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# Commodore

FORMAT

## LOOKY HERE

THREE FULL GAMES AND TWO MAGNIFICENT DEMOS!

## JUST TRY IT!

Streetfighter 2! Can Capcom's killer coin-op kick butt on the C64? The fists fly in our exclusive preview on p.10!

### POWERTESTED

MORE  
**C64**

**POPEYE 3**  
Hello colport!  
**SUPER ALL-STARS**  
Hype for the best?  
**STUNTMAN SEYMOUR**  
The tall guy?  
**INTERNATIONAL TENNIS**  
Are there any faults?  
**TONS OF BUDGET PLUS LOADS MORE**

REVIEWS  
THAN  
ANY  
OTHER  
MAG!

PLUS LOADS MORE...



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**COMPLETE GAMES!**  
**Oh no!**  
Your tiger's been nabbed by an evil gang of international data smugglers and is already heading towards the Falkland Islands. See your Navigator for a replacement right now!  
**Tape to disk**  
**SMART!**  
Tape-to-disk offer on p.71  
**SEYMOUR**  
**ROC**



**EXCLUSIVE**  
Apex, the programmers of Creative 2, reveal all about their new 64 game. Our brilliant new series details the way a game is made on p.58!

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# LETHAL

A movie poster for the film 'Lethal Weapon'. The title 'LETHAL' is written in large, bold, red, italicized letters at the top. Below the title, three men are shown. In the foreground, Mel Gibson, wearing a blue button-down shirt and jeans, holds a handgun. Behind him, Richard Gere, with blonde hair, is being held from behind by Danny Glover, who is wearing a white shirt and a dark tie. The background is a stylized, dotted map of a city. The overall color scheme is dominated by blue, red, and white.

**COMMODORE  
ATARI ST  
AMIGA  
IBM PC &  
COMPATIBLES**



# WEAPON

## TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your

objectives within the game-play.

**IT'S MEAN, FAST  
AND... LETHAL!**

LETHAL WEAPON: A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.



**ocean**®

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## SPECIAL

51 FACE TO FACE

The computer industry's rich and famous interrogated by CP readers. This month: Britain's supreme fan favourite, the oddball What Is/Isn't Britain? host, how happy are they that Microsoft won the World Championship? What's their favourite colour? To find out hit p.54.

54 LET'S MAKE A MONSTER

Apex Productions steered the world with Creatures 2. Now they're working on a fair game, Mayhem in Monsterland, and they've decided to tell CP the whole story. Every month we'll detail the making of this (almost) classic bestseller. The mayhem begins on p.64.

58 YOU THINK YOU'RE A FAN?

Want to know more about your favourite games? Ever thought about joining a software support-ers club? If you have, but wanted to know what you get first, check out our in-depth guide to Fanland. There are some good smart special offers and coupons to boot. Join up on p.68.

62 FLIX STIX

The silly season is almost upon us, when the professional people start planning for presents. Gamesave have produced a range of good-looking journals that are fashioned as movie folders. They have great bits, how do they play? Plug into p.62 for a good wagger!

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Remember... November the 1st-November.

Just light the blue touch paper...  
**POWER**

## ABOSLUTELY MONSTROUS!

**C**reatures 2 is one of the best CDi games ever. The graphics are what, the gameplay superb and it's all served up in a slick professional style. Its out-right design and stunning - single format - sales success has confirmed Apex as one of the country's premier coding teams - on any format.

While writing the game the Apex team, John and Steve Rowlands, also wrote a month-by-month magazine diary when told just how the game was created. Called The Cycle Guide, this took its regular two-page slot in Gamesave. Fortunate and proved to be a massive hit - to the letters we received testified.

Now, after a long lay down in a dark room, the boys are back at their keyboards and ready to write another masterpiece, (probably). This time they've decided to give young Cycle a rest and have created a new character called Mayhem. Here's a bite

discuss who lives in a precisely crafted world called Monsterland, a place you can guarantee will be packed with the same kind of twisted humour and gameplay that made Cycle such a star.

The best news of all, though, is that once again those Rowlands chaps have agreed to detail the making of their game. This new series is called Let's Make A Monster and starts this very night - and is full of exclusive news of what Mayhem in Monsterland's all about and why like. In the first instalment, the Apex crew explain how they design a main character and the essential ingredients of a monster's hero. So if you've ever wondered how a best seller comes into being, read on...

*John*



## 10 STREET-FIGHTER 2

US GOLD

**FIGHT!** One of the greatest words in the English language - if you happen to be an 18-stone fitness warrior with a personality disorder! And that's just what US Gold promise you - not a fight, but an 18-stone

Samurai - in their no-holds-barred, eye-popping, muscle-cooking, nose-breaking, foot-chinking, low-kicking, beer-slugging and generally blood-curdling version of StreetFighter. It'll

provide the big fight on p.10!



## 32 STUNTMAN SEYMOUR

CODEMASTERS

Just starting out. The lanky one tries to make his mark in Hollywood by throwing himself around movie sets. It's lights, camera and action on p.32.

It's been on fire with Gilly Pold and blown up Kasoel! Watch! That might be

love for the Unknown Stuntman of The Fall Day here, but Seymour's



## SUPER ALL-STARS

Buy the Big ●  
 CJ on the USA ●

Magical Dory ● Turbo the  
 Terrible ● Captain Dynamite

A terrier, a stryke, a moulton, a psychobers and an egg are packed shoulder-to-shoulder in this mix 'n' match blend of established CDi stars and debutants. Turbo shows out (this time in Coloss colours) and Captain Dynamite returns. Big CJ and that damned Egg provide the back-up. It's an eclectic bunch but they say variety is the spice of life. So, is it an all-competing competition? We open the box (Take the money!) - Fight! on p.36.

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...the. Then watch what's been...

# INTERESTED!



## LET'S MAKE A MONSTER

Jeeper, creepers, aliens: did they get those creatures? Nope, the team behind *Cyber Assault* have an incredible secret of creating classic games — Creatures Ltd. Cyberbyte Monster and Aliensquad. Now they're started work on their next monster hit — and it could be just that, as they bring retro-style learning action to the CD-i. Is this first installment of a new series the boys reveal how they create a character?

## 58 SO YOU THINK YOU'RE A FAN?

Some games are more than just

games; they create heroes that develop a life of their own, like *Diddy* and *RobotCop*. Some softies just keep churning out great games, titles you'll want to know about in-depth. How can you keep up with these? Simple — become a fan. And not just any fan, but a paid-up member of an exclusive club. CPW has looked at four of the very best and checked out what you get for your cash! For the full story, check out our special offers and comps on p.68.



## 62 FLIX STIX

How dull can a joystick get? That dull! With the Christmas rapidly approaching the peripheral manufacturers have hit us with some and novelty sticks. We've wiggled some of the best looking and silliest shapes to bits. Plug into p.62 to see a series of sticks that Part 2 just won't believe!



"I can't wait! I am," was Popeye's catchphrase. Award scholars have interpreted this to mean, "I think therefore I am," but they may be getting him confused with Descartes. What Popeye definitely is, though, is here in a wonderfully silly graphic-look-up. Can the cartoon kid beat the star folk at their own game? The count begins on p.64.



## POWER PACK 26

### STUNTMAN SEYMOUR

**CodeMasters**  
The wobbly one

returns in a smart platform-leaping extravaganza. Show everything that moves, collect everything that doesn't and sit there puzzled by things which do neither. Get surreal with Seymour in stardust.



Flourishing bombs in the wrong direction is not a particularly good idea in *Stuntman Seymour*. It might provide a diversion for a few odd seconds. Actually this is a lie because it doesn't.

### DOC CROC

**Zippin**

He's round the bend — and from it actually! Doc Croc fills time in a magical, leaping extravaganza. Can he get everything back to the office in time? Will he survive? What's a predatory reptile doing with a steady job anyway?



### TWIN TIGER

**Boney Zone**

It is about as big as it! This player-up-the-screen slaughter in this brilliant shoot 'em up is found and go into murder mode for more after waves of death from above. So it seems if you're brave or even can both sticks at the same time and die horribly and cosmic!



### COSMIC CAUSEWAY

**Prism Leisure/Archie Classics**

A blast from the past. They teamed at the jaws about this Trailblazer-style game where it was first released and you'll learn at the mouth about it now! How much fun can one man have? (235,000 actually. TMG)



26

### tape to disk

Want a cool disk version of the CPW powerpack? Then pop to p.7 for a full review or our smart tape-to-disk transfer offer.

### BOMBER

**Action Development**

Silly as a particularly silly stick but strangely addictive. Move the bucket from side to side and catch the falling bombs. It's easy at first, impossible later, but you've just got to try it!







# BOMBER

## FULL GAME

### ACTIVE DEVELOPMENTS

#### Joystick in Part 2

Sometimes, someone wants to get nasty. And nobody wants to get nasty from the Mad Bomber. Obviously being threatened from the surly, surly Bomber, isn't exactly the best start in life for a young sprig, but Mr Mad Bomber does his best to live up to the family name. So much so, in fact, that he can be found hanging over a wall near you, igniting high explosive death around.

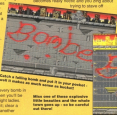
Mr Bomber (or MB) is his master, or it would be if he hadn't blown them up for a laugh! He sits at the top of a wall and moves from side to side dropping bombs at a rate you wouldn't believe. The only way to save the city is to swiftly move your bomb-defusing bucket from underneath the falling explosives. If you manage to keep every bomb in a wave from hitting the floor then you'll be safe. Miss one and it's good night ladies.

That's about all there is to it, clear a wave and you'll be faced with another

later wave. You keep going until you run out of buckets and then the whole town blows the big fireworks. To balance things up a little, you get an extra life every so often, but that's not what makes Slowly the tension build up, as it becomes really hectic and you end up trying to shove off

ammagodon. And staying off ammagodon has always seemed a sound move in my book!

Bomber may look simple but it has a strong addictive bite. The trick is to watch all the bombs and not just the one you're currently planting. Oh, and don't worry about getting the bucket right underneath each bomb, the collision area is real generous and just touching a bomb should help defuse it to more explosive properties.



Catch a falling bomb and put it in your pocket - but it makes an awful noise as it falls!

Miss one of these explosive little beauties and the whole town goes up - so be careful out there!



### SMART ZONE

#### Joystick in Part 1 & 2

Daahh, daahh, daahh... Heeoooo, baah! That's what a good shoot-'em-up

means to me! Hours of fun screaming about the sky stepping other flying things from... well... flying. It's that heady up, continuous assault on your reactions as enemies attack from unexpected angles and unexpected shots fly up from innocent-looking vegetation. Luckily, that's just what Twin Tiger is - a good shoot-'em-up.

After choosing either music or effects, single or two-player mode, the fight begins. Your dropper hovers at the base of the screen. Just help about using some left stick-work and blow everything you see

to pieces with your forward-firing five-bullet cannon. Just follow the robot and keep shooting (an auto-fire 'stick' really helps) remembering to stop and pick up an bonuses that happen to be passing.

Playing in tandem there's the choice of either being a team or just diving in for the bonuses - every man for himself, or in the case of babies, 'get out of my way, burly brat, there's my points and if you touch them you're gonna get killed'. I think you get the message.

## FULL GAME



Well, sometimes not. You may like an old shoot-'em-up...

# TWIN TIGER

One of the best things about TT is that you get to choose these little bonuses with bonus that work backwards - what?

The Twin Tigers spray death around like nobody's business - and you know what that's like! This time the carrier's releases are indestructible!

## Tape to disk

Do you have a disk drive? Handy aren't they? If you want to use it as well as admiring it, you can get a copy of the Powerpark an disk for the little fellow.

To get the CPDS Powerpark on disk simply roll out the coupon from the inside of the tape inlet card. Write your name and full address on a piece of paper and send it with a cheque (payable to Alpha Audio Video) or Postal Order for £1.95 (which covers duplication, post and packaging) to: CPDS Tape to Disk, Alpha Audio Video Ltd, Harrold, Mansfield 14, Talford, Shropshire TF7 4DU.



# DOG CROC'S OUTRAGEOUS ADVENTURE DEMO

**Joystick in part 2**

Right. Prepare for some fully interactive wilderness. Our Croc is the editor of a newspaper produced, for some reason, in a sewer. You get to play one of his reporters in this rather diverting little romp.

You have the opportunity to visit four tunnels, in which



choose. To select the zone you want, simply move the arrow to the left and right when you reach the screen with the four characters walking up and down.

When you're happy with your choice, press up on the joystick and you'll be pitched headlong into a frenzied series of platforms.

The first thing to get used to is the jumping. Hit to jump and move left and right as moves, or left and right. Pause is the usual Run/Stop bit, and the spacebar restarts. If you progress deep

enough into the level, you'll come across something that looks just like part of a printing press. If you manage to collect it you'll get a pleasant surprise (which are worth a huge bonus).

And that's all you need to know.

Remember to avoid the extremely nasty bats, which come whizzing through the narrow, lit, well, very fast nocturnal airborne mammals. Oh, and some of those, er, uppity dooney things are also pretty unpleasant to get past, too. Have fun and remember, this is what the real world of publishing is like (except that there are few cowbodies with the drive and enthusiasm to become editors).



There may be collectibles in goals. But you can be sure that there will be plenty of nasties to avoid in whichever of the tunnels you see Dog, and his friends. There's also small ones on the left. The one that looks like a sort of wind fan.

There may be collectibles in goals. But you can be sure that there will be plenty of nasties to avoid in whichever of the tunnels you



So you go out of the main screen and take the right channel to the nearby bit.

## THE FACTS ON THE FULL

### GAME

- Game DOG CROC'S OUTRAGEOUS ADVENTURES
- Publisher ZEPPELIN
- Price £3.99 CASSETTE
- Release END OF NOVEMBER
- Contact 091 338 7705



## COMMENTARIES

**Joystick in part 2**

If you haven't already seen the review on pages 32-33, you're obviously more sensible than many of our readers who start at the back of the magazine and work their way forwards.

Anyway, the idea here is as simple as making a pair of binoculars out of two arcs and a length of string. What you must do is jump, shoot and bomb your way through a variety of nasties until you reach an end-of-level battle.

The controls don't require membership of MENSA either. Tink the joystick left and right to move left and right (respectively, in case you hadn't quite got the hang of the console), pushing the 'stick up results in a jump, while pressing the fire is a bullet (and Seymour has an infinite supply of these). But you'll soon notice that Seymour can use another kind of weapon - bombs. When you kill a battle, they will leave a collectable, or, ah, thing. It might be a nice piece of cake, a carrot or a bizarre type of fruit.

# STUNTMAN SEYMOUR DEMO

Grab these before they start flashing and vanishing, they're at north's same point.

Sometimes the battles leave bombs. If you can collect these, they'll be added to your bomb total (in the middle of the bottom part of the screen). To activate the bombs, simply pull down on the joystick. With a bit of practice, you'll be able to destroy enemies above you. Before you and off to the side in one fell swoop with these bombs. They make life a lot easier, and destroy the battles at one hit, rather than requiring two hits like the bullets. But waste them at your peril, because there are times when you need them!

Once you've ploughed your way through, you'll get to the end-of-level battle (a large red Indian, as it happens). To beat him requires a mix of shoot, reactions of lightning and, er, a head of darkness.

This is the first level of Stuntman Seymour in its entirety, so enjoy it. Oh, and talk out for the hidden extra life. Fine, but it still doesn't answer the question: what exactly is Seymour? Let's face it: he's a large toad.



Oh dear. Seymour appears to be rather indifferent on this. It's possible to avoid, up a future for him, saying things like "he you need this with that!"

## THE FACTS ON THE FULL

### GAME

- Game STUNTMAN SEYMOUR
- Publisher COORMASTERS
- Price £3.99 CASSETTE
- Release NOVEMBER
- Contact 0928 014132





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- IBM PC/XT/AT
- PC 101
- AMSTRAD CPC/640
- AMIGA
- ATARI ST
- MS-DOS



Blanka and Blanka go heads up... well they would if they could straighten their spines!



The Invasions spirals programme look to 100, Blanka crashed out after 100 star jumps.



Blanka draws a blank when trying to catch a Blanka. What does he want? A larger target?

# STREETFIGHTER 2



**WARNING!**

When the going gets tough, the tough leap in the air and kick you in the femur - at least that's how it was at Trenton's school! Which seems to make him the ideal sap to spar with Streetfighter 2 for a few rounds.



Ken does a backflip! The footballer says you've failed by Ken!



Back-steps and face-crunching action cycle righty

made Streetfighter 2 the most successful arcade game in history. It's a one-on-one brawler that's fought over three rounds. Win two bouts and you travel to another country and have a go at their local champ. 11 fighters stand in your way, and each must be whupped if you want to take the Streetfighter-world title - and see the smut and screen! To be successful



Special moves are SF2's special. Give it your all edge with a flying kick!

you have to know your man's moves inside out. The arcade has six buttons, which when used in conjunction with joystick patterns initiate the 36 different attacks. All the fighters share the same range of kicks, punches and leaps, but each also has a characteristic range of special attacks. Chameleon can send magical 'Yoga Fire' across the screen and Ken has a fearsome 'Dragon Punch' that could floor a multi-storey car park! This handy mix makes for stunningly-tense play as both

## A WHO'S WHO OF EXCEPTIONALLY VIOLENT PEOPLE

**SARAI** An ex-Special Forces trooper, Guile landed in Iran in fact, he started the war when General Vega miscommunicated his name as 'Gai'. During the war he was captured and spent some time as Vega's guest in the Florida mansion. Doing it a day or two the full three but are more serious enemies.

**RYU** The son of a Kampu, Ryu is a Shokukan stylist. He spent

many years as Ken's teacher and has a long-standing rivalry with Baldo. Sporting a not head band his special move is the 'Dragon Punch'. Unfortunately there are no dragons in punch in SF2!

**KEN** Easily distinguished by his red piggytail, he uses much the same technique as his

teacher, Ryu-Dojoan

Punch, Hurricane Kick and Fireball but not at the same time as that would be rude. He's opposed to be the new SF2 champ.

**BLANKA** An evil twin, storm drowned the baby Blanka's prize over a Brazilian rain

forest. This apparently explains why he's a green, extremely vicious and electrocutes folk by touching them. He's 'Gai' and', a fact alluded to by his family motto 'Yei Nani'!

**VEGA** Absolutely everybody - even people he's never met - hate him. Recent psychological studies reveal that this is because he murdered virtually everybody's parents/brothers/sisters/pegs/goldfish, etc. He's not a nice person, a fact he brings home by appearing tall with his 'Flaming Topknot' move.



RYU KEN BLANKA VEGA SAGAT M. BISON





(Below) Streetfighters all have range-attacking moves, and each has his own specialty maneuver as well. Here, Ryu throws a terrific "Hadou" of death while Blanka spits the usual electrifying bolts. (You know.)

(Above) Ryu is taking a tip while Blanka stays off his amazing ability to be both legs in a cheap chop.

characters' energy bars creep steadily towards zero.

Could it be converted for the G64, though? To be brutally honest, it doesn't seem possible. Yet US Gold (who won the license) seemed strangely confident. When they had something to show off it became clear why: Project manager Tony Binkley came to the office and we all gathered around, ready to be pulled, yet not convinced a quality conversion was possible. While feasting on that a la carte, we saw some airborne hogs and the pink snow started falling, finally.

Streetfighter 2 looks like it will work well and bring head-on-up the respect they so badly need. Creative fatalities, the cooling

Don't worry! The plane is just one of US Gold's gimmicks that will feature as settings in the final and finished game.

team, have made some sound decisions regarding the conversion. They've identified the three elements crucial to the arcade's success — the huge range of moves, the graphics and game speed. By focusing on these they seem to have built this conversion wide open.

The range of moves was the CP team's biggest concern. How could the coin-op's six buttons be trimmed down to one? USG's answer is simple and neat — a choice of control systems. For 82% purists who want to use the full 38 frames, both joystick and keyboard can be used. The keyboard switches between kicks and punches, the joystick takes care of the movement. Those folk who prefer to play with both hands on the stick will be able to use an alternative system which limits the moves — but not by much. So both authenticity and playability are taken care of.

The special moves, in particular, are

real as, just like the arcade version, they don't rely on a single command, but a series of joystick and button presses to get the desired effect. To initiate them you'll have to choose to use 'em and not just waggle aimlessly. If you do get into endless wagging mode, the smart computer enemies will emulate their arcade form, and stamp you dead in your tracks!

Graphically speaking the G64 82% is getting there — Creative Materials have still got a month of breaking and polishing to do! The sprites have been neatly sculpted, so they not only look the part but play the part too.

One sacrifice is that the sprites are smaller than their coin-op counterparts, but that's no problem as you can still see exactly what's going on in this swift bit fight.

Speed has to be a concern for the coders of any fighting game, nobody will be thrilled by a slow slug fest! There's no need to worry about 82%, though — so far it's as nippy as a very quick thing going quite fast. The sprites are nimble and light, swiftly snapping around as they flow through their moves.

It's great to be proved wrong. We had our doubts about 82% and it's good to see that their fears are being addressed. If this early promise, with its carefully considered zoning calls, can be replicated on the US Gold box, like they will have one of the major hits of the year on their hands. As soon as the final game is ready we'll fight to bring you a review. But if it matches the coin-op for playability, which it could well do, then we won't, because we'll be too busy beating each other to a pulp on screen!

THEYMOM MEMO

Game	Streetfighter 2
Publisher	US Gold
Release	End of November 1992
Price	£19.99 (case) / £13.99 (disk)
Contact	01 621 631 2388

## THEY'VE GOT IT TAPED!

The coders of 82% are computer heads just like us, which means that they have had as many multi-task nightmares as the next man (or woman — Lisa!). So the structure of the G64 Streetfighter 2 will be specially tailored for tape users. Each sequence of battles, and the obstacles you meet next, have been carefully chosen to ensure that there's as little loading and rewinding as possible. There will even be a choice of the full tournament and 'one off' battles to further speed up the loading. At least database users are getting the respect they deserve.



**SAGET** This guy is a Thai fighter, which is much like a Thai fighter, only he can't swing over the Death Star! He can however converse in with the Tiger opponent. He found this little doozy after being smacked in by Ryu.

**BLANKA** A world champion who can fly like through water and oceans. He has been seen to

steer physical strength, brute force and muscle. So don't mess with him unless you're dead tough, have an army of lawyers and a completely jolly DRAGON. Souldier (so his chosen) is a grinner with an attitude — which means if you pop in for confirmation he looks like the fi-

ling daylight's out of your! His amazing prize abilities give him the power to breathe fire, shoot inside matter boxes and touch the end of his nose with his tongue. **EGG** or Chun Li is swinging for god's death, for which she blames Vega. This is odd because he was run down by a bus three years before Vega was born! Li can earn fight, especially with her "Wind" and "Cyclone Kicks!"

**SAGET** Anyone who watches bears for fun has to be a real shot at a punch.

nic. This explains why he's covered in scars and is as fast as nails. Saget is fully paid-up member of the Toga Blade Mi-Cry Club!

**SABDO** Certainly a popular bait, Sabdo is not the dense, white-killed bouncer in The Two Towers but a Bull-Fighter! He also has a stunning resemblance to Friday 13th's Jason — but who wouldn't in an era featuring mad? **E HONDA** Evolved to his maker, Mr Honda is his local branch at Weightwatchers, this Sumo dude is the heavy weight he looks like but is also surprisingly nimble for a fat



**T**he egg is back. Just when you thought it was safe to play platform-adventures again, our shell-shocked shurn reappears. But this time there's a difference: Dizzy's turned hard. (What, he's been cooked? — Ed) He's got a whip and a lasso, and he knows how to use them...

Like all the other Dizzy games, *Crystal Kingdom* has got a plot so thick you could dip a slobber in it and eat it for breakfast. What seems to have happened is this... (Do you think anyone's really interested in this, Trent?) Yes. Get on with it or I'll break your spine! — Ed) Flight, with the assistance of the Prophet Zetta, have been stolen from the Ice Palace. Oh no! What a total disaster! (All right. There's no need to overdo it — Ed). This Ice Palace thing has started to melt under the

# CRYSTAL KINGDOM DIZZY



to publish them in Gernsburom and make the water for those who have got stuck.)

*Crystal Kingdom Dizzy* also has holes all the rest of the Dizzy crop: You know — Dizzy,

Oxley and the other anthropomorphic eggs. They provide the sub-plots in the game. Each of them has got a little quest for Dizzy to solve, and he can only progress if he manages to complete them. So there'll come a time when you're hopelessly stuck that you'll start to hate Dizzy's storky family. And why not? They're a pretty selfish bunch, by all accounts.

Once you're into the game, it'll be like the Dizzy-classics of old. You walk along, leaping over obstacles (and there are quite a lot of obstacles; objects can be collected and used all over the place and the non-sassy people you meet talk to you. Or rather, they arrange a lot, but enough of that.

It's not yet clear how many screens

there'll be in *Crystal Kingdom Dizzy*, but, true to CodeMasters' form, there are bound to be more than you've ever seen before unless the last time you played a game you had two movies either side of your screen.

It's going to be big over Christmas, so keep your eyes peeled a the full review of the game that the power-mongers in Whitehall are already calling *Crystal Kingdom Dizzy*.

Dizzy's best friend, Meme, Dizzy possesses *Safety Sam* (Illustrated — Ed) can, have a full map of course.

From Dizzy's box to go through his life (having the main handbags of a) being called Dizzy, and b) looking like an egg with arms.

stein. And only Dizzy can save the once happy, picturesque land where they all live — a land where honey grows on trees, spoons are non-existent and everybody dresses like Norman Larned.

So off Dizzy goes, with you in control. You've got to wander your way through castles, forests, divided into four main areas. There's the Yolkfolk village, Blackheart's great ship, a desert island and, finally, the gradually liquefying Ice Palace itself.

According to CodeMasters, who know about such things, each area will almost be a game in itself. When you complete an area, you're given a code so you'll be able to restart where you left off. (And we'll be able

Map us if you need a lift. Yes, there are plenty of these handy yellow-roofed-operate-when-you-know-how lifts dotted around.

Looks different to your average Dizzy game? That's because this is the first one to be coded on a 64.

## 10 THINGS DIZZY LIKES

- 1 Favourite clothing: Shell suits
  - 2 Favourite power: P B Shabby
  - 3 Favourite MP: Tim Egger
  - 4 Favourite record: The Beatles' White Album
  - 5 Favourite condition: 'Arry Henford
  - 6 Favourite Shakespeare play: *Owlets*, *Prince of Denmark*
  - 7 Favourite bottle used: Eggvine Curio
  - 8 Favourite car: Ford Eggster
  - 9 Favourite food: Coconut
  - 10 Favourite singer: Sam Cook and Ella Fitzgerald (Don't 'n' Ella, godd'it)
- to Favourite band: Motörhead.



DIZZY'S BEDROOM

Game	Crystal Kingdom Dizzy
Publisher	CodeMasters
Price	£9.99 cassette
Available	End of November
Contact	02 9006 914130



# INTERNATIONAL TENNIS

**Z**appista Games must know something the rest of us don't. Why else would they release a tennis game in the closing stages of autumn? Perhaps they know that, as the leaves fall, the boisterous cracks and the chilly night blows in earlier every dull afternoon, our minds turn to lush summer grass, sunshine and the warm, still air over the tennis court, long rallies, shrieks of delight and cool, shady drinks.

Or perhaps the game is just hideously late. We shall never know. But here is the first glimpse of it, and pity this is 100% for PC. It can be said of CP that apart from the obvious - it simulates tennis - not a lot. But I'd find something, otherwise this is going to be a pretty brief review.

You can play the computer or another person (always a good option), and there's a choice of one, three or five

balls. You can even choose to play on a clay, hard or lawn court. This affects the bounce, with lawn being the hardest to master.

The computer skill level can also be selected, and, once you're typed in your name(s), it's time to get on to the court. During the game, you can run (at pretty impressive speeds, it may be said) anywhere around the area of play. This rapid reaction means that you can retrieve

the toughest of balls, thus keeping the rally (and the excitement) going.

Hitting the ball is pretty easy. You don't need to be in great-perfect position to do it, but if you're close, you've got far more control over where the ball will head after you've given it a thump.

The game is getting pretty close to release, and the graphics are looking well spiffy (as you can see from the photo). Although there have been plenty

of tennis sims, is this the one for CGA gamers to have? Will it be an ace, or suffer from too many faults? You know where you're going find the answers - Commodore Format, next month. Be here or we'll send John McEnroe around... with a megaphone.

**JAMES LEACH**



Lesson one: Never run the court. You should trip and have someone's eye pointing away from your body and a medical team in attendance.



Lesson 100: Skills learning. It helps if the warden is able to strike the ball as it returns to earth after it has been thrown. Missing repeatedly is the sure sign of an underachiever.

Game	International Tennis
Publisher	Zappista
Price	£3.99 cassette
Available	November
Contact	091 354 7755

# GRAEME SOUNESS INTERNATIONAL SOCCER

## INTERNATIONAL SOCCER

the glorious game that is football, our national sport. In other words, there's a strip pitch, 22 men, two nets and a ball. The idea of the game is to kick the ball into your opponent's net. Unless you're a goal-keeper, you mustn't handle the ball. [Oh! Get an anti-theft alarm please!] - Ed.

The first thing that struck me about this sim is the sharp edged look as it was, buried across the office by Tendon. Reduced to using only one eye, I loaded the game and was rewarded by seeing a smart set of small but neat characters belting around at phenomenal speed.

The game looks to be packed full of options - two, four, eight or 12 minutes per half and one or (hooray!) two players. There's even a choice of 13 strip colours. So after an hour or two deliberating over whether your man look just too divine in

it's a little known fact that Graeme Souness is fit to set alight lamp-posts. It's amazing the messages he can convey with just a few simple finger-flicks. Here he's ordering his striker to buy a ticket.

green, it's time to run on to the pitch.

You can control all the players on your team except the goalie, and the strength of each shot is dependent on how long you hold the fire-button down. You can also bend the ball in flight by slamming the joystick to the side you want it to curve. It's not just a gimmick, according to the programmers, it's deemed essential if you want to beat the computer at a high level.

To tackle, you just hit the while running full pot towards the guy in possession, and



Tendon often thought the midfield was like a parched desert - no contact, no contact, no contact from the sun, shrilling lamp-posts. But he was wrong. It was more like a grass pitch in High Wycombe.

Andy makes a pass. Potts follows. What is that? Soccer or is it a sailing experiment?

**A**fter Liverpool's recent performances, Tendon reckons Graeme Souness should have gone undercover around the clock. Why? Has he got a very expensive clock? It's baffling.

Anyway, here's a top-down viewed, busy game with everything you need to play

it's a little known fact that Graeme Souness is fit to set alight lamp-posts. It's amazing the messages he can convey with just a few simple finger-flicks. Here he's ordering his striker to buy a ticket.



## IAN CYCLOPEDIA INVESTIGATES TENNIS AND SOCCER

**Cyclopedic** Contrary to popular opinion, there's a world of difference between tennis and what the Conservatives call 'soccer'. As a guide to the layman, I've highlighted the major discrepancies...

- 1 Soccer is played with 22 people, some of whom must be there under protest.
- 2 Tennis requires several strappy 11-year-old girls, being pressured by their parents to turn out by the time they're 10.
- 3 Tennis can be played on any open land. Soccer requires a perfectly manicured pitch or 'green'.
- 4 In soccer, hand-held weapons are discouraged. Tennis is played with at least five bats, or 'sticks', along with cat's whippers, balls, or 'ticks', along with all of soccer.
- 5 Kicking tackles are a vital part of soccer. In tennis, you have to first leap the net, so it's an uncommon occurrence.
- 6 Soccer fans traditionally hurl abuse at the referee. Tennis players, not their fans, must carry out this vital task.
- 7 Soccer and tennis have the same number of letters. Football has more than either.
- 8 Americans are quite good at tennis.
- 9 But not soccer.
- 10 Soccer is much older and an all-round better sport than tennis, especially where the great British flowers are concerned. (Away the dew! - Roger.)

If the ball is flat, any man running towards it will pick it up automatically. This makes the game easier than some that have appeared in the past (indeed, easier, some would say, than the real thing).

Apprentice whizzer? Well, sleep easy knowing that, one day soon, maybe today, maybe tomorrow, maybe in a month, there'll be a full review of *Granite Saucers International Soccer*. (It probably be in a month, to be honest).

**JAMES GAGAN**

Game	Granite Saucers International Soccer
Publisher	Deepsoft
Price	£3.99 cassette
Available	November
Contact	081 305 7705



As the tension got to this the goalie and deputy had a flashback, 1971, Waterloo, in gear against the DVD Army. It was a friendly that was to last four grinding years.

A  
'MONSTER'  
IS ABOUT  
TO BE  
RELEASED..!



## STREET FIGHTER II

At last! Street Fighter II, currently the most popular arcade game, is about to become available for your home computer. Ask your dealer when!

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## GOOD GRACIOUS

Christmas is coming, the scanner's getting fat. What impressive software lies in Santa's bag, and, wait! Forget! Yuletide surprises because our scope tells you all you need to know...

### DOC CRUC

*Doppelgänger*

Round the Bend is back with this scintillating seasonal view of the Battle of Jutland. Or it might be a postcard about the Doc. See the Postcard to find out!



### WWF2

*Doc*

They're big, they're mean and they're not afraid to wear make-up and growl for the camera. Yes, WWF is returning. It should be faster and have more moves. It's gonna get ya!

### COOL WORLD

*Doc*

Kim Basinger can't seem to stay away! The girl with the curves is coming to the 64!



### CUB BOY

*Comedians*

Snicker and Peel as you've never seen it before. (Viewed from under the table? - E!) No, it's just that the 64 needs another good clobbering bats and walloping cues with. This could be it.



### LETHAL WEAPON 2

*Doc*

Riggs and Murtagh are back. This time they're in battle gear after making up a bond detouring. But even I expect things to be quiet!





# IF YOU'VE BEEN FOLLOWING SUPER PLAY, YOU'LL KNOW THAT EVERYBODY ELSE HAS, TOO.



This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play*.

From the very first issue it became clear – for the most accurate, honest reviews, for the first news and previews, for the best overview on the entire world scene for 1992's hottest new console, there is now a new place to be.

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- *Super Play* is never less than 100 pages – and sometimes a whole lot more. When the magazine-specific Super Nintendo competition struggles to make 68 pages, that's a massive difference in commitment to the SNES straight away.
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INDEPENDENT SUPER NINTENDO MAGAZINE  
**SUPER  
PLAY**

For the best in *Play*'s Golden, Silver, Bronze, Platinum or

exciting games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as *Super Play*. For those who've been following the Super NES, the launch of *Super Play* was what everything really got started. For the competition, it's going to be a long, heart-breaking year.

**SUPER PLAY:  
CATCH THE EXCITEMENT FOR YOURSELF.**



# Gamebusters



## TIP DIP STEG THE SLUG (CODEMASTERS)

Thanks to Marnie Pilkington, here we have all of the passwords for the entertaining title 'em up. Alternatively, enter CODEMOTOR as a password to activate the cheat mode - (F) can then be used to switch levels.

LEVEL 2 - R0H4R00M0U  
LEVEL 3 - E00U70000  
LEVEL 4 - H0P4UN000  
LEVEL 5 - 000M4N00  
LEVEL 6 - M000H7P00  
LEVEL 7 - L00000700  
LEVEL 8 - M000P000  
LEVEL 9 - 00F00000  
LEVEL 10 - P0070000

## TIP DIP BATTLE COMMAND (D4)

If you're finding this strategy game a bit tough, head this secret advice from the Flanagan of Battlefield fame. Before you attempt the mission make sure you know where the targets are and which ones have to be taken out first. Study the map carefully and choose the order in which to get you to the targets, making a note of where the bridges are.

On the battlefield you'll find it difficult to avoid all the mines and missiles, so it's a good idea to stockpile defence equipment.

The SLAMMER is excellent, and will destroy all incoming shells and missiles when activated, but there are only 50 shells, so use it sparingly and towards the end of the mission.

The PHANTOM CHIEF DISRUPTOR fires nuclear warheads and causes the nuclear holocaust.

IMPACTIVE BY DECAY FLARES distract incoming seeking missiles and shells, and you should fire these before the missiles get too close (as it takes a few moments for the flares to activate). Missiles destroyed by the tanks can be avoided by turning away from the shells' light path. Missiles, however, are impossible to avoid, and you really

need the help of a shell or slam laser. Never activate the slam laser and the other defenses together, as this wastes flares and shells.

GRANOLY MISSILES are a real expense, and are essentially toys while you are guiding the missile, your tank is vulnerable to attack. But the missile can be guided up or down as well, so it's possible to destroy planes with it.

The MORTAR is very handy and time consuming - you'll probably get blown to bits by the time the mortar has been launched. It's extremely useful for destroying those tanks which help behind hills (the shell can be fired near the hill to hit the tank behind).

DANGER MISSILES are available in two types, infrared and radar-controlled. Infrared are the best choice, because you get more of them. Infrared missiles are superb for destroying ground vehicles - once you have the tank and land, you can fire right about the missile and move on to another target.

The PHOENIX are surface-to-air missiles (SAM), although they can be fired at ground vehicles too. They are almost identical to the Granoly missiles, but choose them instead to cope with SAMs. They are also a good choice of anti-aircraft.

The FLAMER is an excellent weapon, as it has a stream of flame. It's great for shooting starting tanks and buildings, but useless on enemy tanks or armoured cars.

## TIP DIP BIFF (DEM0) (POWERPACK 20)

Get back on the Spectrum scene with this action adventure? Fast! You have the solution courtesy of Jack Turbo!

Power: Start, Down, Down, Left, Left, Left, Left, Right, Right, get WHIP CUTTING YOU, Up, Up, Up, Press SPACE, Press SPACE, Press SPACE, left to complete the mission. Here's about a solution for the full game!

## TIP DIP MAZE MANIA (POWERPACK 20)

It's a maze - the type of maze that you're after - then type number.

On the title screen, play your joystick into PORT 1, then move it in a circular motion and press fire a couple of times - the border should turn gray to indicate that the cheat mode is now active. Plug your joystick back into PORT 2, and you can now press space to jump to the next level.

Andy Roberts pulls your games inside out, turns them upside down and drags them through the fourth dimension to bring you all the latest cheats, hints, maps and tips.

## REGULARS

### TIP DIP 19

It's a little bit exciting. Oh, at night - fire the same old health packs at impudently forts, and tips under a new name.

### FRAMEBUSTERS 28

The new expanded version offering two pages' worth of findings POKEs to help you survive even the toughest of games.

### SAMARITAN'S CORNER 30

Where you get the chance to be phish-thrope (we'll pretend there isn't a price up for grubs as well).

## TIPS GUIDE

### SPACE CRUSADE 20

The final six missions of this excellent role-playing game dissected, plus the numbers on commander weapons and orders.

## MAPPED

### DJ PUFF 23

The journey through the last few levels of this role platform game revealed.

## SPECIAL FEATURES

### ACTION REPLAY POKES 24

Power-packed POKES for over 70 of our cover cassette programs!

### GAMEBUSTERS INDEX 36

Part two of our complete guide to everything that's ever appeared in these pages.

## OTHER GAMES

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**GO ON, IMPRESS US!**

Steve Flanagan is this issue's lucky recipient of some valuable (and) software vouchers. To emulate his good fortune send us your maps, tips, solutions, and POKES to: Andy Roberts' Gamebusters, Commodore Format, 50 Marshwood Street, Bath, Avon BA1 2PP.

## SPACE CRUSADE

## COMMANDER WEAPONS



**POWER AXE & BOLT PISTOL**  
HAND-TO-HAND: 2-3 HDV  
FIREPOWER: 2 (1 HD)

**COMMENT:** This is best used with the Ultra Marines, using to their good all-round combat abilities. The Power Axe can be combined with the Melta Bombs, and the Bolt Pistol combined with the Digital Weapons (which also improves hand-to-hand combat abilities).



**POWER SWORD & POWER GLOVE**  
HAND-TO-HAND: 2 HDV & 2LVD

**FIREPOWER:** None  
**COMMENT:** This powerful combination is clearly suited to the Blood Angels, as their main area of expertise is hand-to-hand combat. If you have the Plasma Gun and Plasma Grenades, the power sword and power glove can be coupled with Melta Bombs to attack the Dreadnought – chances are, you'll win.



**HEAVY BOLTER**  
HAND-TO-HAND: None  
FIREPOWER: 24 HDV

**COMMENT:** This is the only weapon that is competitive with the Combi Weapon, and is therefore best suited to the Imperial Fists. It can also be used as either a Heavy Bolter or a Plasma gun, proving extremely useful in changeable situations.

*Andy Roberts dons his hydraulic body armour for the last time to provide you with tips aplenty for the final six missions, ways to impress your friends with hand to hand combat and a recipe for Alien Scum au Gratin.*

## THE MISSIONS

If you've been following the instructions that we've given you in the final two briefing sessions of this series then you should have survived missions one to six so far, and with any luck, you'll have some Honour Badges to splash out on some top-tech gear. But you still need some tips for the later missions, right? Hold on to your helm, we're going in...

MISSION 7  
INTERCEPTION

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Kill at least 10 aliens.  
**SECONDARY MISSION:** Destroy radioactive source.

From this mission onwards, 100 points are required to successfully complete the missions, which means that almost every alien tag to be killed – there's no room for the faint-hearted now. The radioactive source on this level causes many 'ghost' clips on the scanner, so it's a good idea to head towards it first.

ultimately destroy it. The source is located in the central block of rooms at the bottom of the map, but watch out for the Dreadnought in the bottom corridor. Oh, and try opening one of the outer doors just for fun – you know Armada can't like that!

MISSION 8  
EXTERMINATE

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Kill 10 Soul Suckers  
**SECONDARY MISSION:** Destroy Nuclear Powerpack

For this mission, it's a good idea to equip your commander with a good hand-to-hand weapon, along with an assault 'parade' plasma gun equipped with targets. The Soul Suckers are concentrated around the room at the bottom of the map – not surprising, as it contains the Nuclear Powerpack you have to clear and some Soul Sucker eggs. Destroy the Powerpack and eggs to begin with, then pull your main unit area by one. Chances are, you'll be able to kill enough Soul Suckers as you retreat.

MISSION 9  
LOCATE &  
EXTERMINATE

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Destroy all Eggs  
**SECONDARY MISSION:** Kill 10 Soul Suckers

This level is notoriously difficult, so make sure that you pack some mean firepower. Again, give your Commander a decent hand-to-hand weapon, possibly the Power Glove and Power Sword, as this is the only effective way to defend him against the dozens of Soul Suckers lurking about. The huge room at the centre of the map is the factory and should be approached from the bottom-left if you want to see that big 'S'! Send the heavy weapons-bearing Marines in first, followed by your Commander (and stay away from the Dreadnought at all costs – he's deadly accurate). This is one mission where an extra marine chapter can mean the difference between success or failure.



# SADE

## PART 3



### MISSION 12 DESTROY CUBE OF CHAOS POINTS

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Destroy the Cube  
**SECONDARY MISSION:** Activate self-destruct

Surprisingly, this final mission isn't as difficult as you might think it should be, but nevertheless it pays to take in at least a minute or so just to be on the safe side. There is only



### MISSION 10 SABOTAGE & WITHDRAW

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Destroy weak spot  
**SECONDARY MISSION:** Sabot & Destroy Dreadnought

The safest route to take on this mission is around the right-hand edge of the map; the most deadly stuff you'll encounter this way is an Ore. The weak spot is situated in the large room at the top of the map, and is heavily guarded by a Dreadnought (with heavy weapons), along with a sprinkling of Orcs, Gargoyles and the red Chaos Commander - it's a great idea to dispose of these before you attempt to destroy the weak spot. Once the vacuum begins to spread, retreat quickly (using the 'blow by' order if necessary) and return to the docking claw via the same route. Venture through the centre of the map and you'll encounter Androids, Soul Suckers and Chaos Marines. So... um... don't



### MISSION 11 DESTROY ALIEN SHIP 17

**POINTS REQUIRED:** 100  
**PRIMARY MISSION:** Activate ship self-destruct  
**SECONDARY MISSION:** Kill three infected Androids

This mission is very, very tricky to pull off without losing valuable resources. The first point to bear in mind is that the self-destruct panel, when destroyed, releases a vacuum which spreads faster than usual. The second point is that a particularly nasty Dreadnought lurks in the room to the left of the self-destruct panel. Therefore, firepower is of paramount importance, but be cautious with your heavy weapons marines - the vacuum moves faster than their bullets, of course, you're playing with the Imperial Fleet, in which case use the Superstomps. If you're aiming to complete the secondary mission as well, make sure that you complete it BEFORE the primary mission.



**PHOTON GRENADES** - Exclusive to the Blood Angels, this is best used by your Commander on the Dreadnought (or any other bulky hard boss). Combine this with Mecha Bombs for maximum impact.



**CLOSE ASSAULT** - This should only be used in desperate situations where it is necessary to attack twice (or attack and shoot) in the same turn, particularly when surrounded by Gargoyles and Orks (such as on mission seven, nine and 17). Oh yes, and it can only be used by the better fighting marines. Sorry, but that's the way it is.



**HEAVY WEAPON** - Exclusive to the Ultramarines, this can be a life-saving order. It allows a heavy weapons marine to move and shoot twice in any order in one turn. It's invaluable if the technology is available (when combined with the assault tank order), or for use on a heavy weapon-bearing Dreadnought. Combine with a large fire maximum effect. Actually, did you spot the deliberate (uhm) mistake in the game? That's right - this order belongs to the Poets.

## A FEW MORE POINTS OF INTEREST

Here is the points requirement table for the last six missions showing the amount you get for achieving the primary and secondary objectives. (This chart also includes tips on how to maximize the points you can earn on each level. As you can see, you can earn more points by completing the primary mission on each level, and by activating the primary mission on each level. This order will give you a maximum of 100 points for each level. The secondary mission will give you a maximum of 100 points for each level. The total points for each level will be 200 points.)

MISSION	PRIMARY MISSION	SECONDARY MISSION	TOTAL POINTS
7	100	100	200
8	100	100	200
9	100	100	200
10	100	100	200
11	100	100	200
12	100	100	200

one 'wader' to the Cube of Chaos, but watch out for Soul Suckers and Chaos Marines appearing suddenly from side rooms. The only other obstacle is a Dreadnought (surprise, surprise, but apart from that the Cube is a double-tummy. Attempting the secondary mission is not recommended, although you may need the extra points, if you decide to tackle it, the self-destruct mechanism is situated in the engine room at the bottom-left corner of the map.

### ORDERS



**FIRE** - Particularly useful when your team is trapped in a room full of aliened aliens, and a best used to clear a path out of a dangerous area. It's also your best bet if you have a Dreadnought to kill and only a couple of men left to do the job.



**MOVE IT** - If your chapter becomes surrounded by aliens, or if an outer door has just been opened, this order will be immensely useful for making a hasty retreat. You may also need to use it when returning to the docking claw (if the amount of time remaining is low).



**BY SECTIONS** - This comes in very useful on the later missions, in particular when some men are trapped by aliens while others are not. A chapter may move forces of five levels, the same marines can trap the aliens, the trapped marines can get their fellows out of danger.

**CREDIT**  
WHERE CREDIT'S DUE  
Many thanks to the programme, Mike Collins, for his valuable assistance, and a big thanks to Andrew 'Burr' Davies and Graham 'Spidey' Davies for their advice, suggestions and tips.





# DJ PUFF

**KEY**

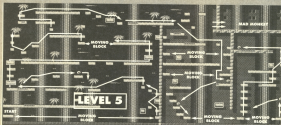
THE ROUTE



BONUS BLOCKS



Back on Volcanic Island DJ Puff is still searching for his lost CD collection. Last month we helped you help him get as far as level three, but he's still missing his treasured Nolans discs (among others). But never fear, Roberts is here - the Commodore Cartographer strikes again and the routes for are revealed for the last two levels.



# THE POWER TO CRACK YOUR 'PACK

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## POWERPACK 1

### SAV DEB

POKE 10550,173 - Missiles  
POKE 15355,173 - Armor  
POKE 15173,173 - Flares

### REVOLUTION

POKE 41997,173 - Energy

### REBEL

POKE 48579,185 - Lives  
POKE 44487,185  
POKE 44594,185  
POKE 44693,0 - Reflectors

### BT DRAGON (DEMO)

POKE 15469,173 - Lives

## POWERPACK 2

### SHIELD

POKE 10440,80 - Shields

### THE BLOB

POKE 11853,173 - Lives  
POKE 13039,148 - Blobbe ghosts

## POWERPACK 3

### SPLIT PERSONALITIES

POKE 7031,173 - Lives

### GUTZ

POKE 48073,185 - Lives  
POKE 65458,0 - Map Time

### MIDNIGHT RESISTANCE (DEMO)

POKE 19141,173 - Lives

### SPEEDERMAN (DEMO)

POKE 27008,173 - Weapons, etc.

## POWERPACK 4

### BOUNDER

POKE 2095,173 - Lives  
POKE 7540,173 - Jumps

## POWERPACK 5

### SHOWWAY RIDER

POKE 6816,173 - Lives

### VZ (DEMO)

POKE 5836,173  
POKE 5795,173 - Lives

## POWERPACK 6

### CHARLETON

POKE 3184,173 - Lives

### SHADOW DANCER (DEMO)

POKE 17083,173 - Lives  
POKE 7387,173 - Magic

## POWERPACK 7

### 6TH GEAR

POKE 42769,173 - Time  
POKE 10171,173 - Lives  
POKE 7134,173 - Missiles

### BLAZE MAX

POKE 17605,173 - Fuel  
POKE 20884,173 - Bombs

### CRYSTAL CASTLES

POKE 41624,185 - Lives

### UNIFORM

POKE 3094,205 - Intorbility  
POKE 3480,205  
POKE 3465,205 - Lives

## POWERPACK 8

### TOP DACK

POKE 1845,173 - Lives

### MEAN STREET R

POKE 9450,180 - Missiles

### PREDATOR 2 (DEMO)

POKE 9524,173 - Armor

## POWERPACK 9

### ZAMZARA

POKE 9587,173 - Missiles  
POKE 8424,189  
POKE 5014,173 - Weapons  
POKE 9528,173 - Energy  
POKE 12033,173 - Lives  
POKE 10541,173 - Time

### BULLDOG

POKE 91087,173 - Lives  
POKE 8548,173 - Invulnerability

## POWERPACK 10

### AMAROKY

POKE 9084,173 - Lives  
POKE 6482,173 - Time

### PARK PATROL

POKE 58174,173 - Lives

### EDGE DEMO

POKE 41911,200 - Jet-Pack energy  
POKE 41882,200  
POKE 41912,200 - Gun & bullets  
POKE 41891,200  
POKE 41892,200 - Jet & bullets  
POKE 41883,200  
POKE 41914,200 - Booster & energy  
POKE 41904,200 - Shield & energy  
POKE 41879,200 - Booster  
POKE 46663,173  
POKE 41908,10 - Plasma balls

## POWERPACK 11

### LIGHTFORCE

POKE 14223,173 - Lives  
POKE 14189,168  
POKE 14190,0 - Intorbility  
POKE 14181,0 - Smart Bomb

### FTBALL 2

POKE 26695,0 - Energy  
OVER THE NET (DEMO)  
POKE 31499,200  
POKE 37003,200 - Larger balls

## POWERPACK 12

### SPINDEZY

POKE 39705,08 - Time

### 30 HAMMER (DEMO)

POKE 6616,173 - Lives

### SPINBALL 2 (DEMO)

POKE 2094,160 - Time



**POWERPACK 13**

- SHARKBUST**  
 POKE 38418,173 - Lives  
 POKE 44088,173  
 POKE 44288,173  
 POKE 44293,173  
 POKE 44844,180  
 POKE 44845,07 - Energy

- HACKER 2**  
 POKE 14826,173 - Lives  
 POKE 37524,0  
 POKE 37518,173  
 POKE 38714,27  
 POKE 38718,27 - Lock members

- TURBOCHARGER (DEMO)**  
 POKE 3793,173 - Moves  
**SOLOING ROMAN (DEMO)**  
 POKE 8794,0 - Time

**POWERPACK 14**

- ALIENS**  
 POKE 42043,188 - Ammo  
 POKE 42085,188 - Stamina  
 POKE 42709,188 - Easter game

- TEROR OF THE DEEP**  
 POKE 5473,173 - Copper  
 POKE 6292,173 - Bombs  
 POKE 6733,173  
 POKE 6802,173  
 POKE 6831,173  
 POKE 6864,173  
 POKE 6867,173 - Electricity  
**TLT (DEMO)**  
 POKE 39508,173 - Lives  
**TURTLES (DEMO)**  
 POKE 15080,0 - Lives

**POWERPACK 15**

- BOUNCE**  
 POKE 15663,188 - Lives  
 POKE 16497,98 - No  
 notes
- GRANDY**  
 POKE 6887,173  
 POKE 6718,173  
 POKE 6764,173  
 POKE 6801,173  
 POKE 11911,173 - Energy

- WORLD CLASS RALLY (DEMO)**  
 POKE 28628,173 - Time

**POWERPACK 16**

- MISSION IMPOSSIBLE**  
 POKE 45271,173 - Lives
- HEAD THE BALL**  
 POKE 40270,0 - Lives  
 POKE 28044,188 - Time  
 POKE 37873,0 - Weapons

**HOW TO GIVE YOUR 64 A REALLY GOOD, ACTION-PACKED POKE**

If you've never experienced Action Replay POKEs before, here's how to use them: First buy your Action Replay Cartridge. It helps matters immensely if you actually own one. Insert the cartridge into the cartridge port of your 64 (with the power switched OFF) and load the game of your choice. When it has loaded, press the FREEZE (left) button on the cartridge to bring up the freeze menu. From here, press F1 to enter the POKE options, then simply type in the required POKE(s). Some games require more than one POKE. Characters of the Earth, for example, has two POKEs for extra lives - you need to enter them both to get the desired effect. When you've finished, press RETURN to exit the POKEs mode and press F2 to restart the game. It's so easy, even James can do it. Well, almost.

- 1ST SAMURAI (DEMO)**  
 POKE 12189,238 - Lives  
**CREATURES 3 (DEMO)**  
 POKE 11085,234  
 POKE 11086,234  
 POKE 11027,234 - Lives

**POWERPACK 17**

- BATTLE VALLEY**  
 POKE 1487,188  
 POKE 17654,188 - Ammo  
 POKE 17638,188  
 POKE 17648,188 - Energy  
 POKE 24821,173  
 POKE 24827,173 - Time  
**EVERDYNE WARRIOR**  
 POKE 61895,173 - Energy  
 POKE 62852,173  
 POKE 62854,173 - Time  
 POKE 61754,173 - Ammo  
**SENSITIVE**  
 POKE 7987,373 - Lives  
 POKE 7487,373 - Easy game

**POWERPACK 18**

- FRIGLOND**  
 POKE 6726,173  
 POKE 62362,173 - Lives
- SPRINK JOX**  
 POKE 28154,173  
 POKE 28241,173 - Time  
 POKE 28208,173 - Water  
 POKE 28182,173

- POKE 28427,173  
 POKE 28481,173  
 POKE 28471,173 - Health  
**DEMON BLUE (DEMO)**  
 POKE 3480,173 - Energy  
 POKE 3737,98 - Invincibility  
 POKE 4174,98 - Walk through walls

**POWERPACK 19**

- ATTACK OF THE MUTANT CAMELS**  
 POKE 11818,188  
 POKE 10257,188  
 POKE 10258,188 - Lives  
 POKE 7582,173 - Hit
- GREEP IN SPACE**  
 POKE 34880,188 - Stamina  
 POKE 40381,173 - Lives  
 POKE 39984,173  
 POKE 40381,173 - Shields
- AGMAGLATA**  
 POKE 16586,0 - Lives

**POWERPACK 20**

- ANT ATTACK**  
 POKE 1543,0 - Everything
- MAZEMANS**  
 POKE 13249,173 - Lives
- BOB SQUARE (DEMO)**  
 POKE 28446,173 - Time  
 POKE 19689,173 - Lives
- CATALPHE (DEMO)**  
 POKE 22292,98 - Lives  
 POKE 22293,98 - Invincibility

**POWERPACK 21**

- ARCTICAL**  
 POKE 18478,173 - Lives
- ARMS (DEMO)**  
 POKE 13375,173 - Lives
- ADDAMS FAMILY (DEMO)**  
 POKE 3385,173 - Lives

**POWERPACK 22**

- AGENT ORANGE**  
 POKE 33216,188 - Lives  
 POKE 33570,188 - Seeds
- HOWER BOUYER**  
 POKE 32130,188 - Lives  
 POKE 38880,88 - Invincibility  
 POKE 36994,173 - Turbo Mode
- DJ PURR (DEMO)**  
 POKE 42182,0 - Lives  
 POKE 48818,0 - Weapons

**POWERPACK 23**

- DEFENDERS OF THE EARTH**  
 POKE 7282,173  
 POKE 18972,173 - Lives  
 POKE 18842,173 - Energy
- MOBBY (DEMO)**  
 POKE 12887,175 - Lives  
 POKE 17029,175 - Moves
- 800 (DEMO)**  
 POKE 45826,173 - Energy  
**800 BOOMER (DEMO)**  
 POKE 40214,181  
 POKE 40222,181 - Energy

**POWERPACK 24**

- FUZZBALL (DEMO)**  
 POKE 14027,188 - Lives  
 POKE 13815,8 - Handball
- COOL CROC TWINS (DEMO)**  
 POKE 6558,188 - Lives
- LOKI (DEMO)**  
 POKE 9708,173 - Lives

**CHEERS!**

Many thanks to Martin Pugh, Christopher Wilkinson, P Willcox, Eirian Corbridge, Brian O'Gorman, Mike Chamberlain, Mark Butler, Andrew Bourke, Mark Smith, Alan Bayford and Graham Pilkington for their contributions.







Boyd	25	0:30	Blaze Runner & Mike S. Cycle	20	0:30	Body Heat	24	0:18
Big Bear's American Adventure	23	0:30	Blaze Runner	13	0:30	Jumpin' Hunt	18	0:17
Big Top	17	0:14	Blazing Jay	20	0:28	Kate	11	0:16
BMW Simulator	23	0:30	Blazing Ty	14	0:30	Keith Stone	20	0:17
BMW Simulator 2	23	0:30	Bl-Tape	14	0:30	Keith Stone	20	0:18
Bubble Bobble	16	0:24	Blueson	27	0:30	Keith Stone	20	0:18
Bubble Bobble 2	16	0:24	Bluesy & Squeaky One	17	0:28	LAPD	18	0:27
Bubble Bobble 3	16	0:24	Bluesy	17	0:28	Last Prince 2	18	0:28
Bubble Tanks	20	0:30	Blueson Blast	24	0:28	Magnificent Dilly	14	0:21
Buzzin' Boy	18	0:28	Blueson Blasters	15	0:24	Madcat Mission	18	0:27
Calif	18	0:27	Blowing in the Wind	21	0:30	Murphy Mission	20	0:28
Castle Master	18	0:28	Blowin'	16	0:28	Nam	18	0:27
Castle Master 2	18	0:28	Bo	17	0:28	Nam Comments	18	0:27
Castle Master 3	18	0:28	Boyz n' the City	20	0:28	Nam Racism	18	0:27
Castle Master 4	18	0:28	Boyz n' the City 2	20	0:28	Nam Veterans	18	0:27
Castle Master 5	18	0:28	Boyz n' the City 3	20	0:28	Onion	18	0:27
Castle Master 6	18	0:28	Boyz n' the City 4	20	0:28	Phobias (Frog & Balloon Battles)	20	0:18
Castle Master 7	18	0:28	Boyz n' the City 5	20	0:28	Postal Simulator	18	0:27
Castle Master 8	18	0:28	Boyz n' the City 6	20	0:28	Postcards & Co.	21	0:18
Castle Master 9	18	0:28	Boyz n' the City 7	20	0:28	Probot 2	18	0:27
Castle Master 10	18	0:28	Boyz n' the City 8	20	0:28	Probot 3	18	0:27
Castle Master 11	18	0:28	Boyz n' the City 9	20	0:28	Probot (Frog LMB)	18	0:27
Castle Master 12	18	0:28	Boyz n' the City 10	20	0:28	Quicks	18	0:27
Castle Master 13	18	0:28	Boyz n' the City 11	20	0:28	Rainbow Chase	18	0:27
Castle Master 14	18	0:28	Boyz n' the City 12	20	0:28	Raindrops	18	0:27
Castle Master 15	18	0:28	Boyz n' the City 13	20	0:28	Ricki Conspire	18	0:27
Castle Master 16	18	0:28	Boyz n' the City 14	20	0:28	Rokland	17	0:23
Castle Master 17	18	0:28	Boyz n' the City 15	20	0:28	Rokland 2	18	0:27
Castle Master 18	18	0:28	Boyz n' the City 16	20	0:28	Rokland 3	18	0:27
Castle Master 19	18	0:28	Boyz n' the City 17	20	0:28	Rokland 4	18	0:27
Castle Master 20	18	0:28	Boyz n' the City 18	20	0:28	Rokland 5	18	0:27
Castle Master 21	18	0:28	Boyz n' the City 19	20	0:28	Rokland 6	18	0:27
Castle Master 22	18	0:28	Boyz n' the City 20	20	0:28	Rokland 7	18	0:27
Castle Master 23	18	0:28	Boyz n' the City 21	20	0:28	Rokland 8	18	0:27
Castle Master 24	18	0:28	Boyz n' the City 22	20	0:28	Rokland 9	18	0:27
Castle Master 25	18	0:28	Boyz n' the City 23	20	0:28	Rokland 10	18	0:27
Castle Master 26	18	0:28	Boyz n' the City 24	20	0:28	Rokland 11	18	0:27
Castle Master 27	18	0:28	Boyz n' the City 25	20	0:28	Rokland 12	18	0:27
Castle Master 28	18	0:28	Boyz n' the City 26	20	0:28	Rokland 13	18	0:27
Castle Master 29	18	0:28	Boyz n' the City 27	20	0:28	Rokland 14	18	0:27
Castle Master 30	18	0:28	Boyz n' the City 28	20	0:28	Rokland 15	18	0:27
Castle Master 31	18	0:28	Boyz n' the City 29	20	0:28	Rokland 16	18	0:27
Castle Master 32	18	0:28	Boyz n' the City 30	20	0:28	Rokland 17	18	0:27
Castle Master 33	18	0:28	Boyz n' the City 31	20	0:28	Rokland 18	18	0:27
Castle Master 34	18	0:28	Boyz n' the City 32	20	0:28	Rokland 19	18	0:27
Castle Master 35	18	0:28	Boyz n' the City 33	20	0:28	Rokland 20	18	0:27
Castle Master 36	18	0:28	Boyz n' the City 34	20	0:28	Rokland 21	18	0:27
Castle Master 37	18	0:28	Boyz n' the City 35	20	0:28	Rokland 22	18	0:27
Castle Master 38	18	0:28	Boyz n' the City 36	20	0:28	Rokland 23	18	0:27
Castle Master 39	18	0:28	Boyz n' the City 37	20	0:28	Rokland 24	18	0:27
Castle Master 40	18	0:28	Boyz n' the City 38	20	0:28	Rokland 25	18	0:27
Castle Master 41	18	0:28	Boyz n' the City 39	20	0:28	Rokland 26	18	0:27
Castle Master 42	18	0:28	Boyz n' the City 40	20	0:28	Rokland 27	18	0:27
Castle Master 43	18	0:28	Boyz n' the City 41	20	0:28	Rokland 28	18	0:27
Castle Master 44	18	0:28	Boyz n' the City 42	20	0:28	Rokland 29	18	0:27
Castle Master 45	18	0:28	Boyz n' the City 43	20	0:28	Rokland 30	18	0:27
Castle Master 46	18	0:28	Boyz n' the City 44	20	0:28	Rokland 31	18	0:27
Castle Master 47	18	0:28	Boyz n' the City 45	20	0:28	Rokland 32	18	0:27
Castle Master 48	18	0:28	Boyz n' the City 46	20	0:28	Rokland 33	18	0:27
Castle Master 49	18	0:28	Boyz n' the City 47	20	0:28	Rokland 34	18	0:27
Castle Master 50	18	0:28	Boyz n' the City 48	20	0:28	Rokland 35	18	0:27
Castle Master 51	18	0:28	Boyz n' the City 49	20	0:28	Rokland 36	18	0:27
Castle Master 52	18	0:28	Boyz n' the City 50	20	0:28	Rokland 37	18	0:27
Castle Master 53	18	0:28	Boyz n' the City 51	20	0:28	Rokland 38	18	0:27
Castle Master 54	18	0:28	Boyz n' the City 52	20	0:28	Rokland 39	18	0:27
Castle Master 55	18	0:28	Boyz n' the City 53	20	0:28	Rokland 40	18	0:27
Castle Master 56	18	0:28	Boyz n' the City 54	20	0:28	Rokland 41	18	0:27
Castle Master 57	18	0:28	Boyz n' the City 55	20	0:28	Rokland 42	18	0:27
Castle Master 58	18	0:28	Boyz n' the City 56	20	0:28	Rokland 43	18	0:27
Castle Master 59	18	0:28	Boyz n' the City 57	20	0:28	Rokland 44	18	0:27
Castle Master 60	18	0:28	Boyz n' the City 58	20	0:28	Rokland 45	18	0:27
Castle Master 61	18	0:28	Boyz n' the City 59	20	0:28	Rokland 46	18	0:27
Castle Master 62	18	0:28	Boyz n' the City 60	20	0:28	Rokland 47	18	0:27
Castle Master 63	18	0:28	Boyz n' the City 61	20	0:28	Rokland 48	18	0:27
Castle Master 64	18	0:28	Boyz n' the City 62	20	0:28	Rokland 49	18	0:27
Castle Master 65	18	0:28	Boyz n' the City 63	20	0:28	Rokland 50	18	0:27
Castle Master 66	18	0:28	Boyz n' the City 64	20	0:28	Rokland 51	18	0:27
Castle Master 67	18	0:28	Boyz n' the City 65	20	0:28	Rokland 52	18	0:27
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Castle Master 70	18	0:28	Boyz n' the City 68	20	0:28	Rokland 55	18	0:27
Castle Master 71	18	0:28	Boyz n' the City 69	20	0:28	Rokland 56	18	0:27
Castle Master 72	18	0:28	Boyz n' the City 70	20	0:28	Rokland 57	18	0:27
Castle Master 73	18	0:28	Boyz n' the City 71	20	0:28	Rokland 58	18	0:27
Castle Master 74	18	0:28	Boyz n' the City 72	20	0:28	Rokland 59	18	0:27
Castle Master 75	18	0:28	Boyz n' the City 73	20	0:28	Rokland 60	18	0:27
Castle Master 76	18	0:28	Boyz n' the City 74	20	0:28	Rokland 61	18	0:27
Castle Master 77	18	0:28	Boyz n' the City 75	20	0:28	Rokland 62	18	0:27
Castle Master 78	18	0:28	Boyz n' the City 76	20	0:28	Rokland 63	18	0:27
Castle Master 79	18	0:28	Boyz n' the City 77	20	0:28	Rokland 64	18	0:27
Castle Master 80	18	0:28	Boyz n' the City 78	20	0:28	Rokland 65	18	0:27
Castle Master 81	18	0:28	Boyz n' the City 79	20	0:28	Rokland 66	18	0:27
Castle Master 82	18	0:28	Boyz n' the City 80	20	0:28	Rokland 67	18	0:27
Castle Master 83	18	0:28	Boyz n' the City 81	20	0:28	Rokland 68	18	0:27
Castle Master 84	18	0:28	Boyz n' the City 82	20	0:28	Rokland 69	18	0:27
Castle Master 85	18	0:28	Boyz n' the City 83	20	0:28	Rokland 70	18	0:27
Castle Master 86	18	0:28	Boyz n' the City 84	20	0:28	Rokland 71	18	0:27
Castle Master 87	18	0:28	Boyz n' the City 85	20	0:28	Rokland 72	18	0:27
Castle Master 88	18	0:28	Boyz n' the City 86	20	0:28	Rokland 73	18	0:27
Castle Master 89	18	0:28	Boyz n' the City 87	20	0:28	Rokland 74	18	0:27
Castle Master 90	18	0:28	Boyz n' the City 88	20	0:28	Rokland 75	18	0:27
Castle Master 91	18	0:28	Boyz n' the City 89	20	0:28	Rokland 76	18	0:27
Castle Master 92	18	0:28	Boyz n' the City 90	20	0:28	Rokland 77	18	0:27
Castle Master 93	18	0:28	Boyz n' the City 91	20	0:28	Rokland 78	18	0:27
Castle Master 94	18	0:28	Boyz n' the City 92	20	0:28	Rokland 79	18	0:27
Castle Master 95	18	0:28	Boyz n' the City 93	20	0:28	Rokland 80	18	0:27
Castle Master 96	18	0:28	Boyz n' the City 94	20	0:28	Rokland 81	18	0:27
Castle Master 97	18	0:28	Boyz n' the City 95	20	0:28	Rokland 82	18	0:27
Castle Master 98	18	0:28	Boyz n' the City 96	20	0:28	Rokland 83	18	0:27
Castle Master 99	18	0:28	Boyz n' the City 97	20	0:28	Rokland 84	18	0:27
Castle Master 100	18	0:28	Boyz n' the City 98	20	0:28	Rokland 85	18	0:27
Castle Master 101	18	0:28	Boyz n' the City 99	20	0:28	Rokland 86	18	0:27
Castle Master 102	18	0:28	Boyz n' the City 100	20	0:28	Rokland 87	18	0:27
Castle Master 103	18	0:28	Boyz n' the City 101	20	0:28	Rokland 88	18	0:27
Castle Master 104	18	0:28	Boyz n' the City 102	20	0:28	Rokland 89	18	0:27
Castle Master 105	18	0:28	Boyz n' the City 103	20	0:28	Rokland 90	18	0:27
Castle Master 106	18	0:28	Boyz n' the City 104	20	0:28	Rokland 91	18	0:27
Castle Master 107	18	0:28	Boyz n' the City 105	20	0:28	Rokland 92	18	0:27
Castle Master 108	18	0:28	Boyz n' the City 106	20	0:28	Rokland 93	18	0:27
Castle Master 109	18	0:28	Boyz n' the City 107	20	0:28	Rokland 94	18	0:27
Castle Master 110	18	0:28	Boyz n' the City 108	20	0:28	Rokland 95	18	0:27
Castle Master 111	18	0:28	Boyz n' the City 109	20	0:28	Rokland 96	18	0:27
Castle Master 112	18	0:28	Boyz n' the City 110	20	0:28	Rokland 97	18	0:27
Castle Master 113	18	0:28	Boyz n' the City 111	20	0:28	Rokland 98	18	0:27
Castle Master 114	18	0:28	Boyz n' the City 112	20	0:28	Rokland 99	18	0:27
Castle Master 115	18	0:28	Boyz n' the City 113	20	0:28	Rokland 100	18	0:27
Castle Master 116	18	0:28	Boyz n' the City 114	20	0:28	Rokland 101	18	0:27
Castle Master 117	18	0:28	Boyz n' the City 115	20	0:28	Rokland 102	18	0:27
Castle Master 118	18	0:28	Boyz n' the City 116	20	0:28	Rokland 103	18	0:27
Castle Master 119	18	0:28	Boyz n' the City 117	20	0:28	Rokland 104	18	0:27
Castle Master 120	18	0:28	Boyz n' the City 118	20	0:28	Rokland 105	18	0:27
Castle Master 121	18	0:28	Boyz n' the City 119	20	0:28	Rokland 106	18	0:27
Castle Master 122	18	0:28	Boyz n' the City 120	20	0:28	Rokland 107	18	0:27
Castle Master 123	18	0:28	Boyz n' the City 121	20	0:28	Rokland 108	18	0:27
Castle Master 124	18	0:28	Boyz n' the City 122	20	0:28	Rokland 109	18	0:27
Castle Master 125	18	0:28	Boyz n' the City 123	20	0:28	Rokland 110	18	0:27
Castle Master 126	18	0:28	Boyz n' the City 124	20	0:28	Rokland 111	18	0:27
Castle Master 127	18	0:28	Boyz n' the City 125	20	0:28	Rokland 112	18	0:27
Castle Master 128	18	0:28	Boyz n' the City 126	20	0:28	Rokland 113	18	0:27
Castle Master 129	18	0:28	Boyz n' the City 127	20	0:28	Rokland 114	18	0:27
Castle Master 130	18	0:28	Boyz n' the City 128	20	0:28	Rokland 115	18	0:27
Castle Master 131	18	0:28	Boyz n' the City 129	20	0:28	Rokland 116	18	0:27
Castle Master 132	18	0:28	Boyz n' the					

# POWER PACK

## BUG BOMBER

Here's a short but sweet listing POKE for infinite lives. Oh, and try the four-player mode too - it's great fun.

- 1 FOR 840 84000 0000 00 0 000
- 2 FOR 8-710 70 70 0000 700000000 0 0 0000
- 3 IF 0-4400 7000 0000 \*0000 00000\*000
- 4 FOR 100 000000 010
- 5 FOR 000 000 000 000 000 000 000 000 000 000
- 6 FOR 000 000 000 000 000 000 000 000 000 000
- 7 FOR 000 000 000 000 000 000 000 000 000 000
- 8 FOR 000 000 000 000 000 000 000 000 000 000

## FUZZBALL

Bit of a tongue-in-cheek one, so why not type in this life-saving Martin Pugh listing to stop the fuzzballs from killing you? Unless, of course, you like things a little more difficult.

- 1 FOR 000000 0000 00 0 000
- 2 FOR 0-000 70 70 0000 700000000 0 0 0000
- 3 IF 0-4400 7000 0000 \*0000 00000\*000
- 4 FOR 000 000 000 000 000 000 000 000 000 000
- 5 FOR 000 000 000 000 000 000 000 000 000 000
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- 8 FOR 000 000 000 000 000 000 000 000 000 000

## COOL CROC TWINS

For infinite lives on one of the best Powerpack demos to date, type in the following listing. SAVE it, then SAVE it - you'll thank us for it one day.

- 1 FOR 000 000 000 0000 00 0 000
- 2 FOR 0-000 70 70 0000 700000000 0 0 0000
- 3 IF 0-4400 7000 0000 \*0000 00000\*000
- 4 FOR 000 000 000 000 000 000 000 000 000 000
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- 8 FOR 000 000 000 000 000 000 000 000 000 000



**Hidden away within the darkest depths of your favourite games are secret powers waiting to be unleashed. Here's where we reveal how to unleash them. And you don't even have to sacrifice any chickens or run around Stonehenge naked on the night of a full moon.**

## MIDNIGHT RESISTANCE

### DEK VERSION

If you can't get any far on the rather excellent arcade conversion, type in the following listing. SAVE it, then RUN it for infinite lives, keys and weapons.

- 1 FOR 000000 0000 00 0 000
- 2 FOR 0-000 70 70 0000 700000000 0 0 0000
- 3 IF 0-4400 7000 0000 \*0000 00000\*000
- 4 FOR 000 000 000 000 000 000 000 000 000 000
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- 50 FOR 000 000 000 000 000 000 000 000 000 000

## SLY SPY

### DEK VERSION

And if you're playing the Bond inspired arcade adventure, try this handy POKE for an infinite supply of credits.

- 1 FOR 000 000 000 0000 00 0 000
- 2 FOR 0-000 70 70 0000 700000000 0 0 0000
- 3 IF 0-4400 7000 0000 \*0000 00000\*000
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## MORE MULTITACK DATALINES

Hold on to your socks - it's another starting stack of datalines for the Multitack Listing printed in CP20. What if you don't get issue 20? Well enter a back issue then! Oh, all right, well give it again. (But order issue 20 anyway - it was started special).

And just in case you haven't got a clue where to start, we've prepared this comprehensive "Dewet-Proof" guide...

- 1) Type in the main Multitack Listing as printed below - if you're unsure how to do this, check out the "Like these Listings" feature in CP20.
- 2) Once you've typed in the whole listing (up to line 18), insert a blank cassette and SAVE the listing for any future use.
- 3) When it has finished saving, DO NOT RUN THE LISTING - it will not work unless a cassette has been added! Look up the datalines for the game you want to steal an and add these to the multitack listing (but type them in as normal datalines).
- 4) Now type RUN, ensuring that the relevant game cassette is in the CD2. If all is well, the message "PRESS PLAY OR TAPE" will appear - so just that, and the game will load automatically with the appropriate cheats.
- 5) If a "SYNTAX ERROR" or "DATA ERROR" appears, then you've made a typing mistake. Recheck and substitute very carefully.
- 6) FOR COMMANDS: RESISTANCE LISTING
- 7) FOR DEK: WARRIOR POLARIZATION
- 8) FOR 0-000 70 70 0000 700000000 0 0 0000
- 9) IF 0-4400 7000 0000 \*0000 00000\*000
- 10) FOR 000 000 000 000 000 000 000 000 000 000
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- 50) FOR 000 000 000 000 000 000 000 000 000 000





There was a mad scramble to be the first to see *Streetfighter 2* when it arrived. The CF crew struggled and fought to get a glimpse. Then, being responsible citizens, they decided to settle the matter in the only decent way possible. A fight in the carpark.

# POWERPLAY

## TRENTON WEBB



...some of a parked Vauxhall Nova SR and that was the end of the contest for me."

"Okay, I admit I first put forward the idea of the car-park rumble. But after only one punch thrown at James, I was hit in the back by five incredibly large hands, each holding four Swiss Army knives. I fell, my head connected with the

## OLLIE ALDERTON



...big baby started to cry. I had to stop and give him a chocolate bar to make him feel better."

"I thought the idea of a fight was great. But Trenton went out really early and James got thrown away by Lisa. That left Dave. So I repeatedly thumped him on the top of his head with the Streetfighter 2 box. And guess what happened. The

## JAMES LEACH



...a nearby strip. I distinctly recall the expensive feel of her incredibly patchy Ghana shoes..."

"The fight started well. Trenton punched me, then staggered under something fast, black and growly. I got up and mistook Lisa for Ollie. I swung wildly, and Lisa, who used to teach Karate, blocked, pivoted and kicked me into

## LISA NICHOLLS



...mat might have caught something off the lat (So she's having a year off to recuperate.)"

"Lisa's team of personal assistants told us, 'Ms Nicholls is cooling and mustn't be disturbed. She's upset because one of her pet painters, Cher-Kwan, kept on her editor's back and battered him. She's also worried that the anti-

## ROGER FRAMES



...from their pockets as the punches landed. I got (big) before I was bowled out of the way."

"It may be small and puny, but no-one could ever accuse me of being brave. In fact I takes immense courage to be as cowardly as me. During the fight, I darted around the feet of the gladiators, collecting the loose change that fell

## ANDY ROBERTS



...again. Some say that on quiet nights you can hear him beating an end-of-level guardian..."

Andy had time before the fight to give himself infinite lives. Blows which would knock a normal man into bed had no effect on him. But as the match unfolded, he suddenly disappeared on a life the next level, never to be seen

## DAVE GOLDER



...with a sharp weapon and I'd deflate, taking all my knowledge and wisdom with me."

"Hell it wasn't like that! I got something in my eye! Just as I was planning to get up and shout Ollie with the 20-foot car I found in my jacket pocket, a dust mite got in my eye. When Ollie saw this, he seized the advantage of my temporary blindness by forcing a Milky Way down my throat. I submitted soon after."

## THE MIGHTY BRAIN



...with a sharp weapon and I'd deflate, taking all my knowledge and wisdom with me."

"Although I'm extraordinarily intelligent, I like a scrap as much as the next ambitious being. I simply sit in the 4th dimension, occasionally popping into 3D to smack someone in the operating apparatus. I've got to be careful, though. One poke with a sharp weapon and I'd deflate, taking all my knowledge and wisdom with me."

## Bits'n'Bobs

Consider Pental's review system to be extremely complicated. Nobody except TMB could ever hope to understand it. But, for the record, here's how it works (even though, as we said, you won't have a chance of getting to grips with its intricate complexities, what we do is let you

...wished you it would be.

## CF RATINGS

...and they the game immediately, all your friends will talk about you behind your back in the most complimentary terms.

Next to it is an indistinguishable rating mark. Over 80 per cent means that the game is officially a **Conker**, and is thus eligible for a seat in the European Parliament in Brussels (or Gibraltar or Dubai or wherever).

It also means that if you don't wash up and buy the game immediately, all your friends will talk about you behind your back in the most complimentary terms.

## GAME ICONS

If you've been wondering about these, they're a legend. An icon, if you like. Like Mr Gilman, who used to work here, left them to us, you know. He was a nice man.



**FACE** - Number of players. Mysterious drawings showing how many folk can participate.



**KEYBOARD/JOYSTICK** - By jingo! It's those things, aren't they? **CONTROL MECHANICS**.



**MOUNTAINS** - This can only mean one thing: there are **DIFFICULT LEVELS** in the game.



**OCTOPUS** - **MULTIWOOL**, but they also live in the New York sewers. (That's alligators, you fool - Ed)



**DOABLE'S SHIRT** - It's a good one, this. Young Master Gilman's **own yellow shirt**.



**BLOCKS** - Forget Tetris. Forget those little holes in the sides of boxes, too. We're talking **16 more holes** here.



**PAWS** - **Power words**. Send complaints about this gag to Trevor himself.



No matter how many times we at CF poke cruel fun of Seymour, he keeps bouncing back in new games. The latest effort sees him in Hollywood, making movies. Mr Showbusiness himself, James Leach, joins him in Beverly Hills.



# STUNTMAN

been extensively changed, but you can still see a number of resemblances.

The two games are "close cousins" you might say.

This makes reviewing it a bit tricky. I mean, Du Puff's William Capet

earned a well-deserved 58 per cent, so it was by no means a poor game.

Stuntman Seymour is also a good game, but one which doesn't stretch the genre much further, so it can't be awarded the same mark.

Bring-it of this conclusion, though if you haven't seen Du Puff, you'll need to know more about Stuntman Seymour. It's a pretty straightforward platform game, in which you have to leap, bounce, gallop and generally proceed in an orderly fashion through each level, killing all the bad guys who patrol the platforms. Each of these badies requires two shots to take him down, or one bomb. To see yourself with bombs, you just have to hit a few badies with your standard weapon in sort of pain, although you don't really see it. When a nasty dies, he leaves a collectable. It might be an item of food or occasionally it might be a box of five bombs.

Once you've got a few bombs, you're laughing. They can be thrown at enemies, and, just like when you throw a bomb in real life (and something I do very often actually - but they travel in a arc. On the upside curve, the bombs can destroy badies on a platform above you, as they drop they can

too, you have to guide the little sponge bag around several incredibly dangerous fire suits. He's a stuntman, you see. It's a remarkably fitting occupation for someone who has no bones, and consequently cannot be harmed by even the most lethal poisons.

What isn't quite as clear is why, instead of making movies in the traditional way you've got to rush around loads of platforms, avoiding badies, killing other badies and collecting things. Apparently the idea is you're being hired doing this nonsense, because every time you lose a life, you have to do another "take". The concept still doesn't quite hold together, though.

Now this is where I can share a bit of love. If you remember seeing the review of Du Puff's

William Capet a few months back (issue 22, actually - do I have to do all your reviews?) - Ed, much of what was said applied to Stuntman Seymour.

Melanie Capet was also written to Reflective Designs, and they've, er, kept many of the few bugs. Of course, the graphics have

Level two was Seymour doing a globe flip. He's a drop maker on the lead and obviously try to blow him up. It's got to be a Sam Peckinpah movie.

Level two was Seymour

doing a globe flip. He's a drop maker on the lead and obviously try to blow him up. It's got to be a Sam Peckinpah movie.

**A**s the Seymour games keep coming, it's getting harder and harder to think up new and clever movie code words to insult the great little sci-fi-008. I mean, we've called him late ball, sausage-totter, globe-head and even IT wireless. What else is left?

Anyway, in this, the latest offering from Reflective Designs of sunny Bradford (see

## PARTY ON, PROGRAMMING DUDES!

Here's a picture of Reflective Designs, the guys that created Stuntman Seymour. (Don't ask us why they're standing with each other.) On the left is Gussie Scott, boss of the outfit and accomplished programmer.

On the right is Gerard Courley, maestro of in-game music, and fan of Tangerine Dream. The just thought you'd like to see what they looked like, sort of quite normal really (except for the dancing).

Oh, and there's so much work for Reflective Designs, they're looking to expand their operation, so if you want to be a part of this crazy, dancing team, just call 0274 742074. But they won't have just anybody - you'll have to be a good coder, computer musician or graphics bod. If you think you can make the grade, why not give them a ring?



ideal. Have all get ready. To be fair, since a few baddies on a chest of about 1000, with a surviving number and a multiplier to boot." They don't write the new idea that says "a lucky Seymour will have to do the work."

It may just be a chest, but it looks very much as if this robbery has just taken place. If you're not at the scene, it's a shame.

stuff you find in the game. The best thing to do is forget all that weird plot business and just get on with the game.

The end-of-level-baddies are tough: you have to work out by trial and error the best way of tackling them. Some require a bolt attack; others simply require you to run away very quickly first, and move in gently. Oh, and keep firing all the time. They take loads of hits, so you've got to lay down some serious firepower from the outset. Using your bombs on these guys isn't such a good idea, though.

because when you get on to the next level (if you survive, that is), you'll need a few bombs to help get you started. Wasting them at the end of the last level will get you past the big baddie, but you'll be stuffed when it comes to tackling what's next.

You should by now have some idea of how good the game is: this certainly is a quality release. Seymour moves round



Don't waste your bombs. If it's possible to stand behind a baddie and use your (all-rot) bullets, it's best to do that instead.

<b>Game</b>	<b>Duckman Seymour</b>
<b>Publisher</b>	<b>Cook/Masters</b>
<b>Console</b>	<b>CD, SN</b>
<b>Disk</b>	<b>Not available</b>
<b>Release</b>	<b>End of October</b>
<b>Contact</b>	<b>0920 014732</b>

# SEYMOUR

smoothly, and the controls are very responsive.

Collision-detection is good and the graphics are pretty neat. The music, as with all Reflective Designs games, is excellent.

Yes, it's a good game, but I can't help thinking that it's a bit too similar to *DJ Puff*. Its game-engine is very similar to the earlier game, but with different graphics and the odd extra bit cranked in. The map, of course, is totally different, but it can be missed in the same way, so if you're good at *DJ Puff*, you'll instantly get the hang of this one.

It's also a bit easy. On the first sitting we managed to get well into level five (out of six), so a shouldn't take any hardened or committed gamer much more than a couple of days to stick. So you won't be playing it until the cover game finale, or indeed, until they telephone to let you know they're coming.

**JAMES LEACH**



## POWER RATING

**THE DOWNERS...**

- It's too similar to *DJ Puff*'s *Plumber* to earn the best-of-all-systems award.
- A bit of too easy to challenge the hardened platform-wad.

**100**

**77%**

**THE UPSERS...**

- Very impressive graphics
- Smooth scrolling and good collision detection. When you die it's your fault, not the fault of bad programming.
- Very reasonable soundtrack.
- Lots of sub-bosses, including the odd extra life.
- Two sets of weapons - bolts and bullets - make the gameplay more varied.
- Totally rubbish plot you can ignore completely.
- Perfect for the beginner.

**...AND THE UPSERS**

of big baddies - you have to try to avoid and a good way to attack them.



Bombing the job, which is what's going on here, is a completely pointless thing to do. As you can't kill any baddies, it's just a real waste of carefully-gained bombs. If you do this, frankly, you deserve to lose.



For a glitzy little patsy, Seymour can certainly shoot. Here a little *Backward* double-kick leaves plugging a lot of impressive Seymour graphics. These maps, the few items paid by the studio just to be spectacularly.



Right, it was always a possibility - nope, a certainty - that Seymour would drive one of those stupid, little sub-bosses. Sadly, in this game genre, for those, it's strange like this that make you lose the will to go on.

FORMAT  
**Commodore**

**STREETFIGHTER 2**







**T**here must be some correlation, some linking theme, some common element in the five games on Super All-Stars that'll provide some inspiration for a fantastically witty introduction... but I can't work it out. I mean — a slug, an aging superman, an egg, an alien planet and a tortoise? Not even. But *Slugs* could collect salvage a decent gag from that lot. So, let's forget the intro and just get straight on with the reviewing the games.

## STEG THE SLUG

Here it is. The game that stood and failed to turn slugs into international sex symbols. What next? A state-of-the-art sliding stick insert? A super-powered anaesthetic?

*Slugs* might not be the most endearing hero ever to have differed across a computer screen, but the game isn't all that bad. In fact, it's pretty darned good. It's a frantic, frantic, puzzle-type thing in which you have to work out how to transport some randomly crawling maggots from the bottom of the screen to your nest at the top of the screen to feed your starving kids. You do this by making *Slugs* blow bubbles (a job you can probably left,



is it a bird? is it a plane? No, it's more likely to be a zimmer frame actually. Because here comes Captain Dynamo, armed as fast as a speeding snail and carrying tall blades of grass with the help of a wing leader. The world's oldest super-hero has arrived, and he's got to stop his arch-enemy, the octagonal Alien. Flywater, flying off to the moon with a massive collection of diamonds that he's just swiped.

The action takes place on a series of platforms at the top of which is Flywater's escape rocket. You have to guide Captain Dynamo up the platforms, and this is no easy task. There are all manner of nasty traps and deadly, spinning, whirly things in the way as well as moving boxes that the Cap has to cling on to, conveyor belts and all the other usual material you find in platform games. There are a couple of more unusual obstacles, includ-

Where would you find a super-powered geriatric, a mutant mollusc, a customised chelonian, a holidaying pachyderm and an acrobatic ovum? Either a late night Channel Four science programme or the new compilation from CodeMasters. Believe us, the compilation is a lot more fun.

# SUPER ALL-STAR



David Allenborough wasn't the scientific adviser on this game!

Basically, you trap the maggots in the bubbles, which then float up towards the nest. But the path is not clear. There are all manner of platforms, spikes, wind-blowing devices and other problems to make the going treacherous, and the bubbles burst at the least provocation.

You control *Slugs* who, apart from bubble blowing, can either go up-and-down walls and along ceilings as well as along the ground. He can also puff his little cheeks to blow the bubbles along. There are explicit levels and in each you have a certain number of slugs offspring to feed. You die if you

run out of puff. Eating fruit replenishes your puff power and there are a number of power-ups, such as bombs, traps and a jet pack. To speed things up the idea is a little over-complicated, and you need to employ a lot of experimentation, but the effort is paid off with some quite addictive gameplay. It's only let down by some unimproved graphics and the fact that as each level is larger than a screen, a lot of relevant action, ie, the maggots reaching the egg nest, takes place out of sight.



**76%**

## MAGICLAND DIZZY

Is there an egg joke left that hasn't been used in a *Dizzy* review? No. James has used them all up — *Big*. You've been spared then. But you haven't been spared yet another *Dizzy* game. Yet again the

ing some strange, odd things that make you bounce uncontrollably all over the place. The Cap also has to collect his diamonds that Flywater has dropped all over the place — he must be getting clumsy in his old age. So accurately and split-second jumping is the order of the day.

Captain Dynamo is the newest game in the collection in fact.

# CAPTAIN DYNAMO

A few points to note, and avoid.

I haven't seen more out on the moon yet. This could be seen as a bit of a snag. But it isn't, simply because the game isn't actually very good. It has it's moments; the main spine is pretty funky. It scrolls smoothly and some of the

obstacles are pretty ingenious. But there's one major problem: it's too darned difficult. And the effort you put in isn't rewarded; you just get fed irritated and bored by it in a very short time. For example, the second obstacle you come to is just ridiculously hard; you bounce around for ages between leads of ideas and nothing you do seems to have any effect on proceedings. You just have to struggle and wait for something to happen. Yawn.

There has also been little attempt to incorporate the concept of an egg here into the game. There is plenty of scope for a few alternative jobs at wireless manufacturers, hearing aids, operating at the Post Office — on Tuesdays. Incoming to Radio 2 — all congratulations by their friends.

Couple this with some pretty basic graphics and you've got what can best be described as a puny specimen that

deserves an early retirement. **68%**

Did you know that if you pulled the tape out of all the *Dizzy* games there would be enough to wrap up Cyclot Benoit?



map has been changed (slightly) the story has been altered (just a tad) and guides have been rearranged (almost imperceptibly). Yes, it's the same old (almost) successfully.

*Dizzy* formulas and they still haven't work out a better way of getting him to jump. This time the plot concerns some evil wizard who's tried to put the series out of its misery by kidnapping all the eggs one's friends and trapping them using various spells. *Dizzy* has to rescue them.

It's the usual adventure/platformer mix with the biggest of bog-standard graphics. There's nothing technically wrong with the gameplay apart from the fact that it's so uninspired and uninspiring. There are so many better examples of this genre around, it's a wonder *Dizzy* is still so popular.

70%

## TURBO THE TORTOISE

Now this is more like it. A good, straightforward platform funrunner that is done with so much energy and style that it overcomes its one major flaw; it doesn't have a single original idea to its credit (but unlike *Dizzy* which just seems like a bad formula, Turbo takes all the clichés and injects them with new life and vigor. It's a lot like the way the Indiana Jones films turbo-charged old Saturday morning cinema serials.

Turbo is a time-traveling, super-powered tortoise who has to collect six ancient artifacts from different time periods. Each level is different one - Stone Age, Ice Age, Ancient Egypt, Medieval, some fantasy-type affair (which might be Robin Hood-inspired) and Space Age - and there is an artifact per level. The aim is to leap around the platforms, killing or avoiding enemies, beat the end-of-level guardian and collect the artifact. There are bonuses, extra lives,

power-ups, concealed bonus levels, moving blocks, invisible blocks, the whole works.

Sure, it's not the most challenging of games either morally or reflex-wise, but it provides a healthy dose of good old-fashioned breathless action.

85%

## CJ IN THE USA

CJ is an elephant with no super powers, but a pretty remarkable attitude. It doesn't turn them inside out at the slightest hint of a gun

and when CJ falls off platforms it spins up and down to fall, so that he doesn't end up in the elephants' graveyard.

CJ's family has been kidnapped by big white hunters and taken to America where they have been sent to different states. So CJ packs his... (don't you dare - *EE*) the CJ travels to the USA to search for his relatives before their tails are turned into shoes sets, their feet into umbrellas stands and their ribs into easy-wipe table-cloths.

This is a platformer with some impressively huge levels. The sprites are well drawn and animated, and the backgrounds are neat enough. CJ is armed with deadly pistols that he shoots from his trunk, and can also collect bombs.

The game does suffer from some repeating configurations - CJ has to kill American cops, American businessmen and the like for no better reason than that they're American today. It's like killing all Soviets just

because they inflicted Nazism on the world.

But this quibble aside, CJ in the USA is a great title game. Again, no rewards for originality, but it plays excellently and looks great.

80%

Three-out-of-five ain't bad, and the good ones more than make up for the lotters (and some people even like *Dizzy*).

DAVE DODD



Game  
Publisher  
Cassette  
Disk  
Release  
Contact

Super Art-Share  
CodeMasters  
£9.99  
Not available  
October  
0228 214122

## POWER RATING

### THE DOWNERS...

- Captain Dynamo
- Why is *Dizzy* so popular?
- Turbo is a real toad.

100

82%

- It's good value for money - worth game stores out at 10p.
- *CD* in the USA and Turbo the Tortoise are both mighty fine games that you deserve to have in your collection.
- *Big Ben* is a mass of a puzzle but a good change of pace from the others.
- There is a variety of styles, which should suit most game-playing tastes.
- All the games (except Dynamo) should keep you going for quite a while.
- Elephants and without doubt truly excellent mammals.

...AND THE UPERS

# SHE ADORES IT!



Abigail Hampson (17) from Camden reads *Sega Power* – Britain's best-selling Sega magazine. She owns a Mega Drive and her favourite games include: *Sonic* (she's now on level 5), *Mickey Mouse* and *James Pond 2 – Robocod*.



**ON  
SALE  
FROM  
THURSDAY  
1 OCTOBER**

**BRITAIN'S BEST-SELLING SEGA MAGAZINE**

HORROR BEYOND BELIEF!



# The Mighty Brain

CERT X

A long time ago in a galaxy far, far away a great adventure took place, or so TMB will have us believe. To stop him boring us all silly with his tales of the olden days send in your queries to Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW to keep him preoccupied. But please hurry, because we can't take much more...



Jeff Minter with the Phoenix responsible for his hair cut.

## SPLINTER GROUP?

Dear TMB,  
Please print this letter or I will bang my head repeatedly against a wall!

- 1) Are you in any way related to Xiang from *Powerup* Mitsuru Ninja Turner?
- 2) Will *Attack of the Killer Robots* be released on the Commodore, as it is already out for the Nintendo Game Boy?
- 3) I had an idea recently for music lovers. Why not select soundtracks from the good games and give them away on a Powerpack soundtrack compilation?
- 4) I would like to congratulate the Apex team on *Creatures 2*. It's an excellent game and I'm looking forward to *Creatures 3*. What do you think of *Creatures 2*, Mighty Brain?
- 5) Could you tell Jeff Minter I get a haircut? Colin Johnson, Bathmorey.

1) Completely, absolutely, positively and definitely NO! Do not be fooled by good

looks. Xiang is an incompetent buffoon, if he was related to me he would have caught those pesky green things by now. 2) There are no plans as yet. But we won't be missing that much if a certain Steve Jarrat is to be believed. His new mag *Fuzz!* only goes at 75 per cent in a recent review as it isn't that hot! 3) Sounds like a real idea - sounds, god-damn! I really am getting the hang of your *Brain* humor! (Don't take *Jarvis* as an example - it's) What does everybody else think? Do you want a compilation tape? If you do, why not drop me a line with a list of the tracks you'd like on it?

4) I think *C2* - as it is known in the trade - is a splendid game. The only whinge I'd have is that it is too easy. (Stop sharing with!)

For the record, the rest of us on the CF crew found it a satisfyingly messy challenge - *Brain*. 5) Well, yes I could, but have you seen him with short hair?

TMB

## PUBLISH AND BE DAMNED

Dear TMB,

I've been reading CF since issue 17 and I think it's fantastic. I do have a few questions to ask you though.

- 1) Could you please give me the address of TV's *AmigaZone*?
- 2) Will there be a *Discworld 2*?
- 3) Did CF sack Colin Campbell and replace him with Truman Webb?
- 4) What happened to Lam Tang?
- 5) What is Roger Farmer's address? Sam Gatt, Oppington.

1) Talk to Broadword TV, who produce the program. They can be contacted through Anglia TV. You can telephone them on 01 500 610101.

2) Yes, *AmigaZone* are working on *Amiga Zone* (The West right now!)

3) No, Colin left and Truman was promoted to the job. Colin is now the publisher of *Parade's Amiga Power*, where he works with his long-lost brother Stuart.

4) Who cares? Well, I do really, but I try to talk tough. After a brief stint as *Amiga Format*, he now lovingly crafts every page of *Amiga Action* - he's their *Amiga Editor*, you see. Of course, his best days were on CF, but then he had the benefit of my vast design experience. By the way, did I ever tell you about the time...

1) YES - YES.

2) Roger's address is a closely

guarded

secret that I'm

system to

keep. I can

Under the pro-

tection of

*Amiga Power* the

Committee is severely

recommending to

Bank

ready for the banks to

re-establish credit

independence.



tell you, though, that he lives in the High Wycombe area - but there's no point trying directory enquiries as the Framers family are ex-directory. If you want to write to him send the letter C-D Commodore Format, Future Publishing, 30 Marshwood Street, Bath, Avon BA1 2BN.

**TMB**

## R-TYPE OF MUSIC

Dear Bob (TMB),

I have been reading CP since issue 12, so you'd better print this letter. Here are a few questions I'd like you to answer:

- 1) Was R-Type 2 ever made for the C64?
- 2) Why are Mega Drive cartridges so expensive?
- 3) Why do you put reviews on the back of your centre-page posters?

4) How well do you get paid for this job?  
5) I have also included a list of my personal top ten games frames:

- 1) R-Type
  - 2) Funcom
  - 3) Out Run
  - 4) Head the Ball
  - 5) Spaceball 2
  - 6) Demolite
  - 7) Dominator (Mad)
  - 8) Tempest II
  - 9) Demon Run
  - 10) Chase HQ (Landing)
  - 11) Cyberbike Warrior
- Mark Bester, Heston

1) Unfortunately not. But it wasn't as good as original R-Type anyway, so any of the formats on which it was released.

2) All cartridges are expensive, so the components that go into them are themselves quite costly. This partly explains the high cost of Mega Drive carts. (Fox's never got a cart for £3.99 - Roger)

However, there is now quite a debate going on in some very high circles, such as the Monopolies and Mergers Commission, as to why the price of certain software is so high.

3) This is answered easiest with a practical example. Take this issue of CP and turn to the centre pages (24 and 25). Now turn back to pages 32 and 33. Obviously if you were to pull out the poster you'd have to take out page 33 as well. Ideally this would be an advert so they're no less to the magazine. (Unless you want to say what they're offering - *Ag popo Jenite!*)

Now take a look at pages 30 and 31 and you'll see that 30 is a black and white page. The same is true of page 26. If we were to put two of the adverts on the back of the poster this would mean that you'd have to read through a whole wodge of pages without any of Cilla or Lisa's usual smart double page 'spreads'. All the CP team are aware of the problem, though, and we will endeavour to solve it in the coming months.

4) Think of two numbers, one small and one one large. Divide the small number by the large number and you'll have a good job. Still it's more than Frances and Cyndelinda get put together.

When you were played the number 8, which is a prime, because 8 would have involved all that printing paper, and he might never have become a musician.

The face that launched a thousand ships is his. Well, his may look awfully everything.



5) Now that's what I call a fast response. (See the answer to question three of the letter 'Spinder Group' on page 39.)

**TMB**

## LICENSE TO THRILL!

Dear Sir/Madame (I = TMB),

Is there any chance you could answer these questions and possibly send me some more information on them? I read the information urgently!

- 1) How do arcade games get converted to a home-computer version?
- 2) Why are consoles so popular?
- 3) How have graphics and playability improved over the past five years?
- 4) Why and how do film and TV tie-ins help the sales of the game?
- 5) Why do so many main characters have original games written for them? Richard Whelan, Sheffield.

Firstly let me apologise for not being able to write back to you in person, but pulling CP together every month means that each member of the team (except the lightning-fast Frances) is already working at full tilt. We would love to be able to answer each letter personally, but if we did there would only be one CP every year!

1) Software publishers are always looking at the coin-op scene, wishing to see which games are a 'hit' with the arcade-playing public. Once they spot a winner, the publisher will then approach the coin-op manufacturer and ask to purchase the rights to produce a licensed version of that game in a range of computer formats.

Once this license is secured, the publishers then find a development team (programmers/artists/musicians, etc) who can create the game on the desired formats. Sometimes the arcade manufacturer will help out by supplying graphics, maps and gameplay info which is added in-house by the programmers and then recreate what they see.

2) I must admit, at the moment consoles are very popular. This is good because it lets computer games be better recognised as a legitimate pastime. 'Til the reason for their popularity is, I feel, a general 'techno-phobia' amongst the population as a whole. Most folk, you see, are still intimidated by computers and so consoles let them play games without having to cope with all those numbers and programming. I believe that in a few years' time, when everybody has seen and enjoyed the games that computer technology offers, people will want to harness the computer's power for their own needs, word processing, art, programming, etc, and the console's popularity could wane. 3) Graphics have improved immensely over the last five years. There are a multitude of reasons for this but the most

## PASS THE POST

Dear TMB,

How about a regular column for penpals as I've been to find you? I'm sure other C64 enthusiasts would like to swap tips and programming ideas. Some may even have time for other hobbies when they manage to prise their hands off the joystick. Christopher Hageman, Dorset.

Why do you want to contact readers? Nice well-mannered people are far more likely to reply and less likely to come round your house with an axe and/or football mask! As regards a CP pen-pals section I'm going to waffle out and put this one in a popular vote. But you may find the next letter interesting.

**TMB**

## MORE LETTERZ!

Dear TMB,

I am president of a club called C64/128 Friends and Centex. We are a worldwide club for all Commodore users. We are desperately trying to get new members from overseas. We have a magazine every two months crammed full of interesting things for members. Overseas people don't have to join, they can just write to me and I'll put their name in the mag so that other members can write to them if they want (free of charge). We support the Plus1, C16 and Vic20 as well. Steve Hodges, C64/128 Friends and Centex, 11 Dunstons Street.

Wynilla Stuart, South Australia, Australia 5026.

Job, so they say, does. If I thought murdering small animals with preprinted scraps of rock was any or eleven, I'd be least about how many birds I'd just killed with one shot!





**EINSTEIN A GO GO**

Dear Mighty Brain,

I hope these questions will send ripples of cerebral electricity through your grey matter:

- 1) Why did you give MMF a colour-winning (31 per cent)? It's farming rubbish!
- 2) Which is better, *Elvis* or *Elvis IV*?
- 3) Will Jaguar XJ2200 be coming out on the CDi in the near future?
- 4) Do you understand the complexities of Einstein's Theory of Relativity?
- 5) Why do you always have to go to Detroit to buy a car? (She is still livelier than *Elvis*.)
- 6) Why don't you print a large colour photo of Gianni Minogue just for us, pretty please? If you don't print these questions I might consider selling my CDi and buying a small canter for instead.

Harold Cutcover, *Vendin upon Flage*

1) I cannot tell a lie - it was him! Him is this case being Mark 'Hammer' Bamberg, editor of our (little) sister mag *Amiga Power*. He really liked it, and normally he's pretty trustworthy!

Is *The Great Escape* in a future issue?  
 Why did you call the magazine *Commodore Format*?  
 How about enlarging the size of your Commodore section?  
 Is there any chance of getting issues 1 and 2 as I missed them?  
 Shaun Farnish, *Isleair*

1) Unfortunately no, which is shame as it would be ideal for that format. It is now available on budget, though, from Kixx (49 201 424 3388) for £5.99.  
 2) Roberts, did you hear that? We've had tons of letters asking for this particular solution so are you going to get something or do I have to get heavy?  
 3) Different computer systems are known as formats, and so we dedicate this mag to the Commodore 64 it seemed like a good name. The Format 'zaffir' is also a tried and trusted Future Publishing winner: we share it with *Amiga Format*, *PC Format* and *ST Format*, all of which are unquestioned market leaders - just like *CF*!  
 4) It'll have to stay roughly the same size, but we'll try and supplement it with occasional specials too.  
 5) Fraid not, they're all sold out. Occasionally we find some spare (like the ones we stumbled on under Rugg's Bad a while back) and if we do, we'll let you know on the Mail Order pages.

**AD HOC**

Dear TMS,  
 I've thought of a way of reducing the price of computer games. Instead of displaying a picture of what happens in the game while it's loading, the computer tells you to drink Coke or go and watch Batman Returns and shows a nice little picture of some Coke or Batman. This new concept is called advertising and there's plenty of time

to *Elvis* & simply because as a sequel it took many features of the first game and improved them. The actual adventure plot is also better - in my humble opinion!  
 2) No, but Trenton tested it on the Amiga and he didn't think it was anywhere near as good as Genesis's Lotus anyway.  
 4) Of course. Do you? Good word on the whole but I found Einstein's later ideas on the 'hidden variables' behind wave mechanics remarkably short-sighted.  
 5) Well, it's a matter of opinion...  
 6) Oh, okay. Look to the right and you'll find one. Unfortunately, there are more pages, but we think we've come up with a rather convincing solution to the lack of colour problem. (Why not keep your CDi and will you get the one? Your planet needs all the trees it can get!) **Yess**

while you're waiting for a tape game to load. (And let's face facts, the Commodore disk drive isn't all that fast either, is it?)  
 Floo Green, *Sponser*

That's a smart idea. It's practical and would be cost effective. The only reason I can imagine that Softies have seemed clear of it is their rather bad sponsorship deals on games like *US Gold's Paper Challenge*.

**VEGETABLE SOUP**

Dear TMS,  
 Is there any chance of you sticking a football game on the Powerpak, please?  
 Is it Andy Roberts' book?  
 2) On the Scanner a few months ago you had a game called *Match of the Day*. Any good?  
 4) The Amiga demo was brilliant, and so was the game. It deserved 93 per cent not 83 per cent!

The Dark Knight Returns, thanks to his brother, the Woodcock train wreck.



5) Is Lisa Nichols a millionaire?  
 6) Where can I buy *Advanced Soccer Girl*? It's still on my brother's Spectrum!  
 7) In the *CF21* review of *The Bad Squad* James 'Vegetable' Leach made a very nasty comment about you. Are you going to be taking any action in retaliation?  
 Gary F. Hultman, *Schomberg*

1) We had a *Match of the Day* demo with issue 24, but we'll try our darndest to get a full game on the *Peak* soon.  
 2) Well he's thicker than Trenton, but not as thick as James. To be specific he's about six-foot and one inch and pretty chubbily. So yes in measurement terms he's pretty thick. Oh, you mean intelligent in that case he's pretty smart.

3) If you check out the review in *CF21*, you'll



- Scourily Bunchy Numbers**
- 1) Whatever you like.
  - 2) Something really glib.
  - 3) Best patch.
  - 4) Yellow.
  - 5) Standard ten.
  - 6) Freckles.
  - 7) Depends on which lenses she's wearing.

see it scored 78 per cent. It's good but a bit pricey.  
 4) Yeah, but it gets ridiculously tough, there's little game-play development

and there's no multi-player option.  
 5) Do Commodore make computers? Which is a gaudy way of saying, yes Lisa is a millionaire, many times over.  
 6) Give the CodeMasters a buzz on 01 2822 014150 and they may be able to tell you how to get hold of a copy. But how do you know it's any good? Surely 'good' and 'Spectre' are not words that you usually associate with each other? So really sorry, catchy monkey, as a very mad person once said, I have been planning my revenge for some time now. My plots should come to fruition next month! He'll get his deserts then! **TMS**

**THE END**

Want to know who, what, where, why and when? Then drop The Mighty Brain a line at Commodore Format, 30 Moorhead Street, Bath, Avon BA1 2BN. Every month he tracks down the greatest letters and prints them in the greatest letters page this side of everywhere. Please don't send and SMILE though as TMS can't reply in person. Oh, and before I go - Karin Lewis of Southampton, it's a pretentious flightless bird!







You think you've got problems? Hah! Spare a thought for Jason Finch - he gets more problems a month than Clare Raynor, Kwik-Fit and a whole series of The Crystal Maze put together. What's more, they're your problems! If you're having programming difficulties or techie troubles, write to *Inside Info*, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

# INSIDE INFO



Gene's Mom, that is - Ed!) But as far as I'm aware, none of the software houses seem to be looked over by this particular drive, and when it comes to the crunch, software manufacturers are out to make money, not to please the public with the medium on which their software is stored. So if not as many of these drives have been sold as was originally hoped, the software companies aren't likely to bother releasing games that are compatible with it. Maybe something will

come along in the future, but I can't really see it happening myself.

## SPLIT SPRITES

Dear Inside Info,  
If I had a split screen, is it possible to have a sprite in the MSB (most Significant Bits) in one half of the screen, while in the other half the same sprite is not in the MSB? If it is possible, how do I do it?  
Robert Henderson, Dorchester.

I presume you are reprogramming the sprites each time the raster line latches on to the new interrupt - well, change the MSB register at location \$D044 as well, at the same time. It's as simple as that.

## 3.5-INCH SOFTWARE

Dear inside info,  
I recently purchased a disk drive for my daughter's 64. The problem I have is that it is a 3.5-inch drive, made by TII plc. My question is: are Commodore or any of the software manufacturers making, or even thinking of producing, software for this particular disk drive?  
Kenneth McClellan, Weymouth.

That's the question that is on everyone's lips at the moment. (Apart from the women in the assignment)

Next to our office and

## I NEED INPUT?

Dear Inside Info,  
"Enter your name" is not a question, is it? So why do I have to put up with a question mark all the time when using the INPUT command? Could you tell me a reliable way of getting rid of the question mark please?  
Mark Rowles, Devon.

I certainly can. Actually, there are quite a few ways that you can get rid of the infamous question mark. One of them, which I must confess isn't the simplest, is to do the following:

```
10 INPUT "ENTER YOUR NAME";
```

```
20 PRINT "I, " + INPUT; "AM CLIVE LINDEN"
```

By doing your input that way, you'll just get a flashing cursor. Make sure you put a semicolon after the PRINT statement in line 10.

The advantage of using this method is that if you want another question positioned immediately after what the user types to the first input, you just dump the PRINT statement in line 20 and the computer will use it if for you.

## ROUTINE RESTORE

Dear Inside Info,  
There was a request in CFFG's Inside Info for a routine that would enable a RESTORE to be given that would point to any particular line. Well, I found this routine lying around and I think it's the accepted way of doing what you want.  
Simon Thomas, Oxford

It's amazing what people leave lying around these days, isn't it? Your letter was just one of many that we received and they were all pretty much along the same lines.

To use the routine you should enter: `RESTORE(L);(R);` or something similar. The number in the brackets is the line number for the RESTORE and should be changed to whatever line you want the routine to point to. So, for those of you writing impatiently since issue 28, here is that routine:

```
0 REM VARIABLE RESTORE BY S.THOmas
1 FOR I=0 TO 99:PRINT I:GOTO 100
2 NEXT I
3 IF I=99 THEN PRINT "RESTORE (L);(R)"
4 GOTO 100
5 PRINT "L: ";L:PRINT "R: ";R
6 PRINT "L: ";L:PRINT "R: ";R
7 PRINT "L: ";L:PRINT "R: ";R
```

They didn't see the point in writing me with one with one the Reader for his puns and that shall contribute to his puns.



**CRASH OUT**

Dear Inside Info,  
Recently I have bought the Action Replay Mark II cartridge but when I write machine code programs with the monitor and then run them I get mysteriously transported to the BASIC menu. (How can you tell me how to run machine code programs successfully because I want to learn how to do really good machine-code programs? I know it's not just a case of writing my programs at a different address because I tried that.)

Tom Flynn-Wright, Taunton

It may have helped a bit if you had entered a sample of what you're doing which the computer doesn't like. The reason the computer automatically puts you at the BASIC menu is because it, in simple terms, is getting confused about what it should be doing. This could be due to all manner of things. To start with, when experimenting, write code at \$C000 and always include an RTS instruction at the end. Here's an example machine language program that you can enter in the monitor. Type exactly what I've given below:

```

C000
C001
005 10000
RTS

```

To execute this piece of machine language you should then simply type `0000` at the full stop prompt in the monitor. Alternatively leave the monitor by entering `x` and then type `BASIC` type `2551555`. It should have the same effect and the computer shouldn't leave you wondering why it has transported you with the `RTS` basic menu.

*A man's gotta do what a man's gotta do - there have always been afterwards in the wilderness and which Hunter & Thompson was an expert.*

try one of the following disks? These are people just like yourself who have a disk drive and want to get the maximum from it. *Club Light*, is a pretty good example, and more details concerning what it can offer the discerning disk driver can be obtained by sending a large **RM** to *Club Light*, 7 Fallowfield Close, Valley Drive, Norwich, **NR1 6RN**.

Remember the disk you enquire about is of one of a number that come attached to the cover of a magazine called - wait for it - *Commodore Disk User*. It was last published in October 1981 and gave just under 48 disks. And no, we at *CF* don't have access to them: (It was published by some rival or other).

**FUNCTION FROLIC**

Dear Inside Info,  
Here's a handy program which allows you to change the function keys to any command you want - as long as it's a short command. It can make up to 16 different definitions which can be obtained by pressing the function keys of their own or with `SHIFT` or `CTRL`. It helps a lot of ways and is very useful.  
Craig White, Exeter

**Right then, just a few words before the listing.** You can change the **DATA** lines at the end to allow for your own commands. Use apostrophes (`SHIFT` and `7`) instead of quotes (`SHIFT` and `2`) where needed. And remember that if you want it to "return" at the end of the command, use an exclamation mark (`SHIFT` and `7`).

```

0 000 00000000 0000 00 0000 0000
0 000 0000 00 00000000 00000000
0 00000
0 00000000 0000 0000 0000 0000
0 00000000
0 000 000 00 00 0000 00
0 000 000 00 000000
0 00000000 000 0 000
0 00 0000 0000 0000
0 00 0000 0000 0000
0 0000 0000 0000 0000
0 0000
0 0000 0000 0000 0000
0 0000

```

```

00 0000 100 000 000 000 100
000 000 100
00 0000 100 000 000 100
000 100 000 000

```

**SERIAL KILLER**

Oh, then, so I made a mistake. Yes I admit it. I'm not infallible. To all be human. You learn by your mistakes. Let the who-ohs... (Yes, all right, we get the point. You're sorry. Now tell us what you're sorry about - dit!) In *CF* I had Richard Penhallow of Corus that if his computer could be read via the serial port then there was something seriously wrong with it. Thanks to an electronic genius by the name of Jack Shuman of Essex, I have been put to rights - *CF*'s fault before 1984 can have a **RESET** connection on the serial port, almost most of those made after 1984 have don't. That is the reason why Richard's serial port computer killer which won't work on the newer **OSAC** computer.

```

01 0000 000 000 000 000 000 000 000 000
02 0000 000 000 000 000 000 000 000 000
03 0000 000 000 000 000 000 000 000 000
04 0000 000 000 000 000 000 000 000 000
05 0000 000 000 000 000 000 000 000 000
06 0000 000 000 000 000 000 000 000 000
07 0000 000 000 000 000 000 000 000 000
08 0000 000 000 000 000 000 000 000 000
09 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

```

**MONITORING THE AMIGA**

Dear Inside Info,  
I own a Commodore 128 computer which I have connected to a Commodore 1902 colour monitor. I am thinking of upgrading out on an Amiga 500 but I'm not sure whether I will be able to use it with my present monitor. The 1902 has composite video, RGB and RF sockets so I guess at least one of these would be compatible? But I am not sure if the resolution would be as good as the 1084 monitor often used with the Amiga.  
Warren Hanson, Coventry

Both the 1084 and 1902 monitors are medium resolution monitors and so I can see no reason for the Amiga not to produce a decent image on your particular monitor. It must allow an analog RGB display and have a separate connection for the audio output, unless, of course, you plan to link it to a stereo system. That would be the advantage of a 1084 monitor of course - it returns for stereo sound whereas the 1902 does not. If there is any difference in the picture resolution then I can only assume that it would be so slight as to be unnoticeable.

**CORRECTIONS, ERRATA, ALL THAT MALARKEY**

The listing that went with *Behind Bars* last month contained a few mistakes. Here are the affected lines and how they should look:

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# ROGER FRAMES

buys **Budjit Games**



*Germany has been an eye-opener for our frugal friend. The shock of seeing Brünhilde, Rutger Fenster's girlfriend, was too much for him. Although he has no money and is miles from home, Roger vows to escape from his erstwhile pen-pal and that girl...*



Put on three nice fours, stand there, flick the ball forwards, and get a better on your forehead. (Yes, target that ball over.)

## JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

MS Sqaed \$3.99 Contact 801 882 8003  
 Well, when it arrived, I thought this was going to be a game about velocities and drossers, but I was wrong, it's about golf instead. The idea is simple. You play golf. You can either play on your own, you can play another human or you can take on some famous people and lose.

Each hole is seen in glorious 3D and takes an age to draw. You appear, and a data box gives you a load of info on the hole (how deep it is, how circular and whether there's any water at the bottom).

You swing away wildly and watch as the ball sails off into the blue sky. It's a bit slow,

## JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Fig I like JAGS@ROMEO. It's better than having to eat the skin off the top of your 2000s anyway. And have you seen the price of green-fies today? Shocking, I'd write to my MP but he doesn't have a Freepost address.

**FRAME RATE 80%**



but it's well animated. Then, if you're on the green, you putt, the ball goes in and you pocket a cheque for £200,000.

It's an excellent golf game, in fact. You get to do everything you could want (except whites around in those excellent golf coats) and the game is refreshingly playable.

You'd think that it would be topped by a multi-load from hell, wouldn't you? Well, except for the word. Parity. handicapped would be more like it. You don't have to wait for ages, but you do have to wait. Still, golf isn't the fastest game in the world anyway.

## CREATURES

Size \$3.99 Contact 801 882 8006

Clyde Facelife is a man with a mission. Well he's not really a man at all. He's a sort of creature thing. And come to think of it, he hasn't got a mission really, either. What he's got to do, in fact, is go through a landscape filled with beautifully animated creatures.

But hold on -- Clyde is beautifully drawn as well. And so are the back grounds! In fact, everything's beautifully drawn in this game. It's one of the best 'beautifully-drawn' games around.

As you wander along, you've got to kill as many baddies as you can, by shooting them with these weird sort of blobs. You've also got to collect things called 'magic potion creatures'. These

stay there. Security at the Fenster household is tight, but I have a few plans. I've given up on my idea of smuggling out a message, so I would need a 40 pinning stamp, and there's no-one I really want to write to.

I decided to start Steve Tommali, called Tom, Steve and Steve, in some of the money. Under cover of darkness, I stopped their Fenster's walking horse so he has to be able to hide evidence of my nocturnal shagging. The horse also doubled as an inconspicuous hiding place for when the Fenster's find out search and destroy parties...

allow a witch to mix some magic (guess what?) potions. Clyde can drink these to gain special weapons. He's also got appealing habits -- one breath can kill!

The plot is pretty weird and amusing, but once you start playing the game, you'll forget about the storyline and all there, amazed by the complete excellence of the graphics, playability and sound. It's possibly the best budget platform game money can buy (and that's not something I say often).

So it's out, it's out to look at, it's big and it's fun. Is there anything wrong with Creatures? Well, maybe. I must confess that I found it pretty 'minim' difficult. Of course, you're probably far better at games than me, and you probably think I'm a wing, but let me tell you, that





under the dingy interior there beats the heart of an angry mountain tiger. And if I slip a game of mine, it's hard, all right? I'll fight anyone who dares me. (Clearly an *Alien* fan.)

Though it pains me to say it, go out and spend money (yes, real money) on this game. You really have no choice.

## CREATURES

Better than coming home from school to find *The Simpsons*, Lisa Simpson and Marge Simpson "jamming" in your bedroom, and inviting you to join in, it's got everything it needs to be a classic worthy of a poem by Princess Aisha or possibly Robert de Niro. We're taking 'sprinkle salt on it and call it a delicious slice of urban cooling'.

## FRAME RATE 94%



## FOUR GAME PACK

Atlanta 05-89 Contact 0752 465 511

There must be some mysterious force at large in the atmosphere. I mean, suddenly, everyone's doing four-games-on-one-cassette-type deals. It's almost as if the Bermuda Triangle has appeared in England, and has swallowed up the entire contents of... (Get on with the 'bitchin' review, you speedy-standing, etc.)

## CRACK UP

Crack up? This probably will when you see this. It's a version of the old game 'breakout'. You move a paddle from side to side.



...So I says to Barry, "Barry, your little isn't as fast as mine", (Barry what? He punched me, Sir, no, the captain's started! I wasn't paying attention! I'm going for you and ol...)

Buy five. To keep my spirits up I wanted to build a spider in the attic.

Somebody's taking out of television tubes, it had to be capable of getting me from my prison in *RoboCop* to High Wycombe.

Government-Owned Silver Bullet and *Archie* were snapping up the computers, but things were getting desperate. I fashioned a parker out of footprints and tried to disguise myself as an *Alphabet* salesman. But after three weeks (bring in the shooting and screaming I heard from the *Garage*'s quarters, my best roll *Shell* had been discovered...)

bouncing a ball which flies up and knocks bricks out of a wall, the object being to knock out every single brick outside back (some of them are indestructible, you see).

Depending on where on the paddle you catch the ball, you can angle it to fly up in almost any direction. Thus, if you're as skilled as me, wear brilliant glasses and have a Bristol Flowers shirt, you can send the ball up through a gap you've previously made, and watch, chucking, as it bashes in all the bricks from the other side.

The game is so old, it's new again. I wasn't born when it first came out. Neither were all my grandparents. So it's got a sort of stability-invaluable value now. As you beat each screen worth of bricks, you progress to a harder screen, with blocks you have to hit twice, as well as those blocks that can't be destroyed.

It's marginally more fun than going down High Wycombe's main street dressed as a schoolboy in an attempt to con money out of gullible tourists. But if you're used to *Colt* games with complex graphics, decent sound and exciting gameplay, buy this compilation and use the *Crack Up* part of the tape to record a karaoke version of *Holiday in Cambodia* by Dennis Minogue.

## SUPERKID

New York is overrun by crime. People are getting their heads thumped in almost hourly. Armed robbery is rife. It's so bad, the local version of *Demolition* is an, not monthly, but every week! Something has got to be done.

But I'm only 14, so I'll just stay in England and review budget games instead. Curiously, this one, *Superkid*, is about New York crime. You play a child who can fly, dodge bullets and walk off tall buildings. His mission is to punch and kick the badniks who he meets on each level. He has an energy meter which goes down if they land a blow on him (or he flies into them).

It's not that brilliant, to be totally adult for a second. There are quite a few levels (well, three, I would count), it's got a good running speed, and there are plenty of bonuses to feed up, but ultimately it's really rather sad. And the idea of a kid doing all this stuff reminds me of the sort of stupid TV shows on at 4.45pm where the kids always solve crimes and get rewards.

The best thing about it is the large *Power* which appears when you hit folk. I hit Mr. Wilkins from the grocery shop to try it out, and he looked my backside and told my parents. "Violence doesn't pay, kids. It's not, I'd be lying if I said it was a fortune. Oh, and the best word on *Superkid*? It's rather silly.



Be rock hard and beat people for a living. Be a boxer. But until that happens avoid this game like you avoid *Breakout* screens.

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

They're still flooding in! It's a sobering thought that out there, in normally quiet homes across the land, an army of Frames lookalikes is stirring. And one day, soon, they'll rise up as one and refuse to spend any more cash on anything.

Anyway, we hope you've enjoyed looking at them. To tell you the truth, we're fed up of seeing 'em now. So please don't send any more. All the ones we have will be returned soon, and the overall winner will be chosen. (Buy one some of them weird-looking dudes.)



Good Barry, *Bartholomew* (Barry looks both good!)!



Jeremy Green, *Green* (Barry for the other *Bartholomew*.)



A *Bartholomew*, *Barney* (Yes, *Barney*)



This is Spooky Castle. I went to Warwick castle once, but was shocked out by breaking lots of stone off the ramparts and selling them for Japanese tourists.

### SPOOKY CASTLE

This so-called 'spooky castle' is packed with small spells. Well, small spells actually. You play a tiny chap who dashes around, trying to jump over things and avoid the bats, ghosts and other objects whilst whoa around.

It's like a poor man's Addams Family, is Spooky Castle. But that doesn't mean it's very good. In fact, as you run from screen to screen, you soon realise how you can avoid the stuff flying your way. To get out of the path of ghosts, simply get on to something a bit higher than them. And the bats can be dodged by diving down the floating stuff it isn't.

In fact, the best thing about the game is the plot. Princess Clara has been imprisoned by some evil ghosts. Don't laugh - it could happen to anyone. Last week my mate Barry

Ray once turned and discovered the day of the most famous breakfast. I set up a dinner by dropping a coin on to Butler's head then the little trapdoor. As he stumbled for it, it launched the slider. But disaster struck - the window was too small, and the things were ripped off, it plummeted 20 feet and went through the steel roof.

I could hear shouting and the ringing of dogs barking. I kept on to a table and pushed away nervously. Butler and Elizabeth came about, but in a storming Storm McFadden moment, I heard the fence and was soon head-bog for the Sultan border and a CD to play.

And the best thing about the whole episode? It cost the other 15 pence to boot!

got captured by three talking jellyfish while out walking on the South Downs. They forced him to smear mud on his face and fall in a pond. The worst thing is, his parents don't believe him.

Back to the plot. Clara's dad died. Prince Michael (not of Kent), has promised her hand in marriage to anyone who can save her. (Of course her fair hand is a pickle jar.)

You play golemish Gary, who has to try and save her. This involves running around and collecting keys. Plug away at it and you'll end up shocked in some royal jail for the rest of your days. Imagine having to carefully put out every spider the bats, and having to catch her down on stormy nights. I'd rather live with a rated polar bear.

Anyway, Spooky Castle is the best game on the cassette. It's diverting, it's a bit of fun and it's big enough to keep you going for a while.



Have you ever seen a view of... Cloning Island? Sorry, if you have then this caption is it. You got to be

anybody who visits their heads out of the windows.

If you shoot any girls who appear, you lose points (I don't understand why), but otherwise you live it ever so happily that he too long and you'll see his eye of these pathetic characters firing back.

You have to last

as long as you can, while a time limit ticks down. If it gets to zero and you're still alive, you move on to the next screen where more of the same takes place. It's by far the worst game on the cassette. It reminds me of the time when I was really little and used to wonder what I'd be when I grew up. I always wanted to be a registered charity, but after seeing this game, I think I'd better give my money to pay for its creation.

If I may be permitted to sum up in fact? Here we have four guilty games. There can be no excuse for the notorious Addams tour. The only one not deserving of a life sentence is Spooky Castle. These, ladies and gentlemen of the jury, are games which would make forest, right-thinking citizens put engine parts on their heads and hop around claiming to be the prettiest prophets of the Church of British Telecom.

### FOUR GAME PACK

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**FRAME RATE 30%**

\*Remember, the value of investments can go down as well as up.



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# READ IT

# THURSDAY 15 OCTOBER '92



Ever heard of *Sonic The Hedgehog*? Of course you have. Well one year after taking the videogaming world by storm, he's back on the Mega Drive in his second adventure. Question is, of course - is it any good? For the UK's first review and 108 pages crammed with Mega Drive features, news and reviews, just do as the page says: read it.

# MEGA

100% PURE SEGA MEGA DRIVE...



**This man is Ian Stewart. His job is Managing Director of Gremlin Graphics. He's also the first computer industry insider to go Face to Face answering questions set by the most feared of interrogators - you, the CF readers.**

# FACE TO FACE

**B**ack in issue 23 we invited you to give some major names in the computer industry a decent grilling. We received such an impressive response that we're going to give the answers month-by-month to allow each big cheese a chance to build a sensible selection of your questions. Our first one... um, guest is Ian Stewart, Managing Director of Gremlin Graphics, the company making Nigel Mansell's World Championship, one of the biggest licences for ages, and responsible for such other titles as Space Crusade, Hero Quest and Lotus Turbo Expert Challenge.

How would I get a job as games tester and what qualifications would I need? **Martin Hanson, Bristol**  
You first have to send an application letter and a CV to us. If there are any vacancies, you'll be considered immediately. If not, your letter will be kept on file until a possible position arises. Although no formal qualifications are needed, a basic knowledge of computers is required; this includes things like how to set them up. You would also need to have a good knowledge of and interest in computer games, so our testers are asked if they think the games are good, and what changes could be made to improve them.

Wasn't it a risk deciding to do a Nigel Mansell licence when it wasn't certain he would win the World Championship? And how do you actually meet Mr Mansell?  
**Andy Carter, Durham**

When we decided to create Nigel Mansell's World Championship, it wasn't certain that he would actually win. But we were confident that he would do well, and would prove to be a very good licence opportunity.

Now Nigel Mansell has won the World Championship, it gives us an added bonus, and the opportunity to produce a game that will race just as well as Nigel.

A few people from Gremlin have actually met Nigel Mansell. Here's a nice guy

**Who actually thinks up ideas for your games? Do you accept suggestions from members of the public? And who writes the plots for the games? Dan?**  
**Philip Hall, Crawley**  
Games are produced in various ways. For example, with Nigel Mansell's World Championship and Lotus 2 - The Ultimate Challenge, we got the licence first. Then we found programmers who could create a racing game to fulfil each licensee's potential.

The producers have a large input of ideas into these games, but in other games, like Zaxxon on the Amiga, the programmer comes up with his own ideas for the game.

Occasionally members of the public will write in with ideas. Every one of these is looked at, but very rarely do we feel one which is appropriate and would make a game up to our standards.



Will Gremlin be making any cartridges for the 64? If so, will you be pulling more than one game on each cart? **Suzanna Dale, Southampton**  
I'm afraid to say

Gremlin have no plans for making games on the C64 cartridge format at the moment.

What do you think is the best game Gremlin have produced and why? **Maxwell Harper, Bedford**

We have a very good range for the 64, but it's difficult to say which is the best, as they're all so different. Lotus Expert Turbo Challenge was an excellent racing game. Hero Quest was a very good role-playing game and other great pieces of software include Space Crusade, Superman and Centipede. They're all so different, you decide which is the best.

## SHORTIES

Jan, do you have a Lotus?

No I don't have a Lotus at the moment. Personally, what's your favourite game? My favourite game at the moment is Zaxxon on the Amiga. Sorry, but I'm being honest! How many people work for Gremlin? We have about 20 people on the management team and 40 people on the programming team. We also use lots of freelance programmers who work out of house. What's Gremlin's address? Our address is Gremlin Graphics, Carver House, 2-4 Carver Street, Sheffield S1 4FS.

As we're spreading the answers over a few months there's still time to write to the other members of our panel. They are: **Caroline Woodcock**, Public Relations Manager of IFS Ltd; **Andy Sturmer**, Managing Director of Commodore UK; **Greg Ingham**, Group Publishing Director of Future Publishing's Leisure Division; **Jeff Miner**, Programmer and Director of Llamasoft; **David Darling**, Managing Director of Code Masters and Ken Lockley, Public Relations Executive of Duxart. Send your questions to any (or all) of them to the Face to Face address (above), till it's sent there on to the right place, and print the replies in the next few issues.



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**It's a Barker!**

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Mayhem in Monsterland is going to be huge. How do we know? Because it's being written by John and Steve Rowlands, the team behind the awesome *Creatures 1 and 2*. In a CF exclusive series over the coming months, the lads are going to reveal, step-by-step, exactly how the game is taking shape, from the

initial idea to the final product...

# Let's make a MONSTER



**Katapult Kid:** an early idea for the new game that was ultimately shelved.

Ever wanted to know how games are created? Then you're in the right place. If you're creating games it's not just for a living. Let's get the introductions out of the way. We're Steve and John Rowlands otherwise known as Apex computer Productions. You might possibly have heard of a couple of the games we've written: *Cyberdyne Wars* or *Creatures 1 and 2*, perhaps?

We also wrote the *Cyber-Guide* for CP a year or so back. That was a day-by-day diary which followed the progress of *Creatures 2*—the fans were called *Clebs*, you see. This time things are going to be different. Not only will we tell you what we do as we work on our latest epic, we'll also tell you why we do it. This material has been scientifically formulated to inform, inspire and educate, without missing colour (even at 40 degrees).

## AMBIENT AUGUST: DESIGNING THE GAME

From the start we wanted to make the game console-epic, aiming for high playability as well as amazing aesthetics. It's going to be platform-orientated, like the majority of console games, but with speeds not yet witnessed for platform games on the C64 (see page 104). We've learnt from *Creatures 1 & 2* that role games can be successful, so naturally we decided to make this game cute as well.

From the beginning we wanted to incorporate elements from the best console platform games, as the C64 has no games of this type (no good ones, anyway). But before we got

started away with the design we had to take into account the limitations of the C64.

The first thing we decided was how the screen should be updated. The easiest option is to have a flip-screen format (as with *Cyberdyne Wars*), but this limits the gameplay considerably (as with *Cyberdyne Wars*). The next obvious decision is to scroll the screen. A conventional scroller, which most games use,

has a few limitations: the amount of colour that can be displayed, the size of the scrollable area and the speed at which that area scrolls. We opted for the *Creatures* scroller which would need to be adapted considerably to suit the game design, requiring a bi-directional scrolling playing area with variable speeds! (That means it'll scroll up and down as well as side-to-side).

Once the basic design was finalised we had to consider the look of the game. Graphics are not only there to look good, they also provide atmosphere.

The graphics in *Mayhem* are more important than any of our previous games, as they are essential for establishing certain moods throughout the game. We wanted to make the graphics as bright and colourful as possible but we also wanted to come up with a different graphic style to anything we'd come before. So after a few (very) late nights we had a dozen sketches

on which Steve could base his level graphics. Now we had a rough idea of what the graphics style was, we set about designing the player...

## CHARACTER BUILDING

The next step is designing the player's character. We started designing the main player by sketching out ideas and measuring around with the sprite editor for a few days. We had to

work on the sprite specification, whether it would be a single, multicolour sprite (like *Cycle in Creatures*), a multicolour sprite with a mirror overlay (like the players in *Cyberdyne*), or a larger player with several sprites locked together. The problem with having a large player is that it would: a) make the playing area feel smaller, b) limit the amount of on-screen sprites you could display, c) use more graphic memory d) make the player larger than the enemies (when it should be the other way around).

Detail is probably the most important factor for a character in this sort of game, and using a multicolour sprite with a mirror overlay would give us the detail we required and enough free sprites for bad guys. So once we knew how the player was structured, it was off to the drawing board to try and come up with a decent character. As the game is set in the Mesozoic era (that's when dinosaurs lived to you and me) we had to be a dinosaur. He is,

in fact, a baby dinosaur named *Mayhem*— hence *Mayhem in Monsterland*. During the game he will be able to

charge at other monsters to kill them, and therefore needs some sort of weapon. We can't really give him a *Blaster Blaster Phaser Laser* (it's *Blab Blab*), as it has to relate to the game. Therefore we gave him a horn with which to impale his adversaries, with the ability to crush monsters to death at slower speeds. As with most of Steve's graphics, he was designed on paper and then recreated

**John (left)** handles the programming while Steve (right) is the artist and vision man.

on the C64.

We now had a character which was cute yet intelligent, fast yet precise, powerful yet nimble, shiny yet... shiny... shiny... he looked good!







MICROSOFT

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## It'll blow your mind

OK, here's the deal.

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# SO YOU THINK

Everyone

buys the occasional C64 game. Even the most unlikely people have been spotted purchasing the odd budget title - Princess Stephanie of Monaco, George Bush, even Danni Minogue. (Are you sure? - Ed.) But you can tell real fans - they join the fan clubs. And today, for your reading pleasure, CF checks out four of the biggest software house fan clubs: what do you get, what does it cost and how do you get hold of it?

## CODEMASTERS CARTOON TIME CLUB

If you have recurring dreams about living in a giant ante's nest, don't worry - there's a cure. Simply join the Cartoon Club, send off for lots of Dizzy gear and drink 12 cups of coffee before you get to bed. You won't sleep a wink.

The Cartoon Club was set up to provide fans with info about the Codemasters Dizzy games, but it's now grown to encompass everything they produce. There are fun-facts for members and the club's growing all the time.

When you join, you get hats, posters,

hats and pins, all in a snazzy newsletter put together by the cheerful Clara Lucas. (How do we know that's cheerful? Check out that grin #1.)

You can also use the club to get hold

of what we in the trade call merch: standing, there are T-shirts, mugs, clocks, sports bags and baseball caps all featuring Dizzy's cute little egg face.

To join, all you have to do is cut the bar codes off the next five Codemasters games you buy and send them to Clara Lucas, Cartoon Time Club, Codemasters, Lower Farm House, Stonegrove, Southam, Wals, OX3 0DL.



## THE CARTOON TIME CLUB COMPO!

We're giving away free merchandise of the Cartoon Time Club to five people who can tell us which licensed Aussie facts ITV's Star's Cartoon session, for that's not hard! Here, complete your Form, 28 Sharnbrook Street, Bath, Avon BA1 2JL, to arrive before November 28.

## THALAMUS EUROPE FAN CLUB

A fan gets you a newsletter every two months. This contains details of all Thalamus' new releases, plus first and best for a vast number of their games. The hints section is written by more than 20 of its own Master Pilgrims, so you can be sure that they're both accurate and plentiful. And some of the FORNs would seem to have been sent straight from silicon heaven.

There are details of the Thalamus Hotline, which gives you up-to-the-minute info on the latest games. You can even leave questions for the company to answer. The newsletter also has exclusive competitions and gives you the opportunity to order rarities and sayings at low, low prices. Or you can purchase a high-quality T-shirt emblazoned with that vaguely disturbing logo (what does this ink dot remind you of?) for £1.99. Copies of games from Thalamus' extensive back catalogue are also on offer, so if you're having trouble hunting down *Hexagrade* or *Photobase*, join the club!

The whole catalogue comes in a rather snazzy Thalamus folder, and



## F.I.S.H. - THE JAMES POND CLUB

Everybody knows that James Pond is one seriously cool secret agent (despite the silly way he dances). But now you can be like him in a variety of ways.

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messages and a whole pile of top secret papers for your eyes only! (The almighty secrets act, not to be allowed to print here.)

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# FLIX STICK

**Christmas**

**is coming and the goose finds itself calorifically challenged. But stuff goodwill and get yourself a spanky new joystick. James Leach looks at the trendiest uppy-downy sidewaysy shooty things around...**

**T**here was a time when a joystick looked like a joystick, butter was a penny a ton and going to the cinema was free. But all that's changed. The latest crop of Christmas sticks to hit the shelves before Christmas look like, well they look like characters from TV and films, actually. This might explain why they're called 'Charactersticks'.

## BATMAN: THE CARTOON

The recent start of a new Batman cartoon on ITV on Saturday morning has meant that loads of people are becoming fans of the original fella, as well as Michael Keaton's slavishly popular Dark Knight.

Underneath that no-nonsense exterior, Batman has eight directional controls, a highly sensitive fire button and is strong enough to withstand a serious amount of punishment. And it does look amazingly like the one in the cartoon (or so I'm told - you don't expect me to be up that early at the weekend, do you?).

## BATMAN RETURNS

These recent Batman films were just so excellent, it'd be a shame for Christmas to miss the opportunity to make a joystick of the new Batman as well. So they have, it's distinctly different from the cartoon version (they haven't just used the same model and painted it black). The joystick underneath is the same (it's standard throughout the Characterstick range), so you don't have to worry about quality.

## ALIEN<sup>3</sup>

Alien<sup>3</sup> means, she's lean and she looks like a summer baby. Well you're enjoying something with 'er that sounds scary. Anyway, the fabulous female alien scourge of Sigourney Weaver is also available in the Characterstick range.

The big, long head makes this one of the easiest sticks to control when you're doing the movements, and the evil, matte finish captures the drippy, revolting look of the creature in the film pretty accurately.

## TERMINATOR 2

If you pealed back Arnie Schwarzenegger's forehead, this is what you'd end up with - the endoskeleton of the Cyberdyne Systems Model 101. The head is a faithful copy of the robot in the movie, and should suit you down to the ground if you like a joystick you can really grip. How comfortable this stick (and in fact, all the models in the range) will be after a long bout isn't yet clear, but it's certainly impressive when you first see and use it.

## BART SIMPSON

What with one Bart game out at the moment, and another on the way at Christmas, true fans shouldn't be without this stunningly faithful joystick. To use effectively, you simply grasp the chap around his neck and yank him around. As well as beating the game (with luck) you'll have the added satisfaction of having strangled the life out of Bart Simpson.

It's another well-designed one, this. The only problem might be its spiky little helmet, but you'd have to be pretty weird to hold your joystick up that high anyway.

■ All the joysticks cost £12.99 and are in the shops now (though not some shops - DeWalt's the butcher's, for example). Contact Chewbacca at Chewbacca House, Bedford Business Park, Bedford, Bedfordshire MK43 0DD 867777.

## FRIEWHEELIN', FRANKLY

If you're after something a bit more, well, weird, check out the Freewheel by Spectravideo. It's a steering wheel, it's a joystick and it plugs straight into the 51 in the normal one-pin port.

You're probably thinking that it's a complete gimmick and coffee palatial when you try to play with it, but this isn't the case. The Freewheel works very well indeed. Flying and driving games are the most obvious beneficiaries, but it'll work just dandy with whatever type of game you want to try it out on.

Contact Spectravideo at Unit 27, Northfield Industrial Estate, Bedford Avenue, Wembley, Middlesex, HA9 7NU ☎ 081 952 2111 and someone will answer it.



This joystick's writing like the cartoon Batman. It's got a third dimension, for a start!



Larger cars, Body Army, however in practice. A good expression, it's hard to tell the movie Batman from the previous counterpart.



The Alien joystick, in for some reasons why. It's not to be used in the film where... (Don't give the girl away! - Ed.)



If you want to get ahead, get the Terminator 2 joystick. It has more expressions than the back end.



Goanany. It looks just like the real Bart. (But Bart isn't real. James - Ed.)





You can check out the full statistics on your fighter, by using his biography, but at least his mother's proud of him.



The lead Leonard releases a straight right to the head of his puny opponent. Touch it, breaks ribs and completely in the anti-feminine game 'code'.

## POWERTEST 63

In the real world, fighting out of Fresno, Ca., is Max 'Appl' Foster. 'Classified' is the only word which can describe him!



# BOXING MANAGER 2

**A**fter years working in a Yosemite conditioned packing factory in Utah we've provided. Did this make him a boxing manager? That's a rubbin'!

John James (Shut up for ever - Ed)

Um, yes, anyway, here's a boxing management game with the odd reading list thrown in. This got to train your boy, look after the financial side of things and make sure he's got a load of lucrative fights lined up.

The fun doesn't stop there. You can actually take control of your man in the fight. Using a joystick, you can put together combinations of blocks, low strikes, quads and the classic 'very-hard-face-punchy' itself. There are two meters which measure the fitness levels of the

stats. Every attack depletes the energy levels, while every hit in the fighting gives them a chance to build back up. There are three rounds and, if you do well, you can win on points. If you do really well, you can even knock out the other guy.

So guess what? It's really rather good. The management and training sections are pretty standard, certainly no worse than other games. But the boxing isn't as good but is higher. Sure, we're not talking about a high-class, whizzy graphics fight simulator but they're far better than you'd expect in this type of game. And if you *don't* like using the joystick for the fighting bits, there's an option to just play the management game and let the 'fighter' win themselves out in front of your eyes.

As with most games of the sort, there are strength and stamina ratings for all the participants. You have to assess the calibre of your opponents before selecting a blow to take on. Slowly you should be able to work your way up through the world rankings.

The fighting itself is pretty simple: You have four basic moves, and only two particularly effective punches. This limits the number of moves you can try in the fight. You must also remember that the boxers are graded on how they perform throughout each bout; you might come out with a higher strength rating at the end of the round, but be knocked down because you had your face well and truly punched earlier on. If you're really determined to take that World Heavyweight title, it's probably best to let the computer handle the fighting and concentrate on getting the skills and fitness of your guy as high as possible.

There are three skill levels, options to change the names of everybody involved, this to edit and loads of other details. The game runs as well as a steam in a hurry, too. All this is great news for management games, because, let's

after each series of fights, the winners and losers are displayed. It's a good time to pick potential



face it, they haven't got a reputation which puts them up with the *Castles 2* of this world.

Boxing Manager 2's a good bit of pugilistic enjoyment. The fight sequences aren't bad and the rest of the game fairly engaging. It is primarily a management game, though, so don't expect a cross between *Streetfighter 2* and *Sim City*.

JAMES MARCH



Genre: Publisher: Developer: Distrib: Release: Contact:

Boxing Manager 2: O&M Games: £3.99: Not available: Out now: 0462 816103

## IAN CYCLOPEDIA INVESTIGATES TRAINING

Training is very important for boxers. In *Boxing Manager 2* it's divided into the following categories: 1 *Placeholder* - fighting tactics, using a big drill and drinking tea in those stripy tuis. 2 *Sparring* - going to a supermarket and carrying home lots of heavy washing powder and bags of flour.

3 *Weights* - the loose man's letter to a whole album by the perennially unwell Row Weight's. 4 *Hand-bag* - snapping with a school dinner lady. Heavyweights only!



Come on my son! Punch his face! Kick his family! See how he can be beat, do all the illegal moves we practiced in the gym.



## POWER RATING

### THE DOWNERS...

- Taking control of the lower rating fighter isn't as much fun as it looks.
- It's tough, even on easy levels.
- The player isn't used to using the same controls elsewhere.

100

76%

- Loads of detail on every aspect of the boxing world.
- You can customise your boxer's appearance, name and opponent's name.
- There are three skill levels.
- The computer can do the actual fighting for you if you don't want to bother.
- It's better than many other management games, and thankfully doesn't abuse up horsepower.
- It's great to see graphics in a game like this!

### ...AND THE UPERS



To illustrate his belief in universal harmony Popeye welcomes a brother wrestler - then proceeds to sportingly strangle him!



Being splashy is a seriously good idea - it does this to your fans where in that case, Popeye is punning on Bluto's head in.



Pinning is the key to winning (as my nan used to say). And here Popeye puts that wise advice into practice.

**Not many people know that Popeye is a bit of wrestler. Sure, he chucks Bluto around, but he never seems to take grappling too seriously. Let's all hope he's been taking lessons on the quiet though, as there's a lot riding on his next few battles - like the future of the Earth!**

# POPEYE

**N** Well let's get a few things sorted from the start. In this game, it appears that Popeye is out of his league. He's not just scuffling with Bluto over Olive Oyl. Not at all, he's actually fighting to save the world (okay, the entire solar system).

Popeye has suffered one of those annoying events that happen to everyone occasionally. He's been kidnapped by some aliens. Duh. Anyway, these

Bluto or Blutoe that is the question! Why bother?

aliens are called Kruggs. Don't ask why. They wish to take over the Universe, as most aliens do. But being incredibly cunning, these aliens have decided to find out which planet

is the easiest to beat, so they can take them on first (obviously smart guys - 7/10).

Obviously there's only one way to do this. An intergalactic wrestling contest. Popeye has been selected to represent Earth (please the abolition). Why Popeye was chosen is a mystery, as he's

only got one eye. But if he can win four out of five bouts, he's saved the planet and everybody can go back to their tumorous lives. If he wins all five, he's saved the complete solar system and, such will be our gratitude, we'll give him a year's subscription to GP free.

Each wrestling bout takes place at a different location. The moon, other planets, Earth itself. There isn't really a shortage of places in the Universe to do stuff like this.

Unfortunately for Popeye, some of the planets have massive gravity and all as dense as water. This puts him at something of a disadvantage. Luckily, though, he's got splash and he knows to support him.

On with the game itself. The aim is to pin the opponent (or at least, to <sup>namedrop</sup> regulate).

On with the game itself. The aim is to pin the opponent (or at least, to <sup>namedrop</sup> regulate). sponge-soakers to the camera. Once you do this, a count-down starts and you must try and keep the fellow head pinned clearly for three whole Earth seconds.

**There are two styles of gameplay - you're either moving tactically or you're waggling like mad.**

## THE BADDIES

Popeye goes up against some fairly unworldly folk in this game, heads like...

1. **Allen** - Straight from John Hart's steam era, this fellow is strong but not particularly fast. It's possible to kick his pants severely, too.
2. **Wastley** - A sort of cross between a duck and a small dinosaur. His chop uses his low centre of gravity as a sort of stab with which to beat Popeye senseless (ah, was that? - 6/10).

## 3. Phantasm Shadow Man

It's a bit tough to see this guy, mainly due to his, ah, invisibility. He is impossibly fast as well as being dead strong. A hard nut to crack. In other words, Can

Popeye cope? Probably not!





First you must go for the headlock, and only then can you get a fall, or a knockout or whatever they call it. Then you can try for a win.

Sounds clear enough, but things start getting a bit more confused when you come up against fabulous otherworldly creatures which have their own special moves, abilities and strengths. So it comes as a bit of a relief

when Olive Oyl and Wimpy start handing punches and hamburgers into the ring. Popeye can collect those and get a much-needed energy boost. But there had to be a downside, didn't there? Yes, that mountain-sized villain Bluto is also present at most of the bouts. His evil little trick is to get bombs which explode at the struggling Popeye. Boo.

# POPEYE 3



The Verbal Abuse/Whisker thing means in for the combat which will decide the fate of worlds. So it's good to hear that he's not much rap, then.



Here is the famous Invisible Pleasanto (Sneaky Man, Whisker) level sort of over there. To the left a bit, there!



Popeye hasn't fared too well this round. The alien seems to have used the little known "Fly catch with Squawking Whizzer" yep.

ties, and so on. Luckily Popeye can steer his opponent into the path of the bombs (using a lateral combination of skill and luck). This means that the battles can also collect the cash that Wimpy and Olive hand out.

Watching all this is a massive collection of aliens. They all look a tad weird, but what doesn't come across on the grate here is the amount of movement. As Popeye and his opponent shake each other around the ring, all the creatures watching move up and down, from side to side, wiggle their eyes and throb their whiskers. It's a heaving, seething mass of otherworldly lifeforms.

And the game itself? Well it's a multi-facet, which is only to be expected, with totally different aliens to deal in each bout, and it's pretty good. There are two styles of gameplay - you're either moving tactically around the ring, trying to get foot and smash, or you're waggling like mad to get a headlock or a pin.

Popeye 3 is also a bit of a challenge. You might lose the first two appointments on the first day, but you won't lose the third. There are a load of special moves done by the aliens, and you've got to be quick and have a very muggable control.

Popeye isn't earth-shattering, but it's great fun and really gets you involved. You'll knacker your hands waggling for all you're worth. It's a lively, funorous game too. If you don't laugh at Popeye beating up Bluto, you're too miserable. Lighten up.

JAMES LEACH

Game	Popeye 3 - WrestleCrazy Alternative
Publisher	£3.99
Cassette	Not available
Disk	Call now
Release	0577 787777
Contact	

## POWER RATING

### THE DOWNERS...

- The graphics of the grappling are sometimes difficult to see.
- The waggling can really wreck your hands (seriously).
- Not really enough hits or moves.
- One loss and it's game over.

100

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- It's action from the start go.
- There's a great Popeye game, as you'd expect.
- The spectators are totally crazy, and they all move.
- Nice animation, especially when Popeye blows in on somebody's head.
- Collectibles such as hamburgers and whizzers do make a major difference.
- The bouts start off easy but get real tough. So it's great that there are more go! (not).

### ...AND THE UPSERS

## Your guarantee of value

The magazine comes from Future Publishing, a company founded just twenty years ago, but whose editors have won more computer magazines than any other publisher in the world.

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ABC 60,045

# NEXT MONTH

## SHOWING UP! SHOWING UP! SHOWING UP!

Just a fortnight Next Month this time around because there's some important news you just have to know about (see below). The next stocking least of CP will be in the shops in late November and it will be another smart bundle of everything that's good in the world of the C64! On the tape there'll be some major doses of the biggest games heading your way this Christmas and the full games Defender and Alternative World Games. Listing above that will another of our special second tapes. I can't say what it is yet - it's a surprise - but I can say that it will be something a bit spiffy.

Inside there'll be part two of the Apple programming series on the creation of a Garden, all the latest reviews, previews and the very best features ever seen in a computer magazine. Miss CP77 and your C64 will never talk to you again!

## 'FES'TIVAL TIME

If you're a computer games fanatic, then there's one event you can't afford to miss - the Future Entertainment Show, CP and the rest of Future

Publishing's market-leading computer games magazines, the cream of the software industry plus a host of hardware manufacturers will be there. If you want to see the latest games, the latest machines and loads of special events then look no further than Ears Court on 28th-30th November for a jaw-dropping, non-dropping computer extravaganza.

Over 100,000 people will be looking in the show and there won't just be stunning state displays to oggle at. Oh no. There will be massive video walls, question and answer sessions by us, all at Future and the finals of the National Games Championships which will be being recorded for TV transmission on ITV's new computer show *Ap! Intelligent!* For full details of when, where and how to visit, see the smart ad featuring CP's way-see Lisa Roberts and a free entry on p.26.

## EARLS COURT 1 & 2



## IT'S AN EASY LIFE!

Please Mike (or Miss) newsgroup, kindly ensure my copy of Commodore Format each month, starting with the November issue, is sent from Thursday 10th November 1990. Cheers in rock.

MY NAME \_\_\_\_\_

MY ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

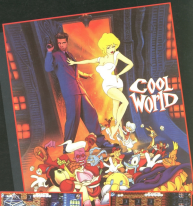
Although CP77 comes out on the 10th November, you'll probably still be tired and fatigued after such a hectic time at the FES (such a plug). So you won't want to hunt around looking for an issue.

The answer is simple - just fill out the coupon (left) and hand it to that dear nice newsgroup person and they'll save you a copy. Parah!





**HOLLI WOULD  
IF SHE  
COULD  
...and she will**



### **CARTOON LAND GONE BAD!**

Whilst publishing his underground comic Jack Deane has unwittingly created a parallel universe inhabited by cartoon characters known as **DOODLES**. You are transported into **COOL WORLD** and seduced, by the Doodle's camp... **HOLLI**. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and **COOL WORLD**. But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

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