VIDEO POWER



FOR YOUR
COMMODORE 64
GAME CARTRIGES

INSTANT
LOADING

ocean

IMPROVED
GRAPHICS

DEFENDERS OF THE EARTH

(Powerplay 22)

Regular CB contributor Richard Beckett goes up again with the solution to his rather jolly arcade adventure. And just in case you were wondering: Flights, L-Lift and DOOR means go through the door.

From the start, R, R, R, DOOR, call PHANTOM, DOOR (once opened), get GUN, L, DOOR, enter other DOOR, R, R, collect LIFE, R, DOOR, L, L, collect GUN, call ZUFFY, DOOR (once opened), R, R, hit Spool W (the repeatedly and jump the buttons).

R, R, DOOR, L, L, collect GUN, DOOR, R, R, R, R, call LOTHAR, DOOR (once opened), R, collect SHIELD, DOOR, L, L, call PHANTOM, DOOR (once opened), L, hit Dragon (five repeatedly, such to avoid the bullets and jump or shoot the tanks).

L, DOOR, R, R, call MANDRAKE, R (once hole is fixed), R, DOOR, R, R, collect SHIELD, R, R, collect GUN, L, DOOR, R, R, call LOTHAR, DOOR (once opened), R, DOOR, L, L, DOOR, R, collect LIFE, R, call LOTHAR, DOOR (once opened), L, L, call MANDRAKE, L (once hole is fixed), L, then prepare to meet Ming.

The best way to dispose of Ming is to rise to the right of screen and so repeatedly at his head, jumping the buttons as they appear. Once he's dead, jump the hole and enter the door to the left to complete the game!

SLIGHTLY MAGIC

(CodeMasters)

Thanks to Magical Earth for sending in this complete solution — a handsome Software Solutions will be sending it to you shortly.

From the start, go RIGHT and collect the BUCKET OF WATER. Go LEFT and give the BUCKET to the DRAGON then go LEFT and get the second BUCKET. Give the BUCKET to the DRAGON on the ledge, collect the MILD-PLANE and the third BUCKET, fall down and get the PILE OF STONES. Go right and give the STONES to the ROCK MONSTER.

Collect the SKULL and jump upwards using the stars. Collect the MAGNET, go right and give the third BUCKET to SMART THE FROG-WIGHT. Go to SH RUSTALCO and use the MAGNET to catch the PM. Go up

GameBusters

You want tips? We can give you tips. You want solutions? No problem. Maps? Sure. Tiger skin rugs? Um, try Harrods. But if it's a games problem you're having, then you're in the right place.

and collect the BODYSPELL. Return to the creepy caves, jump up and use the PM to pop the buttons then go up and right and pick up the WAND.

Go up again and collect the FLEA COLLAR. Approach the Wizard's SPELL BOOK then go to the room containing the two ghosts and use the BODYSPELL. Collect the HEARING SPELL and use it in the guard's room to get past. Collect the FLEASPELL and use it inside the GIANT'S HEAD is get thrown across the moat. Go down and collect the WATERING CAN, the FISH SPELL and the SCORCHING (avoid the banana skin).

Use the WATERING CAN on the PLANT. Jump up and go right until you come to the CHILDREN'S CAT. Use the SCORCHING to cut the TREE and collect the FISH BOWL. Use the WATERING CAN on the PATCH and fall down. Use the FISH SPELL as soon as you reach the fountain then go and collect the EXPLOSIVE SPELL. Pick up the JELLYFISH to let you go down.

Collect the FLUNCER then go to the 'Danger Falling Frogs' room and use the EXPLOSIVE SPELL — you will fall down and land in the sky. But don't bother to collect the DEAD MOUSE or INVINCIBILITY SPELL. When you reach the door with two ghosts, collect the CANDLE and fall down.

go left to the Elves assistant and use the CANDLE to score them away.

Collect the FEATHER and use the FLEIGHT SPELL to fly up and get the COOKPOT. Use the SPOONFUL OF SUGAR, go to the Home Sweet Home room and use the COOK SPELL, is free Harrods and Great. Find the WATER PISTOL, go to the room containing three Dragons and use the WATER PISTOL. Collect the DEAD KEY and go to the replace, then collect the DEAD MOUSE and INVINCIBILITY SPELL before you go down the ladder.

Use the INVINCIBILITY SPELL and place the DEAD MOUSE in the CAT'S MOUTH (yowwwwww!). Collect the WROCKIT, find the PENEY and use it in the WASHING WELL. Go down the well, left, down, left, down, left, down, jump across the hedge (avoid the banana skin) on to the right-

hand side of the screen, jump left and fall down, go right and collect the SUNTAN LOTION. Go right, down, left, down, left, down, left, then walk off the hedge and give the SUNTAN LOTION to the SUNBURST DRAGON to keep the game!

"Right, that's Andy's preferred stone collection from the left... If I can just remember the remaining part of the trick."



EVEN MORE POKES FOR THE MASSES!

Here's yet another crop of Action Ready POKES, again courtesy of that seemingly inexhaustible pit of the things, Danish hacker Niels Hansen. To use the POKES freeze the game, press 'F' to enter the pokes, and then restart the game using F5.



RAID BOMBER (Kingsoft)

POKE: 35245,165 — Freeze level.

POKE: 40212,234

POKE: 40213,234 — Infinite energy.



CATALYPSE (Denmark)

POKE: 22282,165 — Infinite lives.

POKE: 22176,234 — Invincibility.

ARME

(Zapping)

POKE: 12270,173 — Infinite lives.

POKE: 14022,173 — Infinite shots.

POKE: 12623,168

POKE: 12604,1

POKE: 12606,234

POKE: 12606,234

POKE: 12607,131 — Invincibility.

FEED ME, FEED ME NOW!
The GameBusters section is a strange beast, which can only thrive on a steady diet of maps, tips, POKES, solutions and other panglossianity. And there's a 620 software voucher up for grabs! Only month for the sender of the fastest piece of advice. Send your message to: Andy Roberts, GameBusters, Commodore Forum, 26 Warwick Street, 2nd, Avon, BA1 2BN.

SPACE CRUSADE

Space cadet training officer Andy Roberts beams down on to the CF Space Hulk once again to bring you the lowdown on the first six missions of this superb role playing game. Isn't he brave?

THE MISSIONS

The missions can be tackled in any order, although it's better to play them sequentially. Why? Basically, the later levels are very tough, so the earlier missions can be used to build up huge equipment reserves and orders to use in the later ones. Common sense, really.

Apart from the primary mission (which must be completed, there are also secondary missions to complete. To win a mission, you have to score enough points. Completing the primary mission is worth 10 points, a secondary mission is worth 15 points, but only if it is read out in an audio event. Here are those missions in full.



MISSION 1 SEEK & DESTROY

POINTS REQUIRED: 30
PRIMARY MISSION:
Destroy Dreadnought
SECONDARY MISSION:
Kill one Android

The Dreadnought is located in the centre room at the bottom of the complex, surrounded by Oiks and Seraphs. Approach from the left, sending your heavy weapon-bearing marines in first, then use your Commander in hand to hand combat (CSLT if he has a decent weapon).



MISSION 2 ELIMINATE & SURVIVE

POINTS REQUIRED: 30
PRIMARY MISSION:
Destroy aliens & Marines
SECONDARY MISSION:
Seek & destroy Dreadnought
Quite a straightforward mission – basically blast the legs off anything that moves. If you



are playing on your own (solo), you must eliminate the infected Chaos Marines. These start the game on the docking claw at the far left (be very careful in that corridor). The huge room at the centre of the map houses the Dreadnought, accompanied by hordes of Oiks, Seraphs, Bow Bunkers and Androids. You are going to find that your assault cannon comes in most handy.



MISSION 3 DISABLE ALIEN VESSEL

POINTS REQUIRED: 30
PRIMARY MISSION:
Destroy Control Panel
SECONDARY MISSION:
Seek & destroy Dreadnought

The control panel for this mission is situated in the rooms at the bottom-right of the map, the safest route being the long corridor to the left, then along the bottom corridor. The panel itself is easily destroyed, so send in a boiler-bearing marine as opposed to a heavy weapons marine. The return journey, however, is much more difficult, as you'll be likely to be annihilated by dozens of not very capable aliens. Your best bet if you want to make it back in one piece is to send a plasma gun ahead of the pack to clear the corridors.

A FEW POINTS THAT MIGHT INTEREST YOU

To successfully complete a mission, you must score a designated amount of points as well as completing the primary mission objective (see MESSAGES). The points for each alien vary by type level to level, and also depend on whether or not the alien is the target for the primary/secondary missions. For example, the Dreadnought on level one is worth more because the primary mission is to destroy it. Get the picture? Oh, and note that REBELLE also includes things such as the Control panel and Radioactive Corridor.

| ALIEN | 1 | 2 | 3 | 4 | 5 | 6 |
|-------------------|----|---|----|---|----|---|
| REBELLE | 4 | 1 | 1 | 1 | 10 | 1 |
| GREYCOHEN | 2 | 1 | 1 | 1 | 1 | 1 |
| OIK | 1 | 2 | 2 | 2 | 2 | 1 |
| ANDROID | 3 | 3 | 3 | 3 | 3 | 1 |
| CHAOS MARINE | 4 | 4 | 4 | 4 | 4 | 4 |
| CHAOS MARINE (HW) | 4 | 4 | 4 | 4 | 4 | 4 |
| SEEK SUCKER | 10 | 4 | 10 | 3 | 4 | 4 |
| DREADNOUGHT | | | | | | |



ade

PART 2



MISSION 4 LOCATE & RESCUE

POINTS REQUIRED: 20
PRIMARY MISSION: Return Brain Container
SECONDARY MISSION:
Kill five Chaos Marines

This is another mission which begins without a flick, but gets horribly difficult towards the end. The brain container is hidden in a room off of my relatives? - TMM resides in the 'back' of these rooms towards the top of the map, and the route is fairly straight. However, be prepared to meet all manner of aliens at every junction along the way. The best advice to collect the container is the commander, simply because he's much more resistant to attack. To pick up the container, simply walk on it. On the way back to the docking dock, watch out for the Chaos Marines - they're tricky to shoot.



MISSION 5 LOCATE & RETRIEVE

POINTS REQUIRED: 20
PRIMARY MISSION:
Return Experimental Weapon
SECONDARY MISSION:
Destroy Control Panel

This is very similar to the previous mission, in that the Commander should be used to collect the experimental weapon. The weapon is situated in the centre room towards the right of the map, but the corridor which leads to it is swarming with Grunts and Orks (so keep your men against walls to lessen the chances of hand-to-hand attack). To make things worse, a Dreadnought guards the room containing the weapon, so send your heavy weapons marines in first, then rig it with the Commander and grab the weapon.



MISSION 6 PURGE & WITHDRAW

POINTS REQUIRED: 20
PRIMARY MISSION: Open an Outer Door
SECONDARY MISSION:
Kill Dreadnought and Android

This is where the problems really start! The best outer door to open is the one at the bottom of the map, but even that is guarded by literally hundreds of Grunts and Orks (not to mention the Dreadnought in the room above). Take the central corridor down to the outer door, sending a heavy weapon and a plasma gun ahead of the rest to deal with any

aliens which appear. The aliens will do their best to block your path, so even there is a clear route with one of your men except you (the better is the best). The reason for this is that whenever opens the outer door will immediately die. As soon as the outer door is open, run!

EQUIPMENT PACKS



● **TARGETER** - This is best used on the assault cannon, mainly because of the re-fire facility. If you have two of these, use the second on the plasma gun.



● **BLIND GRENADES** - These can make or break a mission, and it's worth selecting them for some of the later levels. If the area is packed with alien life forms and things, look blind, that's the time to use them.



● **BOLT PISTOL** - Gives a handy little beam, allowing an elite Light Weapons Gun to be re-cycled in hand-to-hand combat, but only choose the bolt pistol if you have more than one boltgun on your team.



● **DELTA BOMB** - If you're face to face with a Dreadnought (so have no heavy weapons, use the beauty in hand-to-hand combat for less extra heavy weapons) use this. Combined with a Power Axe and Glove, this weapon is simply awesome!



● **BIOIC ARM** - Exclusive to the Blood Angels, this further improves the Commander's hand-to-hand combat immensely. With melta bombs too, the Angels are impressive when it comes to hand-to-hand combat.



● **CLOSE ASSAULT BLADES** - Again, this is exclusive to the Blood Angels, and allows better-leaving marines to attack objectively in hand-to-hand combat. These are especially useful on missions like and on when aliens 'bump you rear'.



● **FORCE FIELD** - Another item for the Blood Angels only, this gives your Commander an armour value of

three, making him a weapons warrior. This weapon is useful for hand-



to-hand combat too. (Warning: do not use to attack a Blood Angel by the hand - he'll probably accidentally have my arm off - lol)



● **BIOIC EYE** - This is exclusive to the Imperial Fists, and is essentially a targeter. It allows the Commander to re-kill a de-

every time he dies, which is very powerful when combined with the Combi-Weapon.



● **SUSCEPTORS** - Another item exclusive to the Imperial Fists, this allows the marines with heavy weapons to move the same number of spaces as normal marines. Useful on later missions when keeping your men together is essential.



● **COMBI-WEAPON** - Yep, another pack for the Fists only. This allows the Commander to choose between either the heavy bolter or a plasma gun each time he fires. Extremely handy - if an alien is out of range with one weapon, simply switch to the other - chances are, you'll hit it.



● **BIO-SCANNER** - This is of little use exclusive to the Ultramarines, and can be a Godsend on levels which require you to seek out specific aliens. It allows you to identify any three unidentified types on the scanner and is most handy for planning your route to the primary mission objective.



● **DIGITAL WEAPONS** - For use with the Ultramarines only, this improves the Commander's general combat abilities (either firing or hand-to-hand). Essentially, it's much the same as the bolt pistol (see above).



● **MELTA BOMB** - This final item is again exclusive to the Ultramarines, and can be used at any time to restore all of the Commander's life points - comes into its own on the later missions.

NEXT MONTH: Your training is almost complete, but there are still a few more aspects of space crawling to cover. They would mean the difference between life and ending up as a much-loved decor on some space ship or other. So, see you in 30 periods for your cards, hand-to-hand combat, plus the final six missions.

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

There's only one Nintendo mag to buy, and only one logo to look out for!

Watch it, Steve! Gah... You CR? Steve! What! You say! These cars ain't none broken! Ah, Aah! AAAAAAA!



VROOOOM!
Burning rubber on the baby Nintendo comes World Circuit Series - a Formula One racer which can handle up to four players!

SCREEECH!
We've got a whole bunch of NES racing games, with Micro Machines, Ferrari GP, Rad Racer and Turbo Racing. Blimey!

BROOOOM!
Top Gear breaks all the rules on the Super Nintendo. It's fast, rapid, speedy, swift and just a tad nippy - even in two-player mode! Er... we've got RPM Racing as well. But let's not mention that.

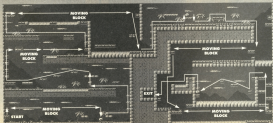
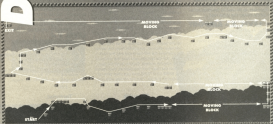
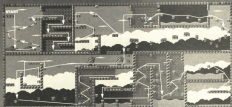
Stuffed what? A whacking great what?! (You'd better buy an issue and find out!)

Free book! Yes, mini-reviews and tips of 42 Game Boy and 42 NES games!

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

DJ PUFF

Yo dudes! DJ Puff has had his real cool CD collection swiped and scattered all over Volcanic Island, so you gotta help him out. Hey, no hassle, not when that happenin' dude Andy Roberts has put together these wicked maps.



VENDETTA

- THE SOLUTION

PART

Three down, four to go. Prepare to blast your way through the last few levels of military mayhem with Andy Roberts at the controls.

LEVEL 4 - DRIVING

The driving sections become tougher, with more cars, tighter bends and less time. Slow down when taking a bend or you'll waste valuable seconds if you end off the road. If your car veers violently in one direction, push the other way on the joystick to counteract it. If you go too slowly, however, you'll be pulled over by the police - it's therefore essential to collect every object on the 3D stages. The MAP is also important, as it's used by the computer to point out the correct look on the road.

LEVEL 5 - AIRPORT

From here on in, every terrorist is armed, so it's better to stick to the KAMAZON or Uzi when entering a room.

for the first time.

There are also fewer objects to collect, so you can keep your

weapon selected without having to worry about switching back to fists.

From the start, blast the armed terrorist and kick the door to open it. Go through the door, blast the guard, and collect the DISBURSE from the filing cabinet - this makes you invisible to the guards until you leave the plane. Leave the room, blast the terrorist again, then take the upper right exit into the hallway. Kill the guy in the next room, take the right-hand exit, then kill the terrorist and collect the AMMUNITION.

Take the right exit, blast the terrorist, then take the right exit again. Kill the terrorist then take the right-hand path to arrive at the plane. Kill the terrorist who's waiting here and collect the car's AMMUNITION, then climb up the ladder into the plane. Your disguise will have worn off, so quickly blast the terrorist and take the left-hand exit into the next room. Kill the terrorist and take the left-hand door into the cockpit. Quickly blast the guy, collect the map from the cabinet, then select the WIRE CUTTERS and use your 'pick up' motion on the girl - cut the middle wire, the

left wire, and then the right wire (red, yellow and blue) in that order to defuse the bomb and complete the level.

LEVEL 6 - DRIVING

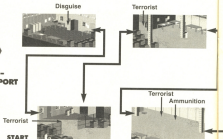
By now the time limit will be getting rather low, so use the turbo-boost at every opportunity (boosts usually appear after several tight bends). You may also notice an abundance of helicopters, so be ready to switch to missiles as soon as they appear. Keep ground guns selected for the rest of the time, however. Shoot cars before they bump you off the road (motorbikes are particularly handy).

LEVEL 7 - CENTRAL PARK

This level is, surprisingly, easier than the previous ones, basically because there are no objects to collect - it's just a straightforward, no-conscience blast 'em up!

From the start, blast the terrorist and take the upper left exit. Kill the next terrorist, then take the upper right exit into the 'cubicle'

LEVEL 5 - THE AIRPORT



screen. Grasp one of the terrorist here, take the right-hand path into the next screen then crouch, you guessed it, blast the terrorist. Leave by the top-right exit. Kill the final terrorist, then go back the way you came until you reach the "attain" screen again. Here you will meet the

Professor - use your "pick up" choice to let his head face right to do this and he will stand up and give you the briefcase.

Congratulations! You have defeated the terrorists, rescued the hostages and completed the game. Thank you and good night.

PART 2

CHEAT ZONE

If you're having trouble with any particular level (haven't we given you enough help already?) you could always try this cunning cheat mode: at any time, hold down the keys B, U, N, and F to instantly load the next level. Easy life!



Terrorist



Terrorist



Terrorist



Terrorist (and later the Professor)



START

LEVEL 7 - CENTRAL PARK

Terrorist
Wire cutters Bomb



Map Girl



Terrorist



Terrorist



Terrorist



Terrorist



Ammunition Terrorist

It's huge.
It's amaz-
ing. And
it's only
the first
half. Who
would have

THE COMPLETE Gamebusters

GUIDE

believed that we could cram so many useful snippets of advice into the first 12 issues of Commodore Format? Andrew Roberts didn't so we told him to go away and come back when he'd compiled a list of the lot. Foolishly that's exactly what he did. (Perhaps we can trick him into doing issues 13 to 24 next month!)

COMPLETE SOLUTIONS

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Castle Master/Wonderboy: Thanks to CFI and Za complete solution! While our maps make Blood Money, Blood Simple!

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If you're stuck in the Maze of Nightlord use the map in CFI. If you need to leave the end of the New Zealand Story, check CFI!

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SAMARITAN'S CORNER

You can get by with a little help from your friends but you can get by

even better with some help from the GameBusters. Drop us a line at Commodore Format, 30 Monmouth Street, Bath BA1 2BW.



CRAZY CARS

(Track & Field)

Here, especially for

Daniel Hatcher

and Jimmy

Lewis, is a

nifty little

testing

for

extra

time.

Improved game

play and six month's road test

- 3 000 0000 0000 0000 0000
- 1 000 0000 00 0000000 0000000000
- 2 00000
- 2 00 0000 0000 0000 0000 00000000
- 3 0000 000 000000 000
- 10 0000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000

HARD DRIVIN'

(Racing)

And when you've completed Crazy Cars, Daniel Hatcher might like to try his hand for a steady of extra time options.

- 0 000 0000 0000 0000 0000
- 1 000 0000 00 0000000 0000000000
- 2 00000
- 3 00 0000 0000 0000 0000 00000000
- 4 0000 000000 000 00000000
- 5 0000 0000 0000 0000 0000 0000
- 6 0000 000 000000 000
- 7 0000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000
- 10 0000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000
- 19 0000 000 000 000

LAST NINJA 2

(System 2) Naturally Shikano, Nohzo, Treen and Goshin. Slanger are all having trouble with the Alligato on level three - they can't get past it. This is how to do it:

On level two, the street, make sure you collect the bottle of maths from the drunk. When you reach the Alligato screen, fold the bottle and use it with the torch on the wall - the wall should turn red. Now walk towards the Alligato and, holding only the bottle, hit it on its. Again if you have more than one chance to get it right.

AGENT-X 2

(Blasphemous)

Here are the passwords for levels two and three of this pretty little budget game, especially for A & B Society:
LEVEL 2 - GORRINGHAMST
LEVEL 3 - MORGANMAMA

RAMBO

(R&B Squad)

Stacks and stacks of people are struggling with this game, including Archie Toons, Phil Adams, Graham Wright, Chris Ball, Gerald King, Ben Brown, Joseph (Dr), Michael Hughes, Rajan Kocera, Bruce McCarty, Leo Bennett, Geoff Crow and Alan Lewis. If you're in the same boat, type in the following list. (SAFE) is from Flight II



SWIV

(Shamus)

For the benefit of those who missed the cheat key back in DF11, including people such as Alan Tarnabull, Sam Manziogris, Martin and Darren Robson and Alan Lord, here it is again. (To find out if you've missed any old tips, hit checks or favorite listings check out our essential index on page 25), and then order a deck online. Yes I'm not doing this for everyone, you know.)

Start a game, then press 'Y' to pause it. Now press the Commodore Key, Q, the Commodore Key again, and then 'Y' to unpause the game. You should now have infinite lives to play with.

ST. DRAGON

(Blasphemous)

Not a bad little shoot-'em-up, this one, as Alan Lord, D J Gair and Alan Tarnabull have discovered. They've also found out that it's a little tricky, which is why we've tenderly crafted this infinite lives POKE to make their lives that bit more bearable.

- 0 000 0000 0000 0000 0000
- 1 000 0000 00 0000000 0000000000
- 2 00000
- 3 00 0000 0000 0000 0000 00000000
- 4 0000 000000 000 00000000
- 5 0000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000
- 10 0000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000

'Good' push and don't push with this game if you know better.'

POWER
PACK

Now you can defend the Earth for once, or at least until the next power out.

DEFENDERS
OF THE EARTH

If the solution on page 19 hasn't whetted your appetite for this Powerpack classic, try this listing for infinite energy and infinite lives. Oh, go on.

1. FOR C64/128: 0000 0000 0000 0000
2. FOR C64/128: 0000 0000 0000 0000
3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000
5. FOR C64/128: 0000 0000 0000 0000
6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000
8. FOR C64/128: 0000 0000 0000 0000
9. FOR C64/128: 0000 0000 0000 0000
10. FOR C64/128: 0000 0000 0000 0000

NOBBY THE
AARDVARK DEMO

Being an aardvark is difficult. As for being a purple aardvark? Tough... impossible! (unless, like the Pink Panther, you get a lucky break in the movies. But let that be why this POKE, for infinite lives and missiles should help enormously.

1. FOR C64/128: 0000 0000 0000 0000
2. FOR C64/128: 0000 0000 0000 0000
3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000
5. FOR C64/128: 0000 0000 0000 0000
6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000
8. FOR C64/128: 0000 0000 0000 0000
9. FOR C64/128: 0000 0000 0000 0000
10. FOR C64/128: 0000 0000 0000 0000

BIFF DEMO

Let's face it, the main character in this game *couldn't* even *SMIT* his way out of a paper bag - he's a complete nump. Why not try it in this listing. **SAVE** it, then **POKE** it for infinite energy.

1. FOR C64/128: 0000 0000 0000 0000
2. FOR C64/128: 0000 0000 0000 0000
3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000
5. FOR C64/128: 0000 0000 0000 0000
6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000
8. FOR C64/128: 0000 0000 0000 0000
9. FOR C64/128: 0000 0000 0000 0000
10. FOR C64/128: 0000 0000 0000 0000



Warren Pilkington and Martin Pugh's prime law of gaming: if at first you don't succeed, **POKE**.

SHARE

DISK VERSION (Thames/Mindbenders)

To follow up the tape sheet printed in *CF25*, here's the disk equivalent offering infinite lives, and the ability to skip levels (green SPACE and then G).

1. FOR C64/128: 0000 0000 0000 0000

2. FOR C64/128: 0000 0000 0000 0000

3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000

5. FOR C64/128: 0000 0000 0000 0000

6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000

8. FOR C64/128: 0000 0000 0000 0000

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18. FOR C64/128: 0000 0000 0000 0000

19. FOR C64/128: 0000 0000 0000 0000

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26. FOR C64/128: 0000 0000 0000 0000

27. FOR C64/128: 0000 0000 0000 0000

28. FOR C64/128: 0000 0000 0000 0000

29. FOR C64/128: 0000 0000 0000 0000

30. FOR C64/128: 0000 0000 0000 0000

31. FOR C64/128: 0000 0000 0000 0000

32. FOR C64/128: 0000 0000 0000 0000

33. FOR C64/128: 0000 0000 0000 0000

34. FOR C64/128: 0000 0000 0000 0000

35. FOR C64/128: 0000 0000 0000 0000

36. FOR C64/128: 0000 0000 0000 0000

37. FOR C64/128: 0000 0000 0000 0000

38. FOR C64/128: 0000 0000 0000 0000

39. FOR C64/128: 0000 0000 0000 0000

40. FOR C64/128: 0000 0000 0000 0000

MONTE CARLO (GAMES) (infinite money)

1. FOR C64/128: 0000 0000 0000 0000

2. FOR C64/128: 0000 0000 0000 0000

3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000

5. FOR C64/128: 0000 0000 0000 0000

6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000

8. FOR C64/128: 0000 0000 0000 0000

9. FOR C64/128: 0000 0000 0000 0000

10. FOR C64/128: 0000 0000 0000 0000

11. FOR C64/128: 0000 0000 0000 0000

12. FOR C64/128: 0000 0000 0000 0000

13. FOR C64/128: 0000 0000 0000 0000

14. FOR C64/128: 0000 0000 0000 0000

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16. FOR C64/128: 0000 0000 0000 0000

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29. FOR C64/128: 0000 0000 0000 0000

30. FOR C64/128: 0000 0000 0000 0000

31. FOR C64/128: 0000 0000 0000 0000

32. FOR C64/128: 0000 0000 0000 0000

33. FOR C64/128: 0000 0000 0000 0000

34. FOR C64/128: 0000 0000 0000 0000

35. FOR C64/128: 0000 0000 0000 0000

36. FOR C64/128: 0000 0000 0000 0000

37. FOR C64/128: 0000 0000 0000 0000

38. FOR C64/128: 0000 0000 0000 0000

39. FOR C64/128: 0000 0000 0000 0000

40. FOR C64/128: 0000 0000 0000 0000

41. FOR C64/128: 0000 0000 0000 0000

42. FOR C64/128: 0000 0000 0000 0000

43. FOR C64/128: 0000 0000 0000 0000

44. FOR C64/128: 0000 0000 0000 0000

45. FOR C64/128: 0000 0000 0000 0000

SPLIT PERSONALITIES

DISK VERSION (Demark/Mindbenders)

For this perplexing puzzle, type in the following listing and **MUSIC** for infinite lives.

1. FOR C64/128: 0000 0000 0000 0000

2. FOR C64/128: 0000 0000 0000 0000

3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000

5. FOR C64/128: 0000 0000 0000 0000

6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000

8. FOR C64/128: 0000 0000 0000 0000

9. FOR C64/128: 0000 0000 0000 0000

10. FOR C64/128: 0000 0000 0000 0000

11. FOR C64/128: 0000 0000 0000 0000

12. FOR C64/128: 0000 0000 0000 0000

13. FOR C64/128: 0000 0000 0000 0000

14. FOR C64/128: 0000 0000 0000 0000

15. FOR C64/128: 0000 0000 0000 0000

16. FOR C64/128: 0000 0000 0000 0000

17. FOR C64/128: 0000 0000 0000 0000

18. FOR C64/128: 0000 0000 0000 0000

19. FOR C64/128: 0000 0000 0000 0000

20. FOR C64/128: 0000 0000 0000 0000

POLTERGEIST (Infinite lives)

1. FOR C64/128: 0000 0000 0000 0000

2. FOR C64/128: 0000 0000 0000 0000

3. FOR C64/128: 0000 0000 0000 0000

4. FOR C64/128: 0000 0000 0000 0000

5. FOR C64/128: 0000 0000 0000 0000

6. FOR C64/128: 0000 0000 0000 0000

7. FOR C64/128: 0000 0000 0000 0000

8. FOR C64/128: 0000 0000 0000 0000

9. FOR C64/128: 0000 0000 0000 0000

10. FOR C64/128: 0000 0000 0000 0000

11. FOR C64/128: 0000 0000 0000 0000

12. FOR C64/128: 0000 0000 0000 0000

13. FOR C64/128: 0000 0000 0000 0000

14. FOR C64/128: 0000 0000 0000 0000

15. FOR C64/128: 0000 0000 0000 0000

16. FOR C64/128: 0000 0000 0000 0000

17. FOR C64/128: 0000 0000 0000 0000

18. FOR C64/128: 0000 0000 0000 0000

19. FOR C64/128: 0000 0000 0000 0000

20. FOR C64/128: 0000 0000 0000 0000

21. FOR C64/128: 0000 0000 0000 0000

22. FOR C64/128: 0000 0000 0000 0000

23. FOR C64/128: 0000 0000 0000 0000

24. FOR C64/128: 0000 0000 0000 0000

25. FOR C64/128: 0000 0000 0000 0000

26. FOR C64/128: 0000 0000 0000 0000

27. FOR C64/128: 0000 0000 0000 0000

28. FOR C64/128: 0000 0000 0000 0000

29. FOR C64/128: 0000 0000 0000 0000

30. FOR C64/128: 0000 0000 0000 0000

31. FOR C64/128: 0000 0000 0000 0000

32. FOR C64/128: 0000 0000 0000 0000

33. FOR C64/128: 0000 0000 0000 0000

34. FOR C64/128: 0000 0000 0000 0000

35. FOR C64/128: 0000 0000 0000 0000

BECAUSE *HOW* YOU PLAY
IS AS IMPORTANT AS
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INDEPENDENT SUPER NINTENDO MAGAZINE

**SUPER
PLAY**

Super Play. Catch the excitement for yourself. First issue October 1st.



One football programme on telly stands out as an all-time classic. Which one? Here's a clue - it's got Jimmy Hill and Desmond Lynham in it, and its initials are MOTT. Another clue - it's written below in huge letters.

MATCH



WHO'S ON THE BENCH?

- 1. THE MANAGER** - This is you. Drive a big car, admire Shredded Wheat, smoke revolving cigars and look like Charlie Lough. If you want to be alternative, admire a big car, drive three Shredded Wheat and smoke Cheese Lough.
- 2. THE PHYSIO** - So-called, because he builds when placed in water. The physio's job is to keep everyone fit. Bryan Robson's physio earns in excess of £1,000 a week in overtime, apparently.
- 3. THE SOUND** - Equipped with a radio and a powerful microphone, the snout is seen in front of the team coach on the motorway to make sure

no cars are blocking the lane. He also recommends strategic field piercings and is obliged to wear a wiggle.

4. THE TEAM COACH - A 4x4 estate bus with a toilet, a driver and a massive selection of country and western cassettes. Note - the team coach is also a person. It's usually a forty-five year old male in a suit-walk, equipped with a toilet, a driver and a big selection of country and western cassettes.



And it's full time here at Thornhill Park. Liverpool are leading six - all to James Leach, who started in all six, and also scored penalties from Barnes. Rush and Pele... Ah well, we can but dream.

Anyway, while we're dreaming, we can look up Match of the Day (starting only to strike the brightly-crafted BBC logo embellishing the foot of the match box. Let your fingers drift over the beautifully-written title informing you that Match of the Day is a BBC trademark, then cross the line... (Get on with it - JJC) E), right. The idea here is to take what is sometimes known in footballing circles as a 'completely rubbish' team - like Celtic or Wrexham, for instance - and transform them into a world-beating side capable of hammering Bayern Munich, Real Star Betagade and Dynamo Kiev in one go. Easy? Er... no it's not, actually. It's damned difficult.

The main menu for the game takes the form of a diary. You have to flick through the pages, making

OF 1

appointments.

You can set up five appointments per day, starting at 5pm and continuing every couple of hours to 5pm. You don't have to fill up every moment of your waking hours with these appointments, but as Brian the Doctor (Doug always says, "You've got to give a hounded pig class." Translated, this means you're a fool if you tell if you only make one appointment per day.

To get things rolling, all you need to do is drag icons across from the right-hand side of the screen and drop them into the correct time slots on the diary. Then, when you're happy with your work schedule, you simply advance the time on until you start having these so-called meetings. When you get to them, the screen changes. For example, if you've decided to meet the coach, you advance the time until the meeting, then, as if by magic, the screen

You've got ahead!

| TIME | MEETING |
|-------|---------|
| 08:00 | |
| 09:00 | |
| 10:00 | |
| 11:00 | |
| 12:00 | |
| 13:00 | |
| 14:00 | |
| 15:00 | |
| 16:00 | |
| 17:00 | |
| 18:00 | |
| 19:00 | |
| 20:00 | |
| 21:00 | |
| 22:00 | |
| 23:00 | |
| 00:00 | |



Monday. Stayed in bed until 11 am. Watched Football on the telly. Wrote a symphony of poems dedicated to Freddie. (Bring an extra football can be such a draining experience. © Adrian Mole)

Why the coach wears a white coat is beyond me. Perhaps he's even lighting as an amateur psychologist and brain surgeon in his spare time. After some of the advice he's given me to write a job on the side.



A clear shot of goal! Beardsley about to kick the ball back to the play. (By the way, Beardsley is a BBC news 6 o'clock presenter, BTW.)



Beardsley selection, and? Well, if they haven't got any ideas, I'll write for a pair of Beardsleys, thanks. (Is James Beardsley beautiful? Please I beg.) (Don't worry - women's going to want to kiss a player that tall - BTW.)



THE DAY

appears in your office. You can then get him to do all sorts of interesting things, like checking out who's worth buying and who the biggest threats are on the other teams.

The real-life thing with this diary system is that you get people into your office and ask them to do things for you, then they agree, go away, and, some time later, they turn up and

men injured, you'll find to spend a lot of time trying to get them fixed up in time, which could mean that you're not handling your guys to do enough training. It's a delicate balance, and justifies you fitting a massive Jaguar to flash about and repair the size of London tube trains.

Of course, the tension mounts to almost unbearable levels when Saturday finally comes around. Nine o'clock, and you're in and about with the lads. 11 o'clock, and the lads have got bored of you and have flown off to build a nest or something. One o'clock, and you can meet up with the team for a light pre-match meal of roast beef and Yorkshire pudding, washed down with several pints of Coke and a couple of massive slices of Black Forest gâteau.

Three o'clock. Time to play. Your team waddle on to the pitch, having just woken up from a refreshing kip on the coach to let the

| | |
|-----------|-------------------|
| Game | Match of the Day |
| Publisher | Ziggoni's Premier |
| Coverage | £9.99 |
| Disk | Not available |
| Reference | Not now |
| Contact | 091 385 7705 |

POWER RATING

THE DOWNERS...

- It's not an easy one to find. One mistake and you're trailing 1-0.
- You can't customize team names.
- It's expensive for what you get.
- There's no Premier Division.

100

70%

...AND THE UPERS

- The diary idea works well, giving you a lot of flexibility.
- The game is quick with no embarrassing pauses while the computer recalculates.
- Ben Lynton and Jimmy Beardsley's comments on your team's performance are a laugh.
- The highlights are good quality stuff, and you've never seen what the outcome is going to be.
- All you need is a joystick and you can do everything.

Always got to be planning ahead and using your time efficiently

give you the results. Or you've chosen not to be planning ahead and using your time efficiently. It's a novel twist to what's become a rather standard game format. As the hours and days go by, you actually start to feel the pressure of the forthcoming match on Saturday. If you've got a couple of



ADVENTURE and DANGER

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- Testing** Waterproof gear - with a fire engine!
- News** - about the Nationals
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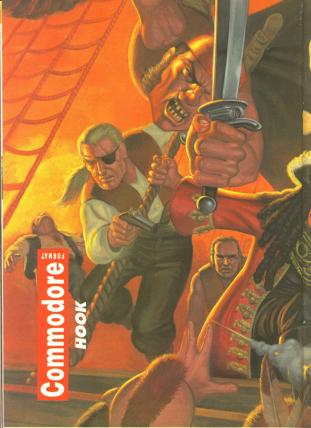
ISSN 0954-5797

Future Publishing

FORMAT

Commodore

HOOK





Bangers & Mash**BANGERS &**

Hope, this isn't a truck drivers' café sim, but a game based on a popular ITV kids' programme



featuring two culinarily-named chimps. Their tricks and japey enthrall millions of under-tens, and it's this



market the game is aimed at. James Leach regresses (slightly) to check it out.

Kids' television! Puh! Just loads of stuffed, fluffy animals and stuffed, fluffy presenters. Or is it? Okay, it's easy to scoff when you get just that little bit older. But be honest, there are always a few kids' programmes that transcend their tackiness and become fondly remembered classics. From *Muttin' the Mule* through *Animal Magic* to

Dangermouse (oh! TV has a track of making superstars out of the unutilised characters).

And what better way of introducing the under-tens to computer gaming – and perhaps also teaching them a thing or two about problem-solving and thinking logically – than by writing games specifically for them which feature the latest kids' favourites?

One software company that's realised this is *Alternative Software*. *Bangers and Mash* is

one of the latest batch of their forerunners to hit the mean streets. The plot is easily recognisable by anyone who knows the telly programme.

Bangers and Mash are chimps who are sent out by their mum to collect fruit from a spooky forest. You get to play one of the chimps (there isn't a two-player option, sadly) in a world of platforms, ghosts, seaweed and other goodies. To make matters worse they all appear to resent your 'superstar' status – being on TV and all – and try to do you in. If just staying out their way was enough, then *Bangers and Mash* would be an easy game.

Naturally this isn't enough of a challenge for our intrepid chimp hero, so he has to show off by trying to collect every bit of food in the woodland level without getting too big a fright from the quietly gloomy pervs who still eat? No chance!

Bangers (for it is he) starts the game at the base of an old hollow tree trunk. To the right

there are several platforms and to the left is a spooky graveyard. Littering the screen are three kinds of fruit and some rather smart-looking gems. It is the fruit though, and not the goodies, that are at the heart of the game. On each level there are a set number of fruit-type things, and only when all the bananas, apples and pears have been collected has the level to be completed.

Bangers is aimed (must be a real urban gentile – Erh, and can shoot grey occasionally looking bullets in and out the end ghosts, goblins and other members of this gruesome gang. Most can be taken out with a single shot, but some never die and just run away for a bit after you've blasted them. Recognising which monster's which and



The Yellow Spookies and poisonous Mice!

EASY AS ONE, TWO, TREE...

Doesn't make the mistake of thinking older means more skillfull - it doesn't!

knowing what they'll do under fire is vital if the *Bangers* is to survive.

Set on a huge play area, *Bangers and Mash* provides plenty to explore and masses of tricks to learn! The monsters change platforms and speed during and between games, so you can never be sure what one of the little blighters you'll meet next. There are also some strange plants which flower throughout the game. Some colours are harmless, other



It's the night of the living dead! The only thing that's going bump in the night is Bangora's body against the floor when his gals kill it!



Did he jump or was he pushed? Bangora doesn't fall to his death, but to health. Mega piles of gems may be found just lying around, waiting to be collected.

THOSE WERE THE DAYS

The CP crew go all Army-eyed as they reminisce over their favorite childhood priggles.

TRENTON: THE GLAZERS

This laser beauty of whodunnit 'Noodles had a much cooler job—as there's not that much filler on the moon. But they managed to get a job lot of dustbin jobs from somewhere.

OLIVIE: THE FLASHING BLADE

A strange French sword and silly costume romp that was submitted. Olivie tried to learn French, though the program but all he can say is, "Take that you scoundrel!"



By Bangora and Trenton, this game is intended to be used.

JAMES: VIDEO ON 2 is (over) as they used

To say it's his program for the God. We're not sure what it means, but James mentions it was a secret message of love from presenter Pat Carroll, especially for him.

LISA: GRANGE HILL

Oh, olivie, you just can't beat Tucker Jordine, Tinkles Pates and the rest of the original cast, according to Lisa, though they beat each other up enough times.

DAVE: THE TOMORROW PEOPLE

The CP series that made the test not look like it had a lavish budget. The Tomorrow People were almost super-powered teenagers. Apparently, the monster's were based on the winning design in a Blue Peter competition.



B&M MASH

mostly harmless, while some are deadly. The first few games are filled with unexploded deaths. But if you play careful attention, you'll soon work out which blooms do what damage. If Bangora has a weakness, it's in the graphics department. Everything is clear and does its job adequately, but they hardly ring TV leaves from the fringes. Most annoyingly the main sprite is a red woody, which won't help

the game retain its grip on the really young player's attention.

For once a game aimed at younger gamers doesn't make the mistake of thinking older means more difficult — it doesn't. Here you get a full-blooded test of your leaping skills and tactics, and in the gaming world that are as likely to develop these skills at 50 as they are at five or 15! The license hasn't been used to stunning effect; it could be any sprite and any reward would really suffice.

Fortunately, the license is saved by the presence of decent gameplay. The skillful player will prosper, the less handy will become increasingly frustrated as the relatively high level of difficulty. But most importantly anyone who gets hold of Bangora and Mash because they like the TV show is in for pleasant surprise!

JAMES LEACH

| | |
|-----------|------------------|
| Name | Bangora and Mash |
| Publisher | Alternative |
| Cassette | £3.99 |
| Disk | Not available |
| Release | Early September |
| Contact | 0877 787777 |

POWER RATING

THE DOWNERS...

- The main sprite is a bit shy.
- Pretty tough going.
- One player only.
- The game doesn't make very good use of the TV license.

100

73%

- A toughish tester.
- Huge play area and plenty of different tactics.
- Bonus flowers make life more interesting!
- Full of heart (in the mouth).
- Great collision detection on platforms and barriers.
- A host of different loads, each with its own attack style.
- Countdown effect for the ball adds to the tension.
- Victory calls for both tactics and skill.

...AND THE UPPIERS



Beat the ghosts repeatedly with the grey concrete in Active Blast mode — a 50% first used by Whiffles in the Fantastic war!



Monomulti sucker! A strange creature's heady red liquid falls to his death. Just how good can Bangora be? About 75% good!



There was an old lady who lived in a small piece of the Atlantic Oil pipeline. Okay, so it might not look like much, but at least it's home — to a host of horrible old monsters.



Woozy! (Screenshot) Not a hot-a-tot-a-tot-a-tot! (Screenshot) Spirit! (Screenshot) - IBM



Grab the islands (or whatever) and head for the historical viewpoint which your masters in Downing Street want destroyed.



You've got to be quick to collect some of the power-ups that drive your wins. There some fuel is about to be snuffed as it falls towards the mountains.



BLUE BARON



the left. As you open fire and destroy the other planes in the sky, it will soon dawn on you that they leave water till corkscrews behind them, which fall towards the ground. If you can swipe these, you'll earn yourself extra fuel, machine-gun bullets, bombs and repairs to your plane (this didn't happen in real life).

After a minute or two of flying over some rather cute little landscapes, you'll arrive at the target. Simply slow down, reduce the speed and hit the space bar. With any luck you'll finally slip out the bridge, but, fate or whatever it is you've flown all that way to destroy.

Then it's time to head back to your base. Don't relax, though, because the air is filled with other planes intent on ramming you and bullets falling rapidly around, not intent on anything much apart from getting in your way.

The Blue Baron isn't a particularly sophisticated

you with more of a challenge (and almost certain death unless you have really mastered the game).

The faded Blue Baron fellow doesn't actually make an appearance in the game, which is odd, but apart from that it's not bad. Don't expect anything new or inspiring, but if you're into a bit of quick joystick work and the odd machine-gunning, it might do you a treat.

JAMES MARCH



The year is 1918 and the Great War is entering its final bloody stages. But it hasn't been too hard for you, because you spend your time high above the muddy unpleasantness of the trenches in a biplane.

Yes, it's not such a miserable life in the Royal Flying Corps. Especially as you only have to worry about flying around in two dimensions. The Blue Baron, you see, is what we in magazine land call a "sideways-scroller". So being given any chance of a more realistic Sopwith sim.

But then not, it's still rather a lot of fun. What you have to do is get a mission briefing (which generally consists of two words like "target bridge"). So get into your little (and it is rather little) biplane and slug it towards, er,



It's a beautiful day in your world, it's a beautiful day in your world. And you just can't be particularly

game, but possibly because of this, when you start playing, you know you should be able to land it, so you keep going. The biplane is responsive and the action occurs at a pretty respectable rate, so you won't get too hacked off if you play for quite a while. And it's a toughie, too. You get better as you learn where the enemy planes are attacking from, but you've got to keep moving and firing if you're going to stand any chance of getting over the target, dropping the bomb and successfully returning.

There are 12 missions, some requiring two hits on the main target. You need to land at a biplane airfield to reload and get your plane fixed for these double mission, thus providing

| | |
|-----------|--------------|
| Game | Blue Baron |
| Publisher | Ziggurat |
| Cassette | £3.99 |
| Disk | Unavailable |
| Release | Oct 1988 |
| Contact | 089 285 7755 |

POWER RATING

THE DOWNERS...

- It's a bit boring, with 12 very similar missions to fly.
- Doesn't exactly push the 16's capabilities to uncharted heights.
- Frustration can build up, obscuring better nervous overheat.

100

70%

- It's easy to get into so you don't have to worry about anything too complicated.
- 12 missions should keep you playing for some an hour.
- You can go in any direction and at any speed, making the game more flexible.
- The player option works in some like an arcade game.
- Lots of collectables and friendly aircraft where you can have repairs.
- Better jelly music.

...AND THE UPPIERS

0

IAN CYCLOPEDIA INVESTIGATES OLD PLANES

Although old planes are often thought of as rubbish, some weren't. But most of them were rubbish. They still hold records, though. Tom Sopwith, inventor of the Sopwith biplane, still has the record for spinning from the end of the wing into the cockpit and taking off. It took his test records to get attention in an old biplane.

Compare this to an average pilot of all things 45 missions for a modern Boeing 737 and, interestingly, you'll understand why not all old planes are rubbish.

DATA, SETTE

Part 3

and MATHS

It's time to get down to the nuts and bolts of your datasette.

What bits are what? What makes it tick, and what can you do to make sure it doesn't? Our technical bod Bones knows the answers and by bribing him with a matching set of Phillips screwdrivers and soldering irons we've got him to let you in on the secrets.

There's more to dassettes than just loading up games, as we've been telling you for the past few issues. We've shown you all sorts of weird and wonderful things you can do to make them more versatile and a handy chunk of metal and plastic to have around. But to do all these things what you need is a tape machine that's in top tip condition. So to round off the series, let's take an in-depth trip around the inner workings of the dassetette and check out ways of keeping its bits in fully functional mode.

MAINTENANCE WORK

The record and playback 'heads' and the 'capstan wheel' will, over a period of time, and depending on usage, become gunged up

with stuff picked up off the tapes, as well as dust particles floating around in the air. This is the most common cause of the problem which forces the "LOAD ERROR" message to occur. So these bits of your dassetette need to be cleaned regularly.

So what are the 'heads' and 'capstan wheel' and where do you find them? If you open the cover of your dassetette and look inside you will see, positioned roughly in line with the PLAY key and between the REWIND and F.FWD keys, two cuboid-shaped pieces of metal (or plastic) with the front edge honed. If you gently ease down on the PLAY key, they will move forward, and then back as you release pressure. These are the 'heads' and it is these which pick up the electro-magnetic signals which the computer translates

into either a program or data. If you look closely at the levelled bases, you will note tiny bars or inserts in the heads; it is these which should be kept scrupulously clean.

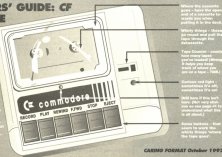
The capstan wheel or 'idler' (as it's known to people who like technical jargon) is the large black wheel above the STOP key which moves forward to press against a pin which points upwards - the pin being the capstan. When in operation the capstan pin spins rapidly and when you press PLAY the idler pushes the tape against the heads.

These four components, the two 'heads', the capstan pin and idler, should be cleaned at fairly regular intervals (depending on how often you use the dassetette). To do so by some other means, and some standard or

BEGINNERS' GUIDE: CF STATES THE OBVIOUS

The standard Commodore diskette is the only early diskette to have a clear plastic cover which protects the disk surface from dust and other contaminants. This means that the diskette can be used in a variety of environments. This means that the diskette can be used in a variety of environments. This means that the diskette can be used in a variety of environments.

The Commodore diskette is the only early diskette to have a clear plastic cover which protects the disk surface from dust and other contaminants. This means that the diskette can be used in a variety of environments. This means that the diskette can be used in a variety of environments.





where near the top

line of the cassette compartment above the REWIND key. A small Phillips screwdriver can be poked into this hole where it will fit neatly into the head adjusting screw. If you don't have this hole in your cassette then you will need to drill one. But make sure you pick the exact point on the cassette's cover to drill your hole (it's labeled "DRILL HERE" if this isn't here* on the diagram on page 39.)

Great care should be exercised when adjusting the screw; at most you'll need to turn it twice in either direction with half a turn usually sufficient. It is so easy to over-screw and cut across the screw to flop around inside your cassette, and it's no easy task to replace it in the threads again.

Once upon a time it was possible to purchase a kit which you could fit to your cassette and which enabled you to make

adjustments very easily—in fact, you could buy a complete new cassette with this kit already fitted. I haven't seen them about for a while but if any of you know whether they are they still being produced or if some shop has a huge stock of the things write in and let me know.

OLD CASSETTE TAPES

Of course, if your head has been out of tune for some time and you've been writing and saving programs in the meantime, then when you come to adjustments to the head you might find that it is no longer possible to LOAD your old programs.

There are a couple of solutions to this problem. You can load a program into memory with the heads in their non-aligned position, then adjust the tape heads and save the programs to a new tape. This means that you have to keep readjusting your cassette back and forth for each program, which adds a whole new dimension to the word tedious. Alternatively you could just buy (purchase or borrow) another correctly aligned cassette, load a program into memory

using your misaligned cassette, then save out to the new cassette!

THE END (SOB!)

I hope this excursion into the realm of the cassette has whetted your appetite for more. It is a uniquely British piece of machinery: most foreign computer users reckon we're slightly mad to use them the way we do. They mostly use disk drives, and use tapes for mass storage, archiving and back-up.

Are they right? After all, a tape machine is far cheaper than a disk drive, and if you are not planning to do much more than play games with your computer what's the difference? (Only the tape loads programs a touch slower, but who's in a hurry?)

Before I bought my disk drive, I wrote some fairly substantial programs using a memory-based machine code assembler. I must admit that I did finish up with quite a huge stack of CTS cassettes just for one program with files on the one or that one for the different aspects of the program. But when finished and all assembled together, the program was just as good as it would have been if I had used a disk drive. Then again, it's not an experience I would like to have to go through again! The choice is yours...

DATASSETTES: THE INSIDE STORY

Drive belt for

tape counter

Motor

Tape drive wheel

Start lever

Tape Capstan

Tape head

Head adjust

mount screw

Test switch

red light -

open

NOTE: The cassette is very easy to open but the pictures are meant for the pictures but do not touch the tape. If you do touch the tape beyond the scope of repair, DO NOT start taking your cassette to bits unless you first get to see a Commodore service engineer.

INSIDE INFO

If there's a techie problem driving you to distraction you can either A) trash your 64 or B) write to the hit-man, Jason Finch, at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Option A will set you back around £100, option B a mere 24p. The choice is yours.



Info, giving us any information on how to access the drive successfully from within programs.

Incidentally, for people interested... LIGHT is now only £2.20 and well worth the outlay if it is!

Flag over - you don't mind, do you Ed? As to why CP advertises Amiga stuff, and the no Advertising Exec, it's probably because those companies WANT to advertise in CP which is, in fact, because a lot of CP's readers also own Amigas but don't necessarily buy Amiga mags. And Jackie, our Ad boss, isn't going to turn away anybody who wants to advertise (unless they sound a bit dodgy or unscrupulous, that is).



SPEAK FORTH

Dear Inside Info,

Please, please help me. I like writing programs a lot and I was wondering if it is possible to have speech in programs without any additional hardware? David Lewis, Brighton

You and me. A long long time ago there was something published called, well let's see it, Speech which was a piece of software that created a sort of robotic speech which was almost understandable so long as you knew what it was supposed to be saying. I'm warning you, this is a British flag announcer plus free copy - (E!) that was published by Superior Software and you may be able to pick up a second-hand copy from somewhere. A similar system,

DRIVE OUT

Dear Inside Info,

1. Does the company that produces LIGHT Disk out produce it on a 3.5-inch disk that I can use with a TIB driver?
2. Does anyone else produce software for the 3.5-inch disk drive, and if so, who?
3. Why does CP advertise Amiga products when I thought CP was solely for the C64? Aaron Saxon, Humberstone

And the answers are: No, no and money. Seriously, the 3.5-inch TIB drive is not very well supported at all because it is so 'unfriendly' towards a programmer that wants to put it to any serious use.

I am, of course, the man that can (or in this case can't) at DataSphere Publications and I can tell you first hand that it is unlikely we will ever put LIGHT into that format purely because we have been unable to coax TIB into



OPENING UP

Dear Inside Info,

How do commercial games such as Armalyte, Pitfall, Duke and so forth use the top (or bottom) of the screen? Quilized the window, in the bar, or? Is there some super-secret register in the VIC that I can't know about? It says nothing in the manual about displaying things in the border area. Approx. England

Why do people feel inclined to be anonymous? Your question isn't that embarrassing. Well, whoever you may be, opening up the top and bottom borders is not too tricky and the method was kept a well-guarded secret when first discovered. Basically the register responsible for it all is the plain of VIC Control Register - location \$3005. By alternating the screen to 24 rows and subsequently 'expanding' it back up to 33 at start-

up the intervals, you can make the top and bottom borders simply vanish!

No text can be typed there, but sprites are visible in the newly created areas. It relies on raster interrupts and if you know something of machine language you could disassemble the code created by the following program and see exactly how the little trick is pulled off. Luckily for me it shouldn't happen really and is a bug in the chip.

```

4 000 00000 00000 00 0000 0000
1 000 0-41110 00 0000 0000 0000 0000
5 00000
2 0 0-00410 0000 0000 0000 0000 0000
3 000 0000
10 000 100 000 000 111 000 000 000 000
11 000 100 000 000 100 000 000 000 000 000
12 000 100 000 000 100 000 000 000 000 000
13 000 100 000 000 100 000 000 000 000 000
14 000 100 000 000 000 000 000 000 000 000
15 000 100 000 000 000 000 000 000 000 000
16 000 100 000 000 000 000 000 000 000 000
17 000 100 000 000 000 000 000 000 000 000
18 000 100 000 000 000 000 000 000 000 000
19 000 100 000 000 000 000 000 000 000 000
20 000 100 000 000 000 000 000 000 000 000

```

and I'm not sure whether it wasn't actually the same system, was used in a game called *Arabian Nights or Knights of Arabia* — something like that anyway.

If you want decent speech then you will need hardware. But the hardware is expensive — £30 for a sound sampler or a bit less if you can find a Cunniff speech cartridge around anywhere. Speech found in most games of today is "sampled" from what people actually say and it is digitised into a form that the computer can play back — very "robotic indeed. But years, say, you can have software speech but I don't know where you could obtain a copy of Superior Software's Speech as it went out of production some ages ago.



OMDARN NUMBERS?

Dear Inside Info,
Just a very quick note to say how nice it is to read a new face on the Inside Info pages — instead of just getting a note, people are now actually getting *from* notes explained to them clearly as well. It's excellent to see such an improvement. Please keep up the good work.

After all that stuttering up I need to ask a question myself. How do I stop a program generating the same sequence of random numbers each time I load it up after switching on my CGAT? I thought I would build a random element into a game I'm writing, but the same random numbers keep on coming up! Surely they can't be that random!
Stewart Atal, Cambridge

Most computers generate what are called pseudo-random numbers where each number produced is based on the number that went before it and a few other factors which we won't go into here. Because of this fact, and the fact that the CG4 always starts with the same first pseudo-random number, the sequence is always the same each time you switch on the CG4. In order to change this you need to "seed" the random number generator. This will force the CG4 to choose a different first number each time and so produce random sequences.

To do this just put `RANDOM(1)` at the start of your program. It is to do with the system clock which is forever changing so that will never give the same value; the minus sign indicates that you want this number to alter the random number generator in a more drastic way than normal. I hope that helps.



ALL THE WAY

Dear Inside Info,
How can you make a sprite move all the way across

the screen? I keep getting an "Illegal Quantity Error" message when it is only half way across the screen when I try to.
Doc, Kings Lynn

It's all to do with the dreaded M08 — Most Significant Bit. The highest number you can (POKE) into any location is the memory to 255. As you have discovered already, when you poke 51244, 175 (the horizontal position of sprite zero) the sprite is only some of the way across the screen. If you now want to give the command `poke 51244, 1, 255` (3244, 0 you would find that the sprite would move to the right a little. Now you could `poke 51244, 7, 255` and find it will go pretty well over to the right. Look at the code centrally that aspect of a sprite.

In the same manner that you switch sprites on through 51243, you use the same method to put sprites on the right-hand side of the screen through 51244. In general, for sprite zero you should do the following in position 0: `poke 51244, 2, 255` (241 + poke 51244, 0, 255 + poke 51244, 7 where X is the horizontal position, none in the range 0-255) and not 0-255, and Y is the vertical position. For other sprites you'll have to play around with 51244.



SEEING DOUBLE

Dear Inside Info,
A short but sweet poser for you here. How can you print two different sprites at the same time?
Anthony Hutchinson, Darlington

From Inside you can have up to eight sprites on-screen at once. To position them use the command `poke 51243+SP*2, X` and `poke 51243+SP*2, Y` and to colour them use `poke 51243+SP, C`. To change what they look like use `poke 51243+SP, 0` and to switch them on use `poke 51243, 255` (for all eight).

In all that lot, X represents the sprite number from zero to seven inclusive. That should get you started. Maybe a feature on sprites would be a good idea, don't you mean the little driver? — Ed.)



ALL CLEAR

Dear Inside Info,
I'm an amateur machine language programmer and an avid reader of

Commodore Format. Why back in 1978 there were a few programs that speeded up the process of clearing the

screen. I have a question for you just want to know how to do it. I have a Commodore 64 and I want to know how to do it.

high resolution bit-mapped screen. So I've written a machine language program that clears the bit-mapped screen in less than a second.

First type in the program and then save it to tape or disk. After you run it, you will be able to enter 8700 48102 and the bit-mapped screen will be cleared and set to whatever colour you want. The bit-mapped screen will be set to start at location 8192 — see a programming manual for more details. To determine which colour the screen is set to, enter `poke 48154, 0` after you have run the program. The variable X is the colour value which can be found on page 81 of the Users Manual.

And I've noticed that Inside Info hasn't been as good as usual lately because you haven't been printing many good listings. Good! Townsend, Fumerton

First of all, David, I can't print what I don't have. If nobody sends me listings that are suitable for inclusion then how can I print them? Having said that, there has been an upturn this month and I've scattered a few more listings that you'll find throughout the Inside Info pages. I trust you're impressed. And here's a final program:

```
0 800 0210 017449 07 0410 044000
1 000 0-41150 10 0000 0440 0104 0000 0000
2 010 0-1000 0100 0000 0100 0000 0000 0000
3 0000 0000 49150 0010 0000 0000 0000 0000
4 0000 0000 0000 0000 0000 0000 0000 0000
5 0000 0000 0000 0000 0000 0000 0000 0000
6 0000 0000 0000 0000 0000 0000 0000 0000
7 0000 0000 0000 0000 0000 0000 0000 0000
8 0000 0000 0000 0000 0000 0000 0000 0000
9 0000 0000 0000 0000 0000 0000 0000 0000
```



CREATURE COMFORTS

Dear Inside Info,
On the Creature 2 title screen, how do they make the "AREX COMPUTER PRODUCTIONS" text look the way it does?

Richard Ansell, County Antrim

Oh well, another request for that techy effect. In CP20 David Rhodes was after a similar effect but it really is complicated unless you program in machine language. So this is one of those instances when I provide you with a listing and

HORROR BEYOND BELIEF!



The Mighty Brain

CERT X

He's mean, he's lean and he's writing in green. (Pity it's a black and white page, then - Ed.) TMB is back and this time he's mad - he'd have to be to wade through the mountains of mail that arrive marked TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. So drive him completely gaga and send in your questions.

CREDIT NOTE

Dear Mighty Brain

1) How Roger Pinner's dog ever bitten you?

2) I believe that Piffighter for the C64 was £10.95, so how come in Mains Glasgow it was selling for only £3.99 for the C64?

3) If you have really lived in a glass jar for a very, very long time why are you so massive in your intro picture?

Clair Brady, Piffleglass

1) No Debit has never bitten me. A couple of weeks ago, though, he did savage Ian



Debit - his bark is worse than his bite impression.

Cytopedia's new moored towel trousers. Quite smart for dog, is our Debit.

2) Yes, £10.95 was the recommended price for Piffighter at the time of release. This makes you speak of us, I would imagine, running at lossish profit margins and has negotiated a very good deal on their games from the distributors. The other a game is the lower its price. Therefore the £3.99 price simply reflects market forces.

3) See PSYCHIC ATTACK! answers 1a, b and c on the next page. Those people never did get the hang of water!

TMB

MULTI-FACETED?

To TMB

It's sad that I say goodbye to my Sinclair Plus 3 but even better to say hello to my Commodore C64. For one thing it means I can ask you a few questions:

- 1) Which company produces Klok Off 2 and can you get it on cartridge?
 - 2) Could CF put a list of all the games that are currently available on cartridge for the C64 in the next issue?
 - 3) I see that your tape can go on disk but not on cartridge. Why's that?
 - 4) Is the Action Replay the same as a Multiface, but for the C64?
- A. Taborers, Billingham.

1) Klok Off 2 is published by Atroc, but unfortunately only on tape and disk.

2) Yeah, are you listening? Ah, good, you are. What about a complete card listing? In a few months you reckon? Now, you promise? Good!

3) Both tape and disk are reasonably easy to duplicate, at either high or low volumes. Carts, on the other hand, are far more difficult and costly to duplicate even in large quantities. Hence we are only able with Powerpaks on tape and disk.

4) They sure are. The two devices do an

almost identical job. Both are utility cartridges that offer a range of machine management tools. Handy, eh? TMB

INVERTED SNOBBERY

Dear TMB

On page 21 of CF63 in the Powerplay section for the picture of Roger Pinner there was a picture of you and even worse for the picture of you there was a picture of Roger. Have you turned into a little string bag all of a sudden? Michael Bailey, Strathpeath Scotland.

Yes it was horrible wasn't it! For a whole month I felt small and tight-fisted and there was a (temporary) lossening of my IQ. I'm OK now, but I'm not so sure Roger Blue being human again! TMB

RED DWARF RULES OK

Dear TMB

If you reckon you're so mega-brainy then have a go at answering these questions:

- 1) My C64 hardly loads any of my games. I have already sent back 11 Powerpaks but most of the replacements don't load. Why?
 - 2) Why does Roger Pinner review budget games that have been in the shops for months?
 - 3) What percentage would you give Robotland Supremacy and TurboCharger?
 - 4) What are playability and playability?
 - 5) Why do you call the CF team 'Niggers'?
 - 6) In CF63 were you serious about Midnight Resistance?
 - 7) Stop-picking on Damien Mingoop. How could anyone not like her?
- Jonathan Mintoobrook, Beveridge.



A pretentious Red Dwarf game to go with a pretentious Red Dwarf letter heading.

PS. My favourite singles are Vanessa Williams and Mariah Carey.

1) The problem could always be the C64 itself. It probably isn't broken - these things could survive a limited nuclear war

— but it may need a bit of cleaning or tweaking to make it work perfectly again. Turn to page 38 for our Delta, Beta and Alpha feature for full details on how to keep your tape in its top condition.

2) There is an inevitable "time lag" involved in monthly magazines. I, for example, am writing this on 20th of August, but you're only seeing it now! This makes getting the reviews in the mag to appear at the same time as the games are released somewhat tricky, and careful negotiation between the publishers and reviewers is necessary. As you can imagine Iag hasn't mentioned this skill yet. James has been giving him a hand recently and things are getting better. But even if we miss a release, we still think that a (slightly) late review is better than no review at all.

3) I'd give *Robbles* about 80 per cent and *Funbo/ange* a Carfax 80th per cent. As for *Supremacy* I think that it is a sound strategy feel — one of the best, in fact. For when I dug it out recently, as well as comparing to another swift victory, I noticed a few xenophobic overtones that I didn't like. For instance, why isn't there an option that allows you to play the alien and not the human? As an off-winner myself I take this criticism as a personal affront. So now I'll give the game about minus five per cent.

4) Playability simply expresses how playable a game is. This quality is determined by a number of disparate factors. It refers to how well the control systems works, how easily the game can be picked up, how clear your objectives are, difficulty settings, how well understood the "gameplay" is and so on. Basically it is how fair the game is and how well it fits

you express yourself with the natural confidence of the game structure.

Gameplay is an even more slippery customer. Gameplay in many ways doesn't exist. You can't measure or guarantee it. Effectively it is how well a game teaches and enforces its own rules. In the first few screens of any game you learn the basic rules — what kills you, what the bonuses do, etc — and then as you get deeper into the game these "basic" rules are refined and new rules are introduced. If no rules are introduced the gameplay stagnates, and if too ones are introduced with no warning then the gameplay is killed. But if the game slowly leads you through a learning curve (harder than... Lisa.) then the gameplay can be considered good, as your playing skill is continually honed and the challenge is always fresh!

5) I used to find it funny but then someone pointed out how just how excellent vegetables can be. They have brilliant nutritional qualities and come in all manner of colours, shapes and sizes. But so for the CP team, here, maybe a little salt water... 6) We are taking "Japs of the Century" April, May, June, July and August next '77. It's easy. 7) It's easy. 8) It appears that the person who copies our tapes cannot quite understandably read Mr West's hand writing. And in the letter describing the contents and order of Powerpack 22, it was far worse than usual. We were lucky to escape with "Blaster" — it could have been far, far worse. 4) I was toying with a

THE MONEY LISA

Dear TMS

Might look here you little squirt! I have spent over two pounds — TWO POUNDS! — on stamps and envelopes writing to you. Not once have you replied — I'm desperate!

1) Will Ocean be releasing the Terminator 2 cartridge for general sale or will I have to buy a new C64 to play it?

2) Will Terminator (the first one) be converted to the C64? Will CD the article version be released on the SAT?

3) In CP21 you were gaffing a very expensive space satellite. Explain yourself!

4) What I want to know is how did Lisa Nichols afford that Bentley? Is her hobby bank robbing? That's all for now but I'll be back! Dave Shannon, Stockton Heath.

1) I think you'll find it available on tape (£11.99) or disk (£13.99) from Ocean who can be contacted on 081 8226923.

2) There have been no

science announcements yet for either title.

3) It was a discarded satellite that I'd been monitoring for sometime. The only bit of the same I could still read was EBBSD L, and the name Teary. And I dare say that this Teary woman won't mind my little doodle.

4) Lisa Nichols actually earned her money. After finishing her medical training and post graduate studies in immunology, she practised a medicine for SHAYTIN'S Syndrome. She sold the patent to a pharmaceutical multinational and is currently taking a few years sabbatical before making her real life-saving discovery. I think that having done such sterling deeds for humanity she deserves a few little laurels — like five Pinnacis, six pacitas, a diamond the size of her head...

TMS

CERTAINLY CJ

Dear Mighty Brain

Please could you answer my questions?

1) Do you know of any very good platform games, C2-style, that are available on budget?

2) How many levels does DJ Puff have?

3) Why are C64 cartridges so hard to find?

4) Does it make a difference if you use LOAD or SHIFT and REWIND?

5) I've a hot tip that GAZZAR might come first in the inaugural Fingert Races next millennium — 0283 100 - 1.

Art Michael, Ainsbury.

1) Well, although it's not strictly in the same style, *Radix* is certainly a brilliant platformer. The difference — and the rea-

THE PSYCHIC ATTACK!

Dear TMS

Surprisingly enough I have a few questions that I feel you should answer.

1) In the magazine you are depicted destroying the Earth. How:

a) Why has it not been reported on the Nine O'Clock News?

b) Why haven't you been arrested?

c) Why do you feel those inferior humans with their computer problems?

2) Could you ask the appropriate interior decorator to print more mugs, especially one for Blaster — The Capriciouser?

3) When I was reading *Big Bomber* it said "LOADING, Big Bomber". Why?

4) Why were questions four and five printed the wrong way around for *Service Rangers for the Clair*, *CP21*, *Arms Production*, *Polymed*, *Clayd*?

5) The planet in the picture may look like Earth, but the planet that it actually is at doesn't have T's and...
a) — doesn't have T's and forces.
c) Because I'm a nice guy.

2) Consider them asked.



It feeds the Earth, but it is, in fact, not TMS' victim. It's just occasionally for a bit of recreation. The bowls seem to enjoy the experience, too.

new numbering system based on the bar codes on *Blaster*'s own-brand toilet paper. I thought I'd give it a blast but, you know, it just didn't work out. TMS

508 ft's better — is that there is no one route through, you have a lot more choice. It is very good though and available from HM Squal (061 832 8634) for £3.99.

2) Well, we've got three of them trapped out on page 20 this very issue.

3) Because they're quite small and generally start in colour.

4) Yes, because LOAD just loads the program but doesn't run it. RUN/STOP and SHIFT loads and then RUNs the program. Normally this makes little difference, but occasionally it can mess things up if you use the wrong command.

5) Yes, but remember that the Fangled Flares are for two-year old babies and Uddler is already one-and-a-half! By the time of the race — allowing for warp space adjustment — he'll be 22!

TMB

WHEELIE'S ABOUT

Dear Grey Star of Intertec Classics
 Starting on me, I have only been reading CP since issue 18, so could you answer a few questions for me?

1) How long has Master 'Gweird' Roger Frames been reviewing budget games?

2) Please point your big finger at Trenton and make him put some PD Demos like in issue 23 on the Postscript.

3) Please will you tell whoever drew the Space Crusade poster (CPSC) to get their facts straight. For example, there cannot be robot marines, Lantia and Deakard haven't got full armour on, none of the people have got helmets on and the marine at the bottom right has got a blonic arm and eye which only the commander can have — and don't try to wheedle out of it
 Max D. Condit

Working wasn't happy when Snake looked like the bravest form of marine life. Snake wasn't happy when she shot him for it.

1) Super Demos, Mr P has been reviewing budget games for us since CP.

Just think that's 23 months; 23 long, hard, horrible months in which I've had to share a wing with

'Teaghter's-head'!

2) Jels done!

Expect some in the next few months. It's amazing how accommodating people become when faced with straight questions and a high attitude support!

3) Mr Paul Kirby — the artist who put the pic together — drew them that way because we told him to. Firstly, we see no

reason why there should be any gender bias in this fantastic Marine Corps — just look at Vasquez in *Alien*! Secondly, we thought that it would look more dramatic if the Marines had been at the wrong end of a fire fight, hence the broken armour and no helmets. As for the blonic arm and eye, when you've had a close encounter with a viable android, who cares about rank?

TMB

RETURN TO OZ

Dear Mighty Brain

1) Could you please give me the phone number of Helioscope House?

2) Is *Street Fighter 2* coming on to the C64?

3) What is *Panzer*?

Gabriel Wright, Thurston Heath.

1) This brush used to have all their games published through Virgin, so you could try giving them a call on + 800 560 2255.

2) US Gold are working on the game as we speak and I'm authorized to promise a major preview of this no-holds barred best-of-all-time next month.

3) I actually had a little trouble with the handwriting here, so if it's:

a) *Panzer* — he was a world famous physiologist who won the Nobel Prize for medicine in 1904.

b) *Panzer* — it's a meringue cake topped with whipped cream and fruit.

c) *Panzer* — it's a port in Kazakhstan, that sits on the Irtys River. As an industrial oil refining centre it supports a population of 380,000.

TMB

BIRE TIME

Dear TMB

If you don't print this letter I will kill my 64 by playing the World's worst games. Rice that you have my attention I want you to answer some questions:

1) In there, or will there ever be, a game called *The Republic of Ireland*?

2) Why did James Leach say that England are the best soccer team in the World when they haven't beaten the Republic of Ireland since Big Jack took over as manager?

3) Will you be reviewing *Utopia*?

4) I purchased *Egon Action* a few months ago. All of the Conkerian games work except *Conker Winter Edition*. I lent it to my cousins, who also have a C64, and they said it wouldn't load either. Then I lent it to my friend who has an old model C64 (you know the brown ones that are years old now) and he said it loaded using his C24 database! I am now very confused. Is my C64 too advanced for the game or am I going nuts?

This is the 64 where I say 'Yours Sincerely Graham'. So I might as well say it. Yours Sincerely Graham. Gately.

1) There has never been a game called *The Republic of Ireland*. If there was to be one in the future what would you like it to contain? Would it be a strategy game where you have to take control of the Doyle? A text adventure set in Con? Or



The great James Leach's review of a certain football team!

maybe even *Topper* a football management simulation?

2) James Leach was being deliberately British about England's abilities in the run up to the European Championships. It's a disease that sports-supporting Englishmen suffer from badly. It stems from the occasional moments of sporting brilliance — eg, *Uniford Christie's Olympic victory*, *Manetti's Championship success* — that obscure the more regular drubbings handed out by the rest of the world — eg, *Pakistan at cricket*, *Australia at Rugby* and the *Republic of Ireland at football*...

3) Real saying, the CP reviewing squad will be playing *Utopia* as soon as the program is finished and sent to us. We're employing a 4-4-2.

4) It sounds as if the code for that version of *Conker* suffers from poor recording symptoms. This means your database will need to be at optimum performance in order to load the game. Maybe yours and your cousin's tape machines both need a bit of a wash and brush up, so check out the tutorial on p.99 to find out the safest way to do it. I know that James White Edition loads on a 'new' C64 because I've seen it up and running in the CP office, so it seems unlikely that the relative 'new-ness' of your C64 has anything to do with your loading problems.

This is the bit where I sign off by saying TMB, so I might as well... do it.

TMB

THE END

Every day of every month (except the third Thursday in November) TMB scans the incoming post back to sort out the letters, choices and featured letters to go on these pages. So, if you've got an opinion, thought or question why not drop TMB a line at Commodore Forum, 20 Barnwood Street, Bath, Avon BA2 2BN? Unfortunately, owing to his lack of fingers and lips TMB cannot reply to any SAGs personally, so please don't send them!

Before I stop — read

Clown of *Shirley* in answer to your last point, no I don't, but I do borrow Lisa's 64 at the weekends.



ROGER FRAMES

buys
Budjit Games



'Tis the season of bonfires, falling golden leaves and school exchange trips. Delighted to be escaping from Veronica and the classroom, Roger heads off to Germany to meet Rutger Fenster, his pen-friend...

COMBAT PACK NUMBER 3

Zeppelin \$9.99 Contact 081 388 7765
Four games on one cassette. Now that's what I call two-games-in-each-side-of-discs. But, as always, we've got to check the quality of the fun before buying. So we at the terrestrial shop assistant. And there's only one way to do that - subject each one to the rigorous Frames play-test routine.

NINJA COMMANDO

Right. Here you play a tiny spide who must run along a road of platforms, jumping on people's heads. Sounds like real life? Not at all. Jump on the right heads and you collect weapons which allow you to kill without the slightest hint of moral hand-jumping.

The graphics are great, the combat is rather wacky and you keep falling off! It's not that impressive, it is fun and nervous (that well-known Blackpad double-verb). Still, there are eight levels of this stuff, so if you are disappointed by the running-about-guy, there's a lot of it to get into.



But then something happens to me, what? You? Then I'll reason to a progressive editor to fragment in your face, creating enemy trouble and an irritating saw path.

BIONIC NINJA

I'm ironic: you know. No, really. I have a stainless steel appendix with over 140. I think of it as an investment. (So you reckon there's going to be a big market for metal organs? Stranger person - Ed.) Or, anyway. Bionic Ninja has big fast sprites that run about like Lizard Christos. You are one, and you must punch and kick your way past loads of blazes who burst when you hit them.

I doesn't have an impressive feel, but then again, it isn't expensive. It also doesn't have a particularly good feel, but then again, it isn't particularly good. One of those games which can be called 'not bad' for an occasional load.

Ah, the excitement of going to a darkly mysterious, unexplained condition. Who knows what will be there? Who knows whether we will survive? (It's only Germany, Roger - Ed.)

Anyway, it was going to read Rutger Fenster, my pen-friend for the last year. What would he be like? Would he welcome me into his humble cave-dwelling? Or would he cruelly stab me to the ground with a mechanical finger in retaliation for I HATE! the word! man. Meanwhile, I'd noticed that recently Adrian Beal's love was getting a little long. I'd just have to deal with that first...

KICK BOX VIGILANTE

What's what to go around kicking boxes? Flasherboxes, presumably. Or Tim O'Connor. (Lit, you've read me there, I'm afraid - Ed.)

But it's not important. What matters is that you must fight the flasherbox. 'Other babble' Punch, kick, kick. Head-butt and kick some more until the 'Other Babble' falls, slumped.

It's a one-on-one combat affair, and even if you're good at it, you still die because your energy isn't replenished between enemy dead. It's pretty serious, though, and there are a lot of different moves you can do. But on the whole it's not that special, so unless you're related to Bruce and Christopher Lee, you won't go into a heavy gear.



Watch it, sucker. I'm coming for your appendix, and nothing is going to stand in my way. Well, an unexpected visit tonight. Or an unexpected family of flasherboxes with a grudge, for that matter.



Come along, you red-clothes-wearing alien slaves. Tonight with a Frames and you hang with the very forces of nature so despised by Red Hall and Ben.

cleaner, and you can only hang on to the joystick for dear life. (Dear life? That's a point. How much does life cost them?)

But, really, that's about all that happens. You walk along, shooting things and enjoying the graphics, then, at, you go round a corner and do it some more. Not a bad little game, but it won't grasp your feet steps and force pain into their throats in remembrance of the Spanish Civil War.

STUN RUNNER

Not a bad game, as I said earlier impressing myself puts the wind count up and it gets more than you need. One (STUN Runner isn't a bad game. No, it's not a bad game. Not bad, really. Not not not. Not bad but. (That's enough Roger. You're not getting past now—)

FRAME RATE

73%



SHOOT-'EM-UP CONSTRUCTION KIT

GBN £3.99 disk £4.99 case
Contains 0742 750 423

That's a way of making a quick pile of loot. Simply load up this so-called Shoot-'Em-Up.

Construction-Kit, with a brilliant game and tell it for a huge amount of loot.

With SELUCK you can create your own games without needing the slightest thing about machine code, sprite-movement algorithms or South-East Asian politics.

Once loaded, the program asks you which aspects of your game to work on first. You can change the sprites (the bits that move), have sounds, or you can modify the areas which come with the game. The same is true of all the other stuff; as well, you can mix the ideas which GBN have included, or you can start from zero. You can save any of the bits you're happy with at any time.

We arrived at the house where I was going to stay for the next few weeks.

Roger wanted me that his friend Brinkable would be around. I didn't mind

meeting this Brinkable guy as long as he didn't interfere in the playing.

But when I came into the room, I screamed. Brinkable was a girl! And not only that, she was

Patricia's girlfriend! And not only that, she was playing on the ball and beating my top scores by

huge margins! And she was the captain! 44-44-44 that seemed I liked. The night was not an exchange ball game.

SELUCK comes with its own pre-made games for you to play or customise. And they're not at all bad. The graphics are pretty good and although you're in no danger of thinking that you're taking a Rainbow Islands plot 2, there's nothing really wrong with them.

And the beauty of the thing is, you can control every aspect of your game. There's

the speed of movement, the points when stopped, the rate to hit, the bullet speed, the special effects, the number of, fastest rate, chocolate in the world. Oh, everything.

As well as the sprites, you can make sound with the background, which is divided into five-by-five charac-

ters. (Design your own or use the ones provided then edit those into place on the map) to create your own unique landscape.

Amazingly for someone with an IBM (Money as in) I could go on and on about what you can get up to with this program. It's brilliant (and GBN can quote me on that, as long as they check with my

mail). However, you might be thinking, this sounds all very complicated. I don't know if it's for me.' If you are, then read on.

SELUCK has a large staff included (at least one) which tells you everything you need to know about the program. It's even written in a style and easy-to-understand style. Completely fantastic.

All that remains to do is show you pictures of the game I've been working on, adding my massive cheque for doing the extra-big review (shoots, Terry) and get on Roger's Flighting Chopper and head back to his place for sausage.

SELUCK is better than finding the ownership documents (assigned) to a chocolate milkshake factory in Dorsetshire, then being given a three-quarter sized Porsche to go and visit it.

FRAME RATE 89%

SELUCK has never been so easy. SELUCK is better than finding the ownership documents (assigned) to a chocolate milkshake factory in Dorsetshire, then being given a three-quarter sized Porsche to go and visit it.

FRAME RATE 89%

FRAME RATE 89%

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FRAME RATE 89%



Wow, it doesn't with game code. SELUCK!



What have it is. The original Frames game. As you can see, I'm in it (at no extra expense, fee).



I've continued I could even up to £10 per hour on a top-class programme. Trouble is, the hardware takes up too much time.

CONSTRUCTION FORMAT October 1992

YOU'VE BEEN (ROGER) FRAME(D)!

Strange-but true Corner: By some strange freak of nature and in every 1,111 people there is a striking resemblance Roger Frames when (photographed) - so long as the light's hitting them as just the right angle and someone targets to focus the camera properly. Here are five such (unfortunate) people. If you realise you look like Roger (or know someone who does) send us a photo of your (their) looking in Frames. Lookalikes, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 1BW. You could win a sports-prize if you're a dead ringer.



Dennis Mills, Gloucester (sent in by his brother, Thomas)



Michael Bryson, Cleveland (sent in by his Dad)



Steven Matthews, Gloucester (sent in by his Mum)

Mega meg(a-), very big, **100%** Sega Mega Drive, comin' at ya on Thursday 17 September (that's soon). Magazine designed for all serious Sega gamers-players. aka: the mag with the most, *The guide to Mega Drive and beyond...* Slogan: Got a SNES? That's you stuffed then. Philosophy: to be the best. From the makers of *Commodore Format* comes the ultimate guide to 16-bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.

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Bring creatures in the game play closer together as 'Fuzzy Face' Chris (flexible) tries to give his own twist to the classic, 'Fuzzy Face'.



W's a Coder!

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It's a Corder!

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Worth
£12

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SARAGEN PAINT MASTERCLASS

Put down that pencil, banish those brushes and harness the creative potential of your C64 as we graphically describe how to get the most out of our spiff free coverdisk program.

Sure, Saragen Paint is a powerful program, but that doesn't mean you have to wade through 400 pages of meaningless lecture-like bits just to find out which side of the tape to flip. SP's strength is that anyone can get the hang of it in five minutes, and learn to use it like a pro with a practice. To use Saragen Paint you'll need a C64 or



C128, a datassette and either a joystick or a mouse. That's it! Just rewind the tape to the beginning of side A, press **SHIF**T and **PLAY/STOP** on your keyboard, then **PLAY** on your datassette when prompted. After loading you will be presented with a title screen which asks you to select either **J** (joystick) or **M** (mouse). Choose the control method you'll be using by pressing the relevant key, then the screen will clear revealing the program.

MOVING AND SELECTING

Saragen Paint is a menu-driven program, which you control by means of a "cursor". To move this arrow-shaped pointer around you use the mouse or the joystick. To select an option with the cursor, first move the cursor on to your chosen option and then press the **SELECT** button; on a joystick this is the fire button, while on a mouse, it's the left button.



STARTING OUT

After selecting your control system, Saragen Paint takes you to the Options Screen. If you move the cursor up, on to the Saragen Paint window at the top of the screen, the following menu names will appear:



File **Draw** **Zoom** **Other**

All of Saragen Paint's options are accessed through these four menus. To pull down a menu so that you can select an option, move the cursor on to the name of the menu which contains the option you want and hold the select button-down. A full menu listing will now appear. To choose an option just move the cursor down the list — keeping the select button pressed — until the option you want is highlighted. Releasing the Select button selects the highlighted option.

FILE

This menu contains all the options needed to operate the tape, loading and saving. Most of these options contain sub-menus which appear after you've selected an option to help you specify your choice.

- **TAPE:** This option controls loading and saving operations using the cassette.
- **LOAD:** This option loads a screen that



contains. After you have selected a TAPE, you will be asked if you want to load or save a picture. Once you have chosen **LOAD** another window appears. Using the keyboard, type the name of the drawing you want to load in the box with the flashing cursor. Press **RETURN** on your keyboard and **PLAY** on the tape recorder. (If nothing after the loading operation, it means that the selected screen has not been found.)

- **SAVE:** This option saves the current drawing on screen to cassette. Once you've chosen **TAPE** and the secondary option of **SAVE**, press **PLAY** and **REC** simultaneously on the tape recorder. Type the name of the screen (as with **LOAD**) and press **RETURN**. Once saving is complete you will automatically be returned to the painting screen.

- **DISK:** A disk option*
- **LOAD to a disk option***
- **FORMAT:** A disk option*

*As you will be saving the program from tape you won't have to use these options.

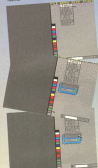
DRAW



This menu contains all options which enable you to do all that drawing-type stuff. After selecting any drawing operation, a window will appear on-screen asking which colour you want to draw in. To choose a colour, click on one of the coloured boxes on the left side of the Control panel and confirm your choice by clicking on the horizontal bar at the top of the box titled "Colour". Now you can start drawing with your selected tool in your chosen colour.

NB: In some drawings you may note some mirror lines, these are caused some of the weird elements of the C64's graphics set-up. Don't worry, such lines can be masked with other colours using the **zoom** or **byte** functions. Press **PLAY/STOP** to return to the options screen.)

◆ **PAINT:** This option allows you to change every occurrence of a colour in a picture to another colour. After selecting it, a box will appear:



Wind Colour: Move the cursor on to one of the 15 different colours on the left of the control panel and press select above the one you want. Then move the cursor to the top of the Colour box and press Select. You will now be transferred to the drawing screen. Pressing the select button here will change the colour under the tip of the cursor to the colour you have just selected. (NB: If you select the background colour the picture can change dramatically.) Press RUN/STOP to return to the options screen.

◆ **LINE:** Need to draw a straight line? Then this is the option you want. First you must select 'Line' from the Draw menu, then select the colour, by clicking on the colour you want the line drawn in and then on the horizontal line at the top of the 'Colour' box. The screen will switch to the painting screen.

Move the cursor to point where you want your line to begin. Hold down the Select button and listen for a 'bip' – this noise tells you the starting point of the line has been fixed. Move the cursor so that the line stretches

between the start and the cursor. When the line is the correct length and is at the correct angle, press and hold the Select button until you hear two 'bips' – this indicates that the end point of the line has been fixed. (NB: If you release the



select button after one 'bip' the line disappears and the current cursor position becomes the starting point for another line. This is dead useful if you decide that you decide that the line isn't in the right place.) As usual, simply press RUN/STOP to return to the main options screen.

◆ **DRAW:** This option allows you to draw 'freehand', which is a graphics-type term for drawing as you would with a pencil and nothing else to help you out (ie, no rulers, compasses or stencils). After choosing a colour, the full drawing screen appears. Position the cursor where you want to start drawing and keep the button pressed while moving the cursor. This draws a freehand line. And guess what? Press RUN/STOP to return to the options screen.



◆ **ELLIPSE:** This option allows you to draw circles and ellipses. First select a colour for the ellipse. Move the cursor to the point where you want your ellipse to be centred, then press the select button until you hear a single 'bip'; this tells you that the centre of the circle has been fixed. Move the joystick sideways until the ellipse is the right width. Then move the joystick vertically and you will see the ellipse take shape as its height increases. When you have the ellipse at exactly the right height and width hold the



Select button down until you hear a double 'bip'. This tells you that the ellipse has been fixed. Press RUN/STOP to return to the options screen.



◆ **BOX:** This option allows you to draw squares and rectangles. As usual, you must choose which colour you want the box outline to be. Move the cursor to the area of the screen where you want the top-left corner of your rectangle to be, then press the Select button for a single 'bip' (which tells you that the starting point of the rectangle has been fixed). Pull the cursor to point where you want



the bottom right corner of the rectangle to sit. To fix this finishing point hold the button until you hear a double 'bip' which tells you know that the rectangle has been fixed. Press **RUN/STOP** to return to the options screen.



FILL: This option allows you to 'fill' a chosen area with a specific colour. After choosing this option from the Draw Menu, and your colour from the palette, the program takes you to the paint screen. To use the tool just position the cursor inside the area you want filled and press the Select button. This is a useful tool for easily colouring large shapes such as rectangles and ellipses, but it's always best to check that the area you're



about to fill is fully enclosed, otherwise you can accidentally flood the whole picture with a single colour! Press **RUN/STOP** to return to the options screen.

ELLIPSE (E): This option allows you to draw 'teardrop-filled' circles or ellipses. Move the cursor to the point that is to be the centre of your ellipse, then press the Select button until you hear a single 'bip' sound. Slowly stretch the circle until it is as wide and/or as high as you want. Then, hold the Select button down until you hear the double 'bip' which tells you that the circle has been fixed. Press **RUN/STOP** to return to the options screen.

BOX (F): This option allows you to draw filled squares or rectangles. After choosing the colour (move the cursor to the point where you want the top left corner of the rectangle to be, Press the Select button until you hear the 'bip' sound. Slowly stretch the box to the required width and height, then hold the button until you hear a double 'bip'. Press **RUN/STOP** to return to the options screen.

ZOOM

This menu allows you to magnify an area of the screen in order to touch up your drawing or to draw in high detail.

BYTE: Occasionally parts of your picture become discoloured. Using **BYTE** helps sort this out. After selecting **BYTE**, the **BYTE** control panel appears on the Options screen and



a small red square appears on the Painting screen. The red square shows the area that will be magnified and the Panel allows you to manipulate the colours found there.

To move the square click Select on one of the four direction arrows (press left). To 'zoom' is Select **OUT**. To point on this area (bottom left) Select a Colour (0, 1, 2 or 3) and move the cursor to the magnified picture (bottom left). Press Select to change the colour of each pixel. To change the Colour of 0, 1, 2 & 3 Select that colour, then Select the colour you want from the palette. **YES**, if you change Colour 0, the colour will change across the picture. To exit **BYTE**, Select the Blue Corner (top left) of the **BYTE** control panel.



ZOOM: This option enables you to get down amongst the pixels, changing them one by one. After selecting **ZOOM**, move the grey square over the area you want to magnify and press the

Select button. If the square is not very visible, you can

change its colour by quickly pressing the Select button. On

screen, a window containing the magnified area will appear. If you wish to

move from one area to another, move the cursor on

to the inner edge of the window frame. Clicking Select will now move the magnified window around in the direction indicated

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by the arrow. To modify the magnified picture, position the cursor on the pixel you want to modify and press the Select button. To change the colour you are painting in, just click on the palette, selecting the colour of your choice.

OTHER

This menu includes all the general options.

LOOK: This option displays the entire screen. To change the background colour, move the cursor outside of the screen and press the Select button. To leave this screen press **RUN/STOP**.

CLEAR: This option clears the entire drawing. Answer **YES** and the screen is cleared. Answer **NO** and you are returned to the Options Screen.



COPY: This option allows you to duplicate any part of your drawing. Position the cursor in the top-left corner of the area you want to copy. Confirm the starting point by pressing the Select button for one 'bip'. Stretch the 'box' so that it covers everything you want copied. When it's large enough press and hold Select for two 'bips'. Releasing the button copies the marked area. Moving the cursor now moves a copy of the specified area. Position the block where you want it and press the select button to fix it there.

FONT: This allows you to write text on to your picture in four different styles. After choosing the typeface and colour you want, move the cursor to the point on your picture where you want to start writing. Type your text on the keyboard and press **RETURN** at the end. Press **RUN/STOP** to return to the options screen.

INSERT: This allows you to insert any part of your drawing. First choose whether you want to insert it horizontally or vertically via the menu. Move the cursor top-left of the area you want to insert. Press the Select button down for one 'bip'. Then drag the 'bar' over the section you want inserted. When you've finished press and hold Select button for two 'bips' and the area will be inserted. Press **RUN/STOP** to return to the options screen.

OUT: You can select this option to get the program. You will have to confirm your choice by pressing **YES**. Press **NO** if you want to go back to the options screen.

Right, Trent says I'm banned from making any jokes about getting squeaky! In this review, however! This one's going to be a toughie. I mean how can you do a whole review about a game based on a vegetable complete duck without one squeaky joke? (I'm sure you'll find a way — [E]) Oh well, let's get... er... cracking.

The game is aimed at younger kids. Count Duckula and his two faithful servants, Marley and Ian (looking strangely different to how he appears in Frankensaur)

crash land their time-and-space-traveling castle (and on the Planet rate). They lose their lightning conductor — a vital component of the craft (apparently) — and the Count has to go off in search of it.

Unfortunately, the planet — as planets always are in this sort of game — is populated by nasties... or in this case, cuties. It's filled with cute toys, such as tin soldiers, dolls, push-trains and other innocent play-room tat that no reasonable kid of today would be seen dead with. If Duckula accidentally bumps into them he is cuttified. If he becomes too cuttified he will be stuck on the planet forever!

From deeper space to the planet of the cuties is an interstellar strike. A lot of today would be seen dead with. If Duckula accidentally bumps into them he is cuttified. If he becomes too cuttified he will be stuck on the planet forever!

The game begins with a brief blasting section with the turret flying through an asteroid belt. This simply involves avoiding the



COUNT DUCKULA II

asteroids and blasting them to gobs. But after that, it's a platform puzzle. There's loads of leaping around to be done and a bit of shooting, but it's not an all-action game. There's no time limit. Instead, when you come to each screen, you have to stand back for a few moments, check out what's going on and work out how to get to the other side.

On each screen there is a mixture of remaining and moving platforms and walls. You become more difficult if you fall too far — in which case you start that screen again — or if you bump into a cutie. Cuties can be temporarily paralyzied by shooting them with your tarantula sauce gun. This only has a limited supply of ammo, but you can replenish it by picking up rescue bottles that are scattered about. There are also sometimes padded logs on some screens, collect four of these and you get temporary immunity.

The main game is large and moves well, the graphics are colorful and bold, and there are some real nifty bits of animation that are true to the spirit of the original cartoon.

too. But the game is at a bit too static and you never get the feeling that it's going anywhere. It starts at one level of difficulty, and remains on that level. Some of the screen-are not so much difficult as awkward, requiring a level of accuracy that's out of step with the rest of the game; one false move and you're bugged, being cuttified on an alarming rate and there's little you can do. The collision detection is pretty poor, so you can avoid a satellite mine and still be cuttified. Also, with no save-anywhere facilities, when you die, you have to play every screen again from the beginning.

But some of the puzzles are intriguing, and for young kids there's a great introduction to more complex gaming. It's a round, basic game with a few intriguing ideas, but with enough of a fun quotient to appeal to the age at which it's aimed. But they'll soon tire of it and demand something with a bit more meat. Unless they're vegetarians in which case they'll demand something with a few more lentils.

SAVE GOLD!

| | |
|-----------|------------------|
| Game | Count Duckula II |
| Publisher | Alternative |
| Cassette | £3.99 |
| Disk | Not available |
| Release | Out now |
| Contact | 0877 787777 |

POWER RATING

THE DOWNERS...

- Great much variation in the game play — it's very repetitive.
- No bonus score — the difficulty level is too low for the game throughout.
- The sound is sparse, which is a pity because there is some in it.
- Some of the screens are not particularly well thought out.

63%

...AND THE UPPIERS

- The animation is generally good and true to the cartoon.
- It's easy to get the hang of.
- There's an in-game introduction to platform gaming for younger kids.
- It takes quite a bit for you to be completely cuttified, so you last a long time to play each game and discover what to do.
- The graphics are well-executed.

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- 2) **STRANGELY**, despite being referred to as "the butcher" by the detractors (about 80 per cent of the world), food wasn't very tasty on most.
- 3) **NOT** exactly a veggie, but not, as many people think, a meat eater either. This is a diet consisted almost entirely of strychnine, boggles and venison liver.
- 4) **FEW** people realize the true reason why dinosaurs died out. The dinosaurs became so intelligent they developed a moral conscience and refused to eat flesh-bone "meaties" and subsequently died of malnutrition. The plant eaters then became very fat — because they didn't have to run away — and died of gross flatulence.



Many dinosaurs had more than one brain, which was a bit of a pain when they couldn't agree on whether to have a follow-up or not.



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FRANKENSTEIN



Don't always demand it when the pack's out there. It's not a bad idea to follow all the missing links.



When things are getting rough, find the way to a room, and you should be able to make your way out. How essential you are.



Frankly, old Prof Frankenstein was not very good at avoiding life. His results were always drab, lumbering and about as likely to play a decent game of poker as a bunch of Country Met Corn Players. But at least he tried. And this game stands as a tribute to his effort. And what a fitting tribute it is — it's crude, lumbering and about as much fun as playing poker with a zombie.

It starts off well, with an amusing title intro sequence that explains the plot. You are Prof Frankenstein's dimwitted assistant Igor. The Prof is knocking up another monster but is lacking a few parts. So he sends you out to collect a few items: dead bodies, brains and other creepy bits and bobs. He leads you out of his lab and tells you not to come back empty handed.

You spend the rest of the game wandering around a moderately large playing area (it's about the size of one level in *Höger the Bomb-Obiding Realist*—ghosts, serpents, bouncing eyeballs, etc.)—and looking for the things the Prof wants you to collect. The only controls you have are joystick left and right to move sideways, joystick down to pick things up and fire to jump. Yes, that does mean you can't fall anything! Boo!

Basically it's a platform puzzle in which you have to work out how to get the bodies back to the Prof before doing of lights. You see, as opposed to having an energy level that drains away, you have a fear quotient that builds when you run into crates. If it builds too high you lose a life. And that's about it. Sure, when you fire, only

you have to work out how to get back to the lab, which provides some enticement to carry on, but with only one level it becomes very tedious very rapidly. You keep encountering the same situations over and over again. When you're worked out how to get past a problem once, finding to get past it anymore more times — which you will have to do as you can only carry one body at a time — is downright boring.

The controls are also very muddy. For some odd reason you can't walk up stairs. If you try to fall off, instead you have to jump up them, and if you accidentally land with the joystick pushed to one side you fall through. Even trying to change direction a bit rapidly confuses the poor old game.

The graphics are serviceable, there are some nice touches of visual humor and occasionally a puzzle is ingenious enough to be worth working out. But overall the game offers so little variety and is so stoppable you'll give-up after a few minutes. Which is a shame as you'll never get to see the monster! What a waste!



| | |
|-----------|---------------|
| Game | Frankenstein |
| Publisher | Zoppalini |
| Cassette | £2.99 |
| Disk | Not available |
| Release | September |
| Contact | 091 389 7789 |

POWER RATING

THE DOWNERS...

- There's only one level and that's not particularly large.
- The controls are not very logical and at times very tricky to master.
- The monster only makes a very feeble appearance.
- The graphics are pretty dull.
- The puzzles are not rigorous enough to make you want to work them out; they're just added because the controls are so bad.
- No sense of progression.
- Not played with the sound off.

100

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40%

- Nice use in visual humor.
- The intro sequence sequence is entertaining.
- Plenty of lives mean that you don't have to keep starting all over again.

...AND THE UPPIERS

OUT OF THE VAULTS

Frankenstein (1907) was one of the first films to be inspired by a book, but which leaves little room to spare in the original story. This is common these days. The *Lavender* film borrows the bits of a *Straw Hat* story, while the plot came from some other source entirely (the film full of rejected Doctor Who scripts probably). In the case of *Frankenstein* the differences between book and film is also instantly obvious: the film is a rickety good piece of horror, the book is a slow and boring. (Ain't it so? — 1988.)

It was written by the teenage Mary Shelley, who quite obviously wouldn't have known a decent horror concept if it jumped up and forced an egg down her throat. It was the result a spidery story-telling contest that took place one stormy night in bed between Mary Shelly, her hubby Percy, Lord Byron and Dr. Pollock. If Mary's won, the others must have been about as frightening as a bubble bath. What else can you expect from a bunch of romantic poets? (Philipses — 1988.)



POPEYE

COMPO!

Popeye is ready to blast back to the COM in an all-new, no-frills format, entitled 'set-up'! But

Attention's Popeye 2 - Westway - should be a completely new style of grip

along it will beat the dose quarters best set-up style that's been so popular recently with a true Popeye feel by including both characters and features from the famous cartoon!

Popeye 2 aims to bring a level of cartoon humour to the ring along with light fighting. All the normal moves - kicks, punches and throws - will be complemented by cartoon-style 'dust clouds' and 'slap' special moves. To add further gameplay,

Popeye's 'sneach power' will be used during bouts to keep the action moving along at a soft pace. It seems he'll only be able to get extra strength by catching the cans that Olive Oyl throws from the stands. If he catches them he'll be able to knock it straight back or save it for later. But if he misses the can - ooooo!

The CP tag team (what's James -Oll thought that his ex-wife like such a soft idea for a game, that we expect Alternative to arrange a compo. Being nice people - and greatly chuffed with the idea themselves - they agreed! So welcome Ladies and Gentlemen to a heavyweight contest, fought over three fairly silly rounds! The winner will be decided by two giggles or whole-hearted laugh!

We've picked three sets of Popeye fighting and named them A, B and C. What we want you to do is look at the pictures and think of three really neat names for the moves that are being attempted. You know, the kind of silly titles that the spangled rights brigade always give to their 'madman' attacks - Holey Mail Hood, the Flying Bus Stop, the Grip of Reasonable Discontent, the Slightly Annoying Move in the Eye and the Hair Noodle! None of these is particularly funny, but we're sure that you can do far better!

If you can, then there's a whole of software up for grabs! The best five entries will win the complete Popeye collection - Popeye 1, 2 and 3! - 2D summers up will also get a copy of the shiny new Popeye 2! So get your existing heads on and name those boys!

To enter, write your suggested names for moves A, B and C on a postcard along with your name and address. Then send it to us at Get Popeye Peter Campa, Commodore Format, 38 Minnowdale Street, Bath, Avon BA1 2BL, to reach us by 30th October 1992.

A



B



C



Your guarantee of value

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NEXT MONTH

RIOT ON!

The biggest of the big is ready to hit CB1!

Streetfighter 2 is due for release this Christmas and we've taken an exclusive preview of this eagerly awaited conversion! Can it match the coin-op's killer reputation? It was the most successful arcade ever... or will it be more like Streetfighter 2? To find out, make sure that you fight for your right to read **CF90** as we join Ryu, Ken, Blanka, E. Honda, Guile, Zangief, Dhalsim, Chun-Li and Chun-Li down in the eye-popping, ear-biting, danger-punching, kick-kicking, yaga-firing, cyber-fighting world of **Streetfighter 2**.

On top of this 12 way-brawl, we've also got bits of computing's high files answering your questions in the second part of our **File to Four** feature. In issue 22 we gave you the chance to ask the experts about everything from writing software to selling computer maps. We were astounded at the response and have sent the toughest and most intriguing queries on to our 'lucky' panel. And as soon as their answers hit the mail tray, they'll hit the page!

Add that to our **CF** regulars and you'll know **CF90** has major league potential. Check it out on 12th October.



IAN CYCLOPEDIA ON U.S. LAWS

- Do that you don't get arrested, do you know that in the USA, it's illegal...
- To get a few drinks in (California)
- For fees to fly over or through the parish of Kalamazoo, since?
- To walk elephants down Market Street.
- To make faces, or dig at Normal, Sunday
- To take your to the police in Maryland.

<Ooops>

It seems that some of the PC/Amiga and other things were more ready to provide their own support and not just some, energy, etc. The following areas in this report have printed with our apologies. Substitute the following text for the original text in the computer in **CF90**.

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ARGGOH! I KNEW THAT!

How easy? Yes, last month's **AMT** was that easy. Here's the answers anyway: Vincent Price/Dr. Phibes, Leslie Nielsen/Frankenstein, Karl Rossi/Snake Pliskin, Michael Rooker/Beastmaster, Kyle McLachlan/Paul Atteridge and Jack Palance/Sad Grison. So how by? (Beastmaster's partner) What were the names of Lady Penelope's Potts Hayes, Ripley's ship in *Alien*, Knight Rider's car, Peter Parker's 'Wicky' Bucer, Olive Oyl's 'electric mixer', James Bond's Goldfinger auto-guns and John Travolta's hat on in *Grease*? No answer - it's just for fun!

IT'S ELEMENTARY, MY DEAR WATSON!

Please Water (or Mosaic) newspaper, kindly reserve my copy of **Commodore Format** each month, starting with the November issue, on sale from Thursday 15th October 1992. To me Dr Watson

MY NAME

MY ADDRESS

Do you see Watson, all this could have been so easily avoided. If only Suspect A had filed out Coupon A (left) and handed it to Newspaper C then they would have reserved suspect A a copy of **CF90**. Then the horrible crimes perpetrated against the Person Who Bought The Last **CF90** in the Shop D, would never have happened.

But if that were the case, Holmes, surely D would have...

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