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CODENAME

## OF SPECIAL

**39 SPRING CLEAN SURVEY**  
We want information! But unlike Monday 5, you'll hopefully help us out. Tell us what you read from your magazine. It's your chance to tell us what you think of CP on p.28

**33 BAT-PAK**  
Backing up this month's poster are more Batman facts and figures than you can stand. Did Batman really once meet Liberace? Find out when you've spotted our Bat-Rage! on p.20

**37 LET'S MAKE A MONSTER**  
Once again the Newlands Brothers hit code made in their continuing struggle to create the ultimate CH classic. It's absolute Mayhem in Montevideo, or at least that's what they're saying. See for yourself on p.37.

**47 THE SECRET OF SMOXCESS**  
The first of a two-part 'Sheep' Size-Up-Construction-Kit masterpiece. Laser-death expert Andrew Smith spills his secrets so that you can turn your home grown beast into a game that'll blow your friends away. The gun-club opens on p.47

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What happens next!

Mr Orange, Mr Blonde, Mr Pink, Mr Brown, Mr Black, Mr...

## POWER

## WHAT DO YOU WANT?

**G**o on, then get on! That's what we're asking you to do this month in CP, because we're trying to have Britain's best CH in an ever fiercer edge. You've completed a massive survey, which we need you to fill out, if we're to cough up the goodies month after month. So be sure to fill it out, send it in and who knows, you could even win a game of your choice.

Comedian Format isn't all questions this month, though. We've come up with an impressive list of answers, for: *Animals* and maybe even better, if a talking shaggy advice book is an expert; *34 per cent*, *hard to* of them; *bathe* than ever.

And the questions are: how is Britain reforming looking and how will stand up

against the godless German class? What is happening in Montevideo? What do I need to get the most from *Shogun*? The *UpConstruction-Kit*? What would *Big Roger* give the other *Kit*? *SpeedQuest* how it's been re-released? Are there really *contests*? And how good are this month's regular sections looking?

Enough of this little babble. There are Clats out there eager for games, games in desktop, a heap of tips, tips in search of teachers and much more besides. On with the map!

*Jackie*



## Subjected to the Power of

## 60 FOOTBALL MANAGER 3

**Adjective**  
Can hectic management machinations still make the grade as great games? Check out the latest direct descendant of the great granddaddy of them all.

49 ROGER FRAMES  
REVIEWS BUDGET GAMES

This month The Cheapskate Kit casts his spotlight over *Sheep People*, *Terminator 2*, *Thrill Pursuit*, *NewsQuest*, *ABC* and *Street Fighter*.

## 57 JIMMY'S SUPER LEAGUE

**Byron Berry**  
Get more financial facts and figures. How will it fare in the sup-16 against *FM2*?

## 58 CARNAGE

**Zeppelin**  
Does it have the driving force to be a *Cartier*?



Not a Roman in sight in *Gladiators*.

## 63 GLADIATORS

**Adjective**  
Slowly-scrolling shoot-outs are a CP fare, because they go sideways and you shoot things. (See list, these reviews - *Kit* *Kit* *Knacker* - *Clay*.)

64 THE POSTMAN  
PAT COLLECTION

**Adjective**  
A cat, a hat and a friendly postie called *Perry*. He's standing in for

## 63 BIG BOX

**Brian Jones**  
What's in the box? 30 classic games at just over 50p each!

It's a *Cartier*!



...Whip. Let's go to work... and see what's been...  
**INTERESTED!**

## 12 BATMAN RETURNS

**KOMAN**

The Bat, the Cat and Penguin are preparing to play it out in Komon's big-budget license, *Batman Returns*. Over the years Barry Fox has had better than any other screen super hero when it came to having his antics translated on to computers, and it looks like his winning streak will continue! Pick up the Bat phone on p.12 for full details.



## 47 THE SECRET OF SEUCKCESS

There's no doubt about it. Shoot-Up-Construction-Kill-on-budget has to be one of the best bargains ever on the CD! It allows you to create your very own spectacular blast-outs for nothing. (Sure it's cheap, but it's a fit-



le thing to make - *Aggr!*) That's why CP's offering you a quick route to *SEUCKCESS*, with the first of a two-part masterclass from two top shooters. The *SEUCK* Spatop opens for Business on p.47.

## Best it's ish...

### 62 SPELLING FAIR

**European Software**

All the fun of the spelling test as you learn all about the fair, or something like that.



For because TV's favourite mail-man is well busy working on three games simultaneously. The postman's delivered on p.54.

### 64 THE POPETE COLLECTION

**Alternative**

The strange, one-eyed sailor with the spinach addiction hits the CD! with all three of his gaming voyages in one big three-sized bundle. Will it sink or swim?

### 68 SMASH 16

**CodeMasters**

Smash 'n' looks like a bag of a tonne. Can you have quantity and quality? See p.55 for the result of our philosophical debate.

## 37 MAKING A MONSTER

John and Steve have almost cracked the first few levels and they're starting to get good (that's the levels, not the *Revelations* Royz - they still lack the cooze).

*Popolud*, *Cherryland* and *Spazball* may sound dull but they look brilliant. Check out the inside story of how a game is built on p.37.



## 52 GET YOUR KIXX 50 GAMES UP FOR GRABS

One of the biggest and best releasing software houses in the biz. Run using top-flight titles at knock-down prices. We've begged 50 of their very best games for this lovely CP reader. Fancy filling your games shelf with some serious gameplay? Then flip to p.52 for our splendid Kixx complex (if doesn't work - £5).

MARCH 1993

## POWER 30 PACK

### SLAYER

**Prime Leisure**

Major-league mayhem! *Slayer* brings serious identity-shooting action to the CP Power Pack. In the classic R-Type mould, *Slayer* boasts special weapons, big guns and small spaces. Are you skillful-enough to survive? Load it up and let it rip!  
 ■ Instructions on p.7.



### REBOUNDER

**Prime Leisure**

Have a ball! A small, silly, scuttling, bouncy ball. In fact, which you have to guide down a deadly alleyway filled with bullet-splitting aliens, tricky traps and large, bottomless holes. It may be dull, but it sure is fun!  
 ■ Instructions on p.6.



Rebounding balls abound in the Rebounder.

### DAEDALUS

**Andrew Gault**

The author of this month's *SEUCK* masterclass (see p.47) gives us one of his games for the Power Pack. It may be home-made, but it's hard to tell when the photon legends start exploding around you!  
 ■ Instructions on p.7.



### BLACKJACK 21

**Courtesy of Kingway**

Some call it Pontoon, some call it 21 and some call it *Blackjack*. Whatever your preference, it's a great card game, and this version does the shuffling for you. Instructions on p.5.



### MUSIC MAKER 64

**Courtesy of Kingway**

This purely fun-for-music prog turns your CD into a piano - actually it sounds more like a Synthesizer but it's still joyously dull (and anything that's good enough for *Roll...*)



## 30

tape to disk

If you've got a disk drive, this takes advantage of our smart tape-to-disk offer. Check it out on p.8.

# QUICK START

## FULL GAMES

### RE-BOUNDER

Avoid the red and bounce your way to the end of the levels. Kill the guardian and choose which way to go next.  
Joystick Port 2  
Side one Tape count 300

- ↑ Up - Bounce up the screen.
- ↓ Down - Bounce down the screen.
- ← Left - Bounce to the left.
- Right - Bounce to the right.
- Fire - It's blasting time!

### SLAYER

A horizontal scrolling shoot-'em-up, and it's the usual objectives - kill everything and anything else stands in your way.  
Joystick Port 2  
Side one Tape count 666

- ↑ Up - Move up
- ↓ Down - Move down
- ← Left - Brake
- Right - Accelerate
- Fire - Let 'em have it!

### DAEDALUS

Vertically scrolling shoot-'em-up. Destroy everything you see. Don't touch the walls or rollers as you're scoping metal.  
Joystick Port 2  
Side two Tape count 600

- ↑ Up - Accelerate
- ↓ Down - Brake
- ← Left - Move left
- Right - Move right
- Fire - Fire.

### BLACK JACK

Beat the dealer of his own game. Try to get 21 or as close to it as possible in five cards or less. A Blackjack (21 in two cards) beats all.  
Keyboard only  
Side Two Tape Count 666

## FULL UTILITY

### MUSIC MAKER 64

Compose your own musical tunes (or try to play someone else's) on your OSA. The letters on your keyboard represent the notes on a musical scale.

Keyboard only.  
Side Two Tape Count 666

# POWER 30 PACK

If you wanna bounce, shoot, make plinky-plonk noises or lose loads of dosh either seek professional help or load up the Power Pack.

## RE-BOUNDER

Joystick Port 2

Bounce balls, tennis balls, power balls and Roger's head. They all bounce (some more than others) - Ed, Re-Bouncer is... er... a puzzle... no... a shoot-'em-up... no... a bounce-'em-up. Oh who cares? Whatever it is, it's aimed good fun for what's essentially an overhead version of Cosmic Casanova.

Re-Bouncer is the classic Rebounder's baby brother. Basically, you have to bounce your ball along the solid-looking bits while avoiding right (or up, or down, depending on which level you're in). Between the solid bits are what can only be described as the bits between the solid bits. Don't whatever you do try to bounce on these 'cos you'll be swallowed up by the nothingness and lose one of your two lives.

Along the way your bouncy ball will meet lots of strange things, all out to drain him of energy. Most can be killed by firing at them, but there's a nasty electrified fence that can't be destroyed. You have to place a perfectly-timed bounce to clear it in one mighty leap.

The blocks stacked with excitement and question marks can hide either wholesome pick-up (in which case a smiley face appears in the square when you bounce on it), or a blue treasure (in which



Let's see a series of ups and downs, a ball that which runs through Re-Bouncer.

**FULL GAME**

case a treasure face appears). The small green tiles give you extra points while picking up the red squares that foot around gives you some fairly obscure, but fairly sure that while around the ball is protected from marauding enemies.

Touching one of the needles reduces you of some energy. Lose all of your energy (displayed as a power bar at the bottom of the screen) and you lose one of your balls, so is the way of things in this sort of game, at least. You have five lives to play with, but believe me, they won't last you long.

At the end of every level, once you've beaten the obligatory evil all-level guardian, you're presented with a choice of directions to carry on your journey. Go up or down if you want to have a go at some vertical bouncing (a much harder option) or take the route to the right to carry on in the horizontally-scrolling world of the ever-bouncy ball.



The electrified guardian from level one. Not too difficult to beat - just avoid the pellets.



You'll need to have a decent sense of rhythm to get safely through this one.

**Joystick Port 2**

Deep in the forests of the planet Tria-haain lie the peaceful homes of a silent race of beings named the Jurnwaps. Their quiet lives came under threat in the year 2133 when a band of evil Semars decided to make Tria-haain the base for their attack on the IFGW. Your mission is to permeate the Jurnwaps' defenses and destroy the thing

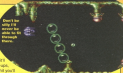
that is the source of all their power, the Luquaise crystal. Destroy this crystal and destroy the Semars. The fate of the Jurnwaps is in your hands. Good luck captain, may you live to tell the tale."

The first shoot-'em-up

on this month's Power Pack scrolls horizontally through an ultra-slow cyberworld. Close it's batted up you can choose whether to play a one- or two-player game and whether to

use either the keyboard or joystick. Once you're happy, hit Fire to play.

Everything that flies at you, you can blow up (fair enough, really), but the bullets and missiles are indestructible. I'm afraid you'll just have to avoid them, just think of them as dentists or Jeremy Beadle and it'll be easier. Like most shoot-'em-ups, if you touch the scenery or get hit you'll die horribly, losing one of your three lives. There are loads of pick-ups to collect



Don't let the silly old screen be able to distract you.

# SLAYER

**FULL GAME**



Follow me like the purple blob into the land of doom, gloom and this shiny things that fire at you.

along the way. Purple spheres are one of the best. They circle around your ship and give you extra bits worth of protection against the alien attackers (or

proctors, too). I suppose they're only protecting themselves against us. The pick-ups that look like supermini security cameras give you an extra ship to play with, while eyes add lots more lives to your total. Picking up one of the bombs will encourage everything in sight to self-destruct immediately.

The huge and-of-level guardians are hit and destroyed progressively, starting with their outer bits, their advancing through to have a go at their innards. And all the time you have to dodge the various nasties it fires your way (think Beadle, think Beadle).

It's rough, it's tough, and it gets rougher and tougher, a bit like an old chaotic leather, I suppose.

# DAEDALUS

**FULL GAME**

**Joystick Port 2**

Daedalus is on the Power Pack as an example of Andrew Smith's work, and darned funny it is too.

Andrew has written an excellent feature for us this month (see page 47) on writing (Disc: 'Em-Up Construction kit games, of which this is a prime example. Load the game up when you've read the feature, and see if he really does practice what he preaches.

It's a verbally scolding game, with plenty of warnings and loads of fire-power. Touch anything but fire space with your ship and one of your lives says bye-bye for



Badly guarded doors don't have to be the full of course conditions. The getting blocks in the middle of an open area instead.

ever. And there are plenty of bonus points to collect if you're the flash type that revels in getting huge scores to show off to your mates.

On the way if you're having trouble getting off the first level and you've got an Action Replay Card, there's a cheat (or work) that'll let you use the other bits of the

game. (Actually, this should work with most SOXON games.)

Load the game and then press the freeze button on the AC cartridge.

And then you're. There's nothing more painful than comparing yourself on spikes.

- Press K to enter the sports killer
- Press C to solid lock
- When the occasional message appears, press any key to exit.
- Press F3 to restart the game.

You should now be in a position to bullet and squalling down. You'll still have to avoid the scenery, though - we don't want to make things too easy. Oh yeah, the end-of-level guardians do eventually move out of the way. Just sit and wait for the screen to start scolding again and by accident through the big silly things.

So pay attention when you're blasting and you might have something.











## HOLY ACNE ATTACK

Oh, no! The Cleaner's not working! The Scanner's breaking out in spots again! Batman's ripped in three from nowhere. Check the Scanner for the other coming attractions.

### ARNIE 2

*Popcorn*

If we'd had a penny for every call or letter we've had asking when Arnie the Bigger Man's coming out, we'd be able to buy a new office rug by now.



## SUPER SPORTS COLLECTION

*CodeMasters*

We're still avoiding this post from the Coast. They say it's because they're waiting for Gus Boy, their long-awaited pool game that's still in the final stages of production.

## LIVERPOOL

*Orion*

Even the masters of the best sports game this year (heck, Pat's a God!) come Liverpool for the football game.



The 10 titles of this year are completely new, except for Arnie 2, which is a sequel to the 1989 game. The other 9 titles are new to the market. The Scanner will be announcing the winners of the 10 titles in the next issue. The Scanner will be announcing the winners of the 10 titles in the next issue.

### HULK HOGAN

*Alternative Software*

Hot on the heels of the announcement of Hulk's new movie come Alternative with the game based on the, as yet unseen film. *Claws, Alternative*. Give us a clue what it's about.



### MOBBY THE AARDVARK

*Thames*

Aardvark is such a wonderful word, it's just a shame that such an ugly-looking, pig-nosed, arm-waving creature owns it.



**"Holy guacamole gameplay Batman. Why does this strange collection of people congregate on page 11 (or thereabouts) every month?"**

**"I don't know Robin, but my bat senses tell me that we are going to find out. Soon"**

**"Sooner than you think, batbrain! Haaaaaaaaa!"**

# POWERPLAY



## THE RIDDLER

Imagine if you will two men stranded on a sinking ship. They have three cigarettes between them, but no one has any matches. How do they get a smoke? **It's Trenton Webb, once a mis-mannered but accountant plays with the minds of the good people of the city. His favourite rhyme is always the one you better just too late.**

## CATWOMAN

Plunged out of a civil story window by her hot employer Miss Shreck. Her Holigan number for her fat cushioned by killers. She swears revenge on those who had dared stand in her way (not, basically, as Catwoman, with her whip at the ready, she plots to destroy the whole population of Gotham.



## THE JOKER

Heinous villain Jager Frames was dropped in a vat of acid by our capped hero while attempting to destroy evidence that could put him away for good. The acid both transformed the perpetrator into a giggling madman whose aim in life is to prove that the Batman is no better than any other criminal.



## MR FREEZE

Picture the scene, two people in love, and a cryogenic expert. He offers the games guy, Arnie and Veronica Roberts, one million happily married, the next morning she returns her last breath. Mr Roberts, cryo-freezed, wakes the lab. The reactor blows. Gant Gentle scientist transformed into a cold-blooded psychopath.



## BATMAN

In Gotham City, a child captured by a villain's gun sharpened his mind and body to a keen razor's edge. Clive Adams became the Dark Knight and with a swirl of his cape and a twirl of his cowl he protects people of Gotham from the forces of the night.



## ROBIN

Like Michelle was abandoned when her parents died in a terrible Japanese accident. She was adopted by millionaire Clive Adams, little knowing that he was more other than the Dark Knight. When she discovered his secret, she put on her dad's old crime costume and convinced him he really needed a Day-Glo sidekick with a silly name.



## PENGUIN

Dave Gordon was feathered down the body when his parents were captured by the tightest loneliness of their last born child. Unfortunately for the people of Gotham he survived, bought up by the penguins (that's EP penguins, not DC them), then became his only source of companionship. Apart from, of course, the Red Triangle Gang (and they're paid).



## THE BAT COMPUTER

Batman, too often for his own comfort, is a highly emotional superhero, though he does like it well. To combat any emotional topologies that might appear in his plans, he built the Bat computer. From a huge mighty machine he constructed an intelligent sentient machine (and is every major data bank in the dark city of Gotham and beyond.



## Bits'n'Bobs

Daily, so CP's review system isn't complicated. But, just for the record, here's how it works. In case you've suddenly lost your senses, or are in detention on the last Wednesday before a new copy of CP and you've read everything else in the old one.

We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slopy log.



## CF RATINGS

Also dead simple on these two-type things. They're at the end of every review and show you at-a-glance what the most important positive and negative features about the game are.

Need to fit in a percentage rating mark. 50 per cent or more means that the game is officially a **Contra**, and we don't give that price away to any old brat.



It also means that if you don't rush out down to your local software store and hand over your cash immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. Back to life.

## GAME ICONS

Wild things these. We informed them from millions paid and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?



**FACE** - Number of players. One

Face - one player, two faces - two players. See, easy peasy.



**KEYBOARD/JOY-STICK** - Control

mechanisms. Important to know if you don't have a joy stick.



**MOUNTAINS** - Should be coming

round the difficulty levels when she comes.



**OCTOPUS** - Eight-legged

spooky things with suckers signals a dreaded **multitask**.



**SHIRT'S SHIRT** - What do

guitars do? Yep, a shirt means there's a **save option**.



**BLOCKS** - Not the blocks

that baby's always stuck in their mouths but an indicator of a **hi-score table**.



On the big screen, *Batman Returns* was one of the most successful films ever. Now the Dark Knight of Gotham City returns, this time on the C64, and just like the movie, the game looks set to be a blistering batblockbuster of a release. CF sent secret agent Kittyhawk on a special assignment to check out how the game's shaping up.

# BATMAN RETURNS

**B**atman owns a lot of Broom Spooks. It's Broom Spook's responsibility to rub the bat's public image by setting Discus, then there's the use of the image of a spanking little rabbit-eared child to lead into the theme of suspended animation. After all, they're only mice with wings... it's the being scared of flying guinea pigs or whatever. I'm kidding.

Just because the points resemble those of the bat family pranks (lead in taking the time off class walls, Broom beats the whole after out of proportion and suddenly bats because the Harshful Lectures of the small busy internet war II... I suppose it might have something to do with the fact that they

hang around spunky buildings a lot as well.

It was pretty ironic the other night when I went to class. Denton Design's part. The air was clear against my skin. My black clouds covered the sky. I got from it a few spots above midnight broke through and struck the ground like frozen lightning. It was not a glitch and right and if the game I was investigating had been anything less than *Batman Returns* I would have turned down the assignment.

Finally everybody left the office and I entered through a skylight. The day before



had been one of those deadlines, so there was a first level demo just lying around. What I discovered made the effort of leaving the elements worthwhile.

There were no enemies yet on the demo, but there was a commendable Batman spirit. What stood out more than anything else was the smooth animation of the main sprite as it performed a bewildering range of moves, the most impressive being a rare landing hook - great for tripping up the odd Penguin.

When Batman jumps, he darts on to ledge or avoid enemies, the Cape follows instinctively, shifting down to cushion the landing in a manner of speak. There's also an



## BATMAN RETURNS - THE PLOT

### STARRING

The Dark Knight, Commissioner, The Penguin, The Ice Princess and a possible named Rip. If you've seen the movie, then you'll probably have a pretty good idea of what's going to happen - but the game follows the plot pretty closely. And if you haven't seen the movie, go rent the video NOW - it's hot!

### ACT 1

Gotham Plaza, Christmas time. The tree-lighting ceremony is about to take place. The Red Triangle Circus Gang launches its



attack on the people of Gotham. One of the citizens takes Selina Kyle (Max Shreck's Secretary) hostage. Can Batman save her?

### ACT 2

Gotham Plaza after the attack. Bess and mayhem everywhere. Enter the Penguin, floating on his umbrellas and dropping bombs on Batman. A yapping poodle and stringman prove to be a real nuisance - or is it a strong poodle and yapping man?

### ACT 3

A deserted apartment block, leading to the rooftops of Gotham city. Batman has his first encounter with the Catwoman. They battle across the rooftops, leaping from precarious ledge to precarious ledge. Do they jump or are they pushed?

### ACT 4

Again the rooftops of Gotham. The Ice Princess has been kidnapped by the

## MY, WHAT A WEAPON!

Lifted straight from the files, all these Batweapons (and Catweapons and Penguin-weapons, for that matter) will make an appearance in the final game: **BATWEAPONS** - Lethal spinning metallic disks that are ejected from openings on each side of the Batmobile.

**BATBATWEAPON** - A weapon based on the ultrasonic boomerang, in Batman Returns the Batwing was equipped with a computer targeting screen, enabling Batman to stake sure it hit its intended victim, and returns, every time (that's the theory, anyway). **GRAPPLING HOOK GUN** - A handy gun that doesn't fire bullets, but instead hurls out of very high speeds a grappling hook attached to a wire, with it Batman can climb up even the steepest of walls.

**BATWINGS** - A gliding attachment to Batman's suit, which provides unpowered escape from dangerously high places. **WHEEL** - An ancient but vicious weapon, the ring, in the hands of the Catwoman, is a force to be reckoned with.

**UMBRELLAS** - Most of the Penguin's weapons come in the form of umbrellas. They can be filled to a deadly water or foam or flames, bullets, gas pellets or other things that won't do you any good.

impressively powerful-looking high-tech speed job. His suit's elastic catclaw and one hell of a night hook for him to defend his



And the way he helped you by the Penguin's hand, it was a good thing.

self against attack from the Penguin's droop.

Most of the attack moves are kicks or punches, the only real weapon available on the screen I saw was the (reusable) bat-disk, so it looks like instead of being a boy without a sword, you-up this fender is going to be a platform type beat-up.

You know how boxes marked "Highly Corrosive" just pop open, then your hand-scanner tells out of your pocket and scoops

loop gently closer to the fire that finally got quite as confusing. Level one starts off in the very Gotham-looking Gotham City Plaza at Christmas time and the game takes you all the way through to the Penguin's lair.

The documentation I scanned mentioned loads of pick-ups to collect all the way, including a lot of batwings. I'll have to get hold of some of Batly's wonderful toys. A set



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of gliding wings would make my life so easy, and when I could do with a double-edged grappling gun would make your life so dull.

I also came across the original game's responses for Batman Returns and some early versions of that unfortunately fellow Catwoman, which were all designed in the Amiga. Taking of Catwoman, a little on about (it's not a good idea, you could even get away with a broken leg, in some of the circumstances. But to cut around with your suit it takes and then to try and pass yourself off as a big goddamn bat, it's really not on. Do not use a slash of your day from this, okay? - Ed)

Before I could search further, a security guard's torch flashed through the window. I switched off the first lamp as quickly as I could and crouched under Fog's desk. As soon as the guard had left, I made my escape.

Flitting back to GF on my Hawkcycle, I knew the bat in doesn't quite have the same ring as Batman, does it - did the stick stand to close in on me. Usually I like the feeling of freedom and anonymity the night brings, but that night the sheer density of the darkness was making me feel claustrophobic. I wonder if Batman is like this? He wonder Batman's got such an alternate problem.



**WARRIOR**

**BATMAN RETURNS**

1992

**WARRIOR**

1992

**1992 1992 1992**

**1992 1992 1992**



Penguin and is being attacked by a flock of bats. Batman eventually sees off the bats only for the police to enter the scene, accusing him of kidnapping. Oh yeah, and to make matters worse, Batty bumps into yet more cops and Copsman pats a in a dead bad mood after their last meeting.

### ACT 5, SCENE ONE

The circus train. The organ grinder is on the last plate (and he doesn't drive too well).

Batman's objective is to rescue the children from the train. Cue some traditional western train-heaping, bridge-bucking, hanging-off-of-the-side-of-the-swinging-type fun.

### SCENE TWO

The sewers leading to the Penguin's lair. Batman must reach the lair without landing in the hazardous, molten lava gas squeaking through the pipes - how you get any idea how tough it is to get stains out

of those things? Oh yeah, and some rather-often notes-penguins are out to get the wined crusader by firing nasty rockets at him.

### SCENE THREE

The Penguin's lair. Catwoman and Shreck are recovering custody. Should Batman save Shreck's life? Who is that masked Penguin is a big yellow duck? Shouldn't it be a good idea for Batman to jump clear of those huge melting rocks? We're not giving you any clues.

# MCDONALDLAND



Collect the golden M's but avoid the people people who. That platform looks high but Mack can jump higher than a kangaroo on a water bed.

**N**o time to eat, so get the Big Mac, fries to go. Well, it's not like that; I would have preferred a pizza. Actually there's a little Maxxon take-away just around the corner from Virgin's test bay where you can get two chicken burritos with a portion of re-fried beans for £2.50. But there's no denying that the Big Mac must be the most popular snack pop-ster in the world. Even the Russians have got 'em now!

Now, your mum might have told you not to play with your food, but that's exactly what you'll be doing with McDonaldLand. One of my many reliable contacts had tipped me off that a big, and pretty weird sounding deal was going down, and it turned out that Virgin had signed on the dotted line to produce a game based on the burger.

So it was time to get out the trusty street-savvy pants once more and do some research hanging about at Virgin's HQ. (Course like we do back in Britain again - Ed) I rapidly located a demo of the first level and examined it in the nearest disk drive.

The game stars a couple of young Americans named Mack and Mick. Originally the game was called the MC Add, but Virgin obviously decided it sounded too much like a Nike CD emulator so they changed it to McDonaldLand and put an ever-so-subtle big yellow M on the box, just to make sure that you get the message.

The first thing that struck me on loading the game was the Mario-ness of the thing. A small character jumps from platforms to platforms collecting shiny gold bits. High jumps from the spikes and try platforms add to the Mario-ness, although



And to your left, ladies and gentlemen, is an artist's representation of the game. Typical American nice guys (or brats)?

It's nowhere near as fast as the classic Mario. I only had the time to see the first world. According to the notes alongside the disk there are seven worlds in total. Each world has from three to six levels, and there are 33 levels in all, so it looks like it's going to be a bit of a slogger. Apparently, once you've played them all the right way round you can go through them all again, but this time with every



There's nothing like blue know and green sky to see that touch of newsworld.



Grabbing a bit on a hamburger (he's a mess) - just for fun, you understand.



Well, M's slightly more available than going to me in a class, I suppose.

thing turned upside down. Or, to look at it another way, the right way around if you're slinging precariously from three wooden paths attached to the ceiling.

Wonder how wider. It says here that McDonaldLand was originally developed in collaboration with a developmental psychologist, Frank Martin PhD. Quite what he's brought to the game is anybody's guess. Hopefully it doesn't mean there's a Ronald each test or a word association sub-game in there. We'll have to wait until next month and see what the experts think on that front.

Thinking about all that food was making my stomach rumble so I thought I'd better make a quick exit before somebody found me.

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## TODAY WE LOOK AT THE LETTER M

-  **IS FOR MARGARINE.** Some people can't believe it's not butter, but nothing's better on a hot croissant than a knob of Lurpak.
-  **IS FOR MACHIONS.** Yankee Doodle didn't put a feather in his hat and called it macaroni, mainly because it dipped with pony and not because it lasted about eight with a cheese and wine sauce.
-  **IS FOR MOLDEN.** What happens to claimants you bought three months ago and forgot about until you clear out the cupboard.
-  **IS FOR MACHINELLAN,** which means relating to the alleged political principles of the Indiana mouse Peverline statesman Machinell.
- Or to put it another way, a cunning, amoral and opportunistic person.
-  **IS FOR ME.** That's you that is, or is it me. There's a good chance it's him over there. But it's definitely not Julie Andrews. That's for sure.

# AIM ONLY FOR THE TOP

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Future

4

Included with issue two you'll find an amazingly pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also do it neatly with a forthcoming 3D feature to appear in the GamesMaster TV programme. They complete the already strong link between the paper and the magazine.

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EXCLUSIVE REVIEW!

## THE CHAO ENGINE

The dawn of the Steam Punk age!

It's crazy, it's really so. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, guides and lots of other fantastic experiences by their old and new readers of the site, the GamesMaster. There's so much going on, it'll make your nose bleed.

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# SLEEPWALKER

**F**or the fourth time in as many years, it's time to do your best to raise just one penny for charity. Yes, Good House does not do "one penny" again on the March 12th. In a bid to raise even more cash for the charity than last year, Commodore has teamed up with Ocean to produce a computer game named *SleepWalker*. The idea is that you get someone to sponsor you to play, and you give all of the cash you make in *Comic Relief*. And they'll then give the money to people who have never seen a computer before spend hours playing games on one.

For each copy of *SleepWalker* sold, Ocean has pledged to give a percentage of their profits to the charity. And if they can afford to give up some of their greatest profits on a major launch, then I'm sure you can find it in your hearts to go to *Microfun* and spend 70p on a *Comic Relief* for yourself.

*SleepWalker* the game stars a couple of characters called Ralph and Leo. Ralph is Leo's best friend and so when one evening Leo starts to walk in the sleep out of an open bedroom window, Ralph takes it upon himself to save his friend from all the perils of the city at night. Oh, what a job you! Ralph is Leo's pet dog (don't ask me what breed - all I know is that his coat is a nasty shade of yellow).



All sleep up to tomorrow, well, all sleep Ralph does when he makes one of those fatal sleep mistakes. You know the kind - you wake up with something there smothering your own massive nose.



This is Ralph Right, the real name of SleepWalker. He's a changed walk looking after his sleeping master in all manner of hazardous situations. It's a dog's life, as they say!

Ralph has to guide Leo around the maze with obstacles, not too obvious. We see an alarm for professional that even the best friend finds himself in!



There's one other thing to tell you

about Ralph - he's a toon, which means that none of the nocturnal hazards can harm him. They may slow him down a bit, but he'll always get up again. Leo, however is a real, old man, capable for "you're?" Kitty - Oh and if he falls through a roof light, or walks into a power fan or, what towers are normally full of, he will walk up. And as everyone knows, you should never walk up towers when it's dark walking. I Why? - Oh, because they get dead carbon-rusted zinc whirrs about you walking through it in the middle of that really good dream about Winmore. Right.

The aim of the game is to get Leo safely back to his bedroom while he's still in the land of nod. It's the goal.



and you'll have to shut down porches, but through calling lights and form oblige bridges across broad-but divided using Ralph's paw. If Leo's sleep is disturbed by long drops or splashes of water, he wakes up just a little bit. He wakes up completely you lose a life and have to start all over again.

*SleepWalker* looks set to be a great game, and worth buying just because it'll be fun to play, not just because it's a charity effort. Let's face it, if *SleepWalker* funds up to its promise, then you'll want to play the game even just over again - which is more than can be said for that *Right Said Fred* song!



The Bad Levels Forebode (SleepWalker team members made world famous from above. What do you mean, it's not very dangerous? This is for charity you know!

## BE PHILANTHROPIC

Why should you give *Comic Relief* your hard-earned cash?

- This year's tomorrow? - Don't! - noses are dead spiffy.
- Of the money that *Comic Relief* raises, one third will go to help British people and two thirds will go to projects in Africa.
- Only one quarter of the money that goes to Africa is spent on emergency aid. The rest of the money is invested in helping the people there help themselves.
- It's a really good excuse to do something particularly stupid without your Mum telling you it's (not) being so stupid - it's for charity y'know.
- You don't need those long, dead expensive trainers as much as some people need their next meal.



Thanks to his amazing dog despite it being his company to get within walking distance of 27's famous *Lenny* statue. Expect to see him in full effect on the next day.

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# CREATURES

It's back, it's on budget and it's torture. So if you're looking for some creature comfort, you've come to the right place...



TORTURE SCREEN 1 presents you with prepared worms, blocks with cannons, and Mr. Chinsure.



OH YES

Hit the buttons, get the, er, Poppers, or Pop-Mit that should never exist. If you follow our instructions you should end up in the blue suit on the left. But it could take a lot of practice, so you might find yourself a bit more than familiar with the situation on the right.



OH NO

## TORTURE SCREEN 1: ACME JACK

This is quite easy compared to the other two torture screens, and you should have no problems completing it in a couple of minutes. The only way to stop poor Chip getting his intestines prodded by Mr. Chinsure is to take out the chap working the Acme Jack — so don't waste too much a shot, take him out using the cannon.

From the start, use your flame breath on the sinister green blob, then run right as he rolls toward you. Keep firing him so he moves back left and repeat this process until he's dead. Alternatively, if you have the FLAMER weapon, shoot him then jump up on

to the platform above. When he moves right, drop down and go left, allowing you to shoot him from behind (which is much easier, and saves time). Now walk up to the cannon and use your FLAME BREATH or light the fuse, then make your way up to the top of the screen.

The next task is to destroy the big worm. Stand just below the top platform (with your FLAME BREATH at the ready) and wait for

one of the baby worms to pop out — when the coast is clear, jump up and let the big worm have it. Now drop back down, wait for the next baby worm to pop out, and repeat the process until the big worm is dead. Now push the FLOCK off the edge of the platform using your FLAME BREATH or another weapon. It will catapult the cannonball through the platform and into the cannon, which it takes it out and blows the big purple chap to smithereens.

## THE CHEAT MODE

Wait until the title screen music stops playing (this takes three to four minutes), then plug your joystick into port one. When the high score table appears, wiggle the joystick like crazy. The title Clyde sprites will jump as you wiggle; keep wiggling until they turn grey, then plug your joystick back into port two. You can now start the game with infinite lives.

If you like things a little easier, you could always hold down CTRL and Z instead of wiggling your joystick.

## ACTION REPLAY POKES

If you've got an AR cartridge, freeze the game using the cartridge. Choose the FCR's option, type in whichever of the following POKEs takes your fancy and restart:

- POKE 1325, 571 — Infinite lives
- POKE 1334, 40 — Invincibility
- POKE 1413, 273 — Infinite shields

## TORTURE SCREEN 3: ACME RAM

This has to be THE toughest screen of the three, and if you don't have a fully upgraded

FLAMER weapon, feel luck — you've got no chance of success whatsoever.

The idea is to stop the hairy guy who's working away intently on the Acme Ram, otherwise poor Chuck gets pushed into a rather nasty, rather aquatic concentration.

From the start, select your awesome FLAMER weapon (we did warn you), move left slightly, and shoot the green creature; he will spit out two blobby things, which will move right across the platform you're standing on. Run to the right, then face left and shoot these blobs repeatedly to destroy them. You'll need to

## MAGIC POTION CREATURES

To gain stacks and stacks of MPGs to spend in the shop, try this simple trick: on levels 1.2, 1.3 and 1.4 make sure that the last NPC you collect before finishing the level is an expanded NPC (i.e. one of those big ones that give you five MPGs). Now finish the level and when (BT) you complete the torture screen that follows, you'll get 30 MPGs instead of the usual six. Cool!

**TORTURE SCREEN 2:  
ACME SAW MILL**

Quite unusual, this one, as there are two ways for poor fatty Chaz to die: he either gets minced by the Saw Mill or tries to death on the power generator. Either way, the only method of stopping the conveyor belt is by crushing the guy on the bike.

From the start, make sure that the switch next to Clyde is pointing right (the switch controls the direction of the conveyor belt). Walk east until poor Chaz is almost touching the blade of the saw, then quickly walk over the switch to make it point left. By this time the small jar will be full of water, walk up to it and shoot it to wake up the snoozing blob. Now hop on to the platform and let's head you up to the top of the screen. Time is of the essence now, because there's no way to get down to the bottom of the screen again.

Now for the hard part - defeating that huge green blob. Using the FLAMER or



Bring down the 10 ton weight afterwards Chaz will only need the Flamer to win it.

**SCREEN 3: The Texas Saw Mill Maze.**  
**PROCOPY** weapon, use on the BR (this probably cannot harm you) and repeatedly jump up and shoot at the blob. When he walks toward a stile, it's time to retreat, so drop down to the platform on the left and continue to bombard him. The blob will then

walk right up to the BR and begin to break the. Standing still, repeatedly use your flame breath and follow him as he retreats. Then run back on to the left and repeat the process until he's dead.

Now walk up to the yellow box (containing rat food) and shoot it right off the platform - the rats will eat the food and unweight Chaz through the rope holding the weight... boom... that's one very agitated squirrel, and you've completed the screen.

speak this four times, then shoot the green blob once more to destroy it.

Now for the really tricky part. Jump up on to the platform above, then edge your way to the right and shoot the two green guys - the top one will spit out four bobby things (again, these will move towards you). Stay where you are and shoot the first two blobs, then run as far left as possible without falling off the end of the platform. Pass to the right and shoot the remaining

two blobs. Repeat this three times, then shoot the green guys once more to dispose of them.

If you manage to get that far, a shiny ball will drop from the top of the screen; get to the right of it, then use your FLAMER to touch it left - it will roll up the left slope, then over the right slope, knocking down the jar of acid and melting the chimp on the Acme Flare. And don't be surprised if it takes several million attempts to finish this screen.



Give the blob an acid bath or it'll reappear and be even harder to crush.



SCREEN 3's tough, maybe tougher than Old Eastwood in eight Flamer bolts.

**IAN CYCLOPEDIA  
INVESTIGATES  
THE CREATURE  
FROM THE  
BLACK LAGOON**



In the 50s creature features were very popular. Creature feature was the popular name for monster films and one of the very best was *The Creature From The Black Lagoon* (1954, Universal).

Directed by Jack Arnold, who went on to produce other top notch 50s SF films like *The Incredible Shrinking Man*, *Ravenous* (in which Glen Eastwood had his first, albeit brief, film role as a fighter plane pilot) and *It Came From Outer Space*, *Creature* was filmed in 3D. The story concerned a team of scientists exploring a remote part of the Amazon who are menaced by a half-man half-creature thingy - the Creature of the title. Some people reckon that the underwater scenes, where you see the Creature's hand brushing the heroine's leg, directly inspired similar scenes in *Jaws*.

A professional diver called Ricco Brentano starred the rather impressive rubber suit to play the Creature in the underwater scenes. Brentano later went on to help create the TV series *Pillars*.

The film was so popular that two films for sequels were produced - *The Revenge Of The Creature*, also directed by Arnold, and *The Creature Walks Among Us*.



# RECKLESS RUFUS

Tough, tough, tough. Yep, this is certainly one of the toughest demos we've ever put on the Power Pack, so we thought it'd be a good idea to print this solution before the death threats were actually carried out. Cue Andy...

## LEVEL 1

From the start: D = D = D = D = D and GET DIAMOND = D = R = R = R = U = R = R = R = L = U = U = L = L, and GET DIAMOND = R = R = R = R = R = R = R = R = D = D = D and GET DIAMOND = U = U = L = L = L = L = L and GET DIAMOND to finish the level.



Rufus wanted to be a ballist shooter but the boss refused. Well then that's for last. Not here.

## LEVEL 2

From the start: D = D = D = D = R = U and GET BONUS = D = D = L and GET DIAMOND = R = D = R = R = R = R and GET DIAMOND then wait for an explosion = R = R = R = R = U = U = R = D = D = R = R = U = U = L = L = L when arrow points left = L, and GET DIAMOND = U when arrow points left = U = U = R = R = R = D = U = R = R and GET DIAMOND = R = D = D and GET DIAMOND to finish the level.



Intimidated by what's going on a enemy standing larger than many years, but it didn't satisfy his urges.

## LEVEL 3

From the start: D = D = R = D = D = R = R = L = D = D = U = U = L = L = D = D and GET DIAMOND = R = R = R = L = R = R = R = R = R = R = R = R = U and GET DIAMOND = U = U = U and GET DIAMOND = L = L = L = L = L and wait for explosion = L = L = L = L = L when arrow points up = GET DIAMOND = R = R = R = R = R = R = R = R = R and GET DIAMOND to finish the level.

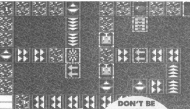
Not like the changed when he discovered a planet-moving weapon before the front.

## LEVEL 4

From the start: R = R = R and GET BONUS = L = D = D when arrow points right = GET DIAMOND = D when arrow points right = R when arrow points up = R = R = R and GET DIAMOND = L = D = D = D when arrow points right = R = U = U = U = U = L = L = L = D = D = D = D when arrow points down = GET DIAMOND = L = L and GET DIAMOND = L and GET BONUS = L = R = L = L = L = L = L and GET BONUS = D = L and GET DIAMOND to finish the level.

## LEVEL 5

From the start: R = R = R and GET DIAMOND = D = D = D when arrow points right = D and GET DIAMOND = U = D = U = U = R = R when arrow points down = GET DIAMOND = R = R = U = U = L = L when arrow points up = U = R = R = R = R into TELEPORT = R = U = U = L = U and GET DIAMOND = D = R = D = L into TELEPORT = D and GET DIAMOND to finish the demo!



## DON'T BE RECKLESS!

- Take care when moving over trap doors - good timing is essential.
- When teleporting, make sure the other teleport isn't surrounded by enemies.
- When you touch a tile that reverses your directions, take this into account when using the solution!
- Some conveyor belts end on arrow tiles so time your actions carefully.
- The "electric field" tile has a distinct rhythm, so be patient.



This maze is designed using an algorithm that, what do you expect? A heavy metal!



# WINTER CAMP

## THE SOLUTION PART TWO

It's a testing time for poor old Maximus, with Camp Nice 'n' Icy just minutes away from disaster. In situations like this there's only one place to turn... the second part of our nifty players' guide by John Ferrari.



Right! Maxie open lower! Maximus is being attacked by a creature from another game! Yes, this scene has forward and Clyde 'Maxie' is now the investigator of 'forward' (he's good at it too)

### LEVEL 5 - ICE CAVERN

Quite an easy level to get through, and it's much easier when you have a gun and paper handy. First, wiggle your joystick left and right like crazy — this prevents Max sliding off the ledge when he slips down from the top of the screen.

When Clyde starts to tap out the notes, simply go down the sequence on a piece of paper. I personally number the notes one to five from left to right. It's best to keep your eye on the screen, as it's easy to miss one of the notes in a sequence. For the final couple of sequences, Clyde will whistle the notes (as opposed to hitting the notes) to keep a close eye on him.

### LEVEL 6 - SKI RESCUE

On this level it's vital to take the correct route so that you collect all the necessary objects. There are five different levels that Max can ski along — level one is at the top of the screen, level five at the bottom, and level three is in the middle. Wiggle the joystick left and right to accelerate and when Max is travelling up hills.

From the start: Ski down to level three, then up to level two to make a rescue. Move up to level one then down again to level three

— uncover the map and to get the CLIMBING EQUIPMENT and collect the flag. Continue down to level four, uncover the mound to get the GUN then go up to level three and shoot the three mounds to rescue them. Move down to level four (and collect the flag) then down to level five and uncover the mound to get the BALLROOM. Ski up to level four, make a rescue, then collect the chairlift to get rid of the tree blocking your way.

Now collect the ballroom and ski down to level five — use the ballroom to feet above the really, then ski go off the ballroom as he passes below. Move at the top up to level one (and collect the flag) then pull down when you reach the gap to jump down to the lower level. Collect the flag then go up to level three and use the ballroom to perform the rescue. Continue down to level four, select the gun, then walk on the next slope and shoot the mounds in the hotel building.

Move right and perform a rescue, up to level four for the flag, then skip outside the door of the cabin to the right to collect the CLIMBING EQUIPMENT. Now select the gun and ski up to level two, shooting the mounds



Oh, the joys of seeing ski normally the open bag line and writing on your skis!



This reminds me of Glib! Sandercock's information text across them Where Taylor Street

to appear them. Collect the flag, then go down to level three and select the climbing equipment — when the next hotel building appears Max will automatically climb up and collect the TRUMPET. When Max drops down again, move up to level three and stay there. With the flag in sight press Fire to use the trumpet and hold it, then wiggle the joystick to reach the high note. You'll need to stop occasionally to jump the snowballs. The high note will eventually cause the flag to fall through a hole in the ice.

### LEVEL 7 - DOWNHILL ROLL

The size of the snowball determines how fast you go — use your skis to increase the size of the snowball, run over trees to decrease it. Use Up/Down on the joystick to speed up and slow down and press fire at the top of a ramp to jump.

From the start: go straight down and collect two flags, go between the two points and over the line to reduce the size of the snowball. Keep going down into the circle of trees for the lower levels, then straight through the narrow gap. Move to the left of the screen (avoiding the skiers), run into the snowman to increase the snowball size, then jump the ramp — if timed correctly you'll clear the hole no problem.

Head between the two skiers, sliding down to the right, then go down and left for the next two flags. Move over to the right of the screen and go to the right of the log, then go back over to the left (passing in between the two trees and avoiding the snow machine — you are keeping up, aren't you?).

Now go down the left path over the snowman, then move to the far left at the turn. Jump the next ramp over the trees and collect the final bonus, then stay at the far left (at maximum speed) to avoid the dog sleigh. Sky



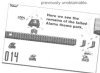


Max's help is proven that a rolling snowball gathers no mass, (just large rocks).

at the left all the way down to the next set of ramps - jump the ramp second from the left to clear the fence. Move left between the post and jump the next ramp. Go down and collect the flag, then slow down and immediately go right. Go around the trees and over the snowman, then jump the ramp and move left during the jump to collect the flag.

Stay right, collect the flag by the cabin, and then go straight down between the two posts for the final flag. Stay right until you're past the waterfall, then move into the center of the screen. Move slowly, jiggling the jumping movement around the snow machine, then land on the snow holes to complete the level.

This isn't the only route so don't worry about going off course a little. The medium and large snowballs are the ideal stone to use. If Max is inside a small cut, stop against something and press fire to bounce away - this will allow you to travel at a speed previously unobtainable.



## LEVEL 8 - THE FINAL CLIMB

The first thing to note is the rocks, the one at the top-left conceals a bomb icon, the rest hide time bonuses (which are vital at this stage, so only use them when they're really necessary). The aim of the level is to grab the pebble but the huge eagle needs to be returned first.

From the start, collect the bomb icon then go down to the floor and grab a few of the rocks which come on from the left hand side (you can force a few more worms on screen by placing a bomb on the far left, then quickly moving away). Make sure you avoid the breeze which blows violently from the left

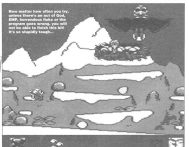
to the right, however, Max your way up the central slopes, jumping the eggs which roll out of the wind. When you reach the top ledge throw a worm to the eagle - it will take the worm and feed it to the chick.

Now move to the far right of the top ledge and collect the bomb. When the eagle returns to feed the chick, jump into the breeze which appears over the top of the mountain. This will carry Max up and over the bird - when you're directly above it, drop a bomb on the bird. Repeat this process three times to get rid of that pesky eagle for good. Well done! You've saved the camp and finished the game!

This was just too easy! Let's just hope that the next game's a bit tougher is it?



Hi they do, in the final stage we get the happy news, before the Level Eight boss can be.



## CHILL OUT, MAN

It's no good - you've followed the solution to the letter, but the game is just too damned difficult! (You can say that again - it isn't you can say a few things - Oo, Well, so it happens, there are some smart 'silly levels' cheat modes. To see a cheat, start the level as usual, pause the game with HOME/STOP, then type in the desired cheat including

spaces, if it doesn't work first time, repeat the game, the pause it and try again.

- LEVEL 1 - MY BUNTS ARE PROZEN
- LEVEL 2 - OH MY GOREY TEAM
- LEVEL 3 - BLANDY BEARDS
- LEVEL 4 - FUR GARDONES
- LEVEL 5 - JOT RULES
- LEVEL 6 - BART WAS HERE
- LEVEL 7 - HI HOMON
- LEVEL 8 - B4D IT

## POWER PACK

### FIRST STRIKE

What a cracking light-bombal game this is, but it's not altogether an easy one. For infinite lives and an infinite supply of all weapons (even the ones you haven't chosen yet), type in this listing and PLAY IT.

1. FOR 30424 90 102 0000 Y-CHUCK-0000 S.Y.0000
2. IF 000010 0000 0000 0000 000000 000
3. 0000 100 100 000 000
4. 0000 100 000 000 100 000 100 000 000
5. 0000 100 000 000 100 000 000 000 000
6. 0000 100 000 000 100 000 000 000 000
7. 0000 100 000 000 100 000 000 000 000
8. 0000 100 000 000 100 000 000 000 000
9. 0000 100 000 000 100 000 000 000 000
0. 0000 100 000 000 100 000 000 000 000



All the weaponry you'll ever need for First Strike.



### LOCOMOTION DEMO

Everybody's playing a brand new game now, come on baby - it's the locomotion. Ahem. If you'd like a little more time to play around with, why not try this little listing (without the singing, though).

1. 0000 0000 0000 0000 00 00 0000
1. FOR 30424 90 102 0000 Y-CHUCK-0000 S.Y.0000
2. IF 000010 0000 0000 0000 000000 000
3. 0000 100 100 000 000
4. 0000 100 000 000 100 000 100 000 000
5. 0000 100 000 000 100 000 000 000 000
6. 0000 100 000 000 100 000 000 000 000

### FIFTH GEAR

Remember this rating tactic: classic from yesterday, POKE points? Not Hell. Type in this listing for infinite lives, time and ammunition. Alright?

1. 0000 0000 0000 0000 00 00 0000
1. FOR 30424 90 102 0000 Y-CHUCK-0000 S.Y.0000
2. IF 000010 0000 0000 0000 000000 000
3. 0000 100 100 000 000
4. 0000 100 000 000 100 000 100 000 000
5. 0000 100 000 000 100 000 000 000 000
6. 0000 100 000 000 100 000 000 000 000
7. 0000 100 000 000 100 000 000 000 000
8. 0000 100 000 000 100 000 000 000 000
9. 0000 100 000 000 100 000 000 000 000
0. 0000 100 000 000 100 000 000 000 000



If you can't beat 'em, POKE 'em. Roger gets his mates to Waz and Martin to do their stuff.

### GEEBEE AIR RALLY (POKE)

#### Powerbits

Quite an enjoyable game, this one - a bit like First Strike but without the weapons (erm). First Strike without the weapons isn't really very much like First Strike - it's, uh, *any* thing. If infinite lives is the cruxing of the day, type in this listing. MAKE IT, FROM PLAY IT.

1. FOR 30424 90 102 0000 Y-CHUCK-0000 S.Y.0000
2. IF 000010 0000 0000 0000 000000 000
3. 0000 100 100 000 000
4. 0000 100 000 000 100 000 100 000 000
5. 0000 100 000 000 100 000 000 000 000
6. 0000 100 000 000 100 000 000 000 000
7. 0000 100 000 000 100 000 000 000 000
8. 0000 100 000 000 100 000 000 000 000
9. 0000 100 000 000 100 000 000 000 000
0. 0000 100 000 000 100 000 000 000 000

### RAMPAGE (POKE)

#### Powerbits

A rather different version of the game that eat all time and lives. Still it's quite a playable conversion, and if you'd like to squeeze yet more enjoyment out of it, here's an infinite energy listing.

1. FOR 30424 90 102 0000 Y-CHUCK-0000 S.Y.0000
2. IF 000010 0000 0000 0000 000000 000
3. 0000 100 100 000 000
4. 0000 100 000 000 100 000 100 000 000
5. 0000 100 000 000 100 000 000 000 000
6. 0000 100 000 000 100 000 000 000 000
7. 0000 100 000 000 100 000 000 000 000
8. 0000 100 000 000 100 000 000 000 000
9. 0000 100 000 000 100 000 000 000 000
0. 0000 100 000 000 100 000 000 000 000

### IMPOSSAMOLE (POKE)

#### Chart Attack

Good old Mole. You can count on him when you're in a tight spot. When the chips are down, Mole's your mole. (Except that he



The Mole was on the rampage again, and all because Bruce Banner dropped his pants down a drain.



# SAMARITAN'S CORNER

Stuck on a game? Tried everything? Tried a couple of things and can't be bothered thinking of any more? Jus:

## OLD CHEATS NEVER DIE...

### CJ'S ELEPHANT ANTICS

#### CodeMasters

I know what you're thinking. But please use **STILL** writing in for a cheat of some sort for this game. Tyrano Simpson, Dale Wibley, Michael Wynne, Luke Fowler, Lee Watson, Keith Hedrick, Ian Edwards, Andrew Roberts, Fiona the CJ fan, Ian Davis, Paul Westbrook, Simon Shaw, Paul Ingesson, Ian Miller, Ryan Cairns, Tom Ashcroft and Andrew Johns to name but a few. Okay then, but we're not going to make it too easy: type **SELOH** (with a space) backwards and fill in the missing letters. If you get it right, the border will change colour, and you can start the game with infinite lives.

### SPIKE IN TRANSYLVANIA

#### CodeMasters

And yes, we've printed a cheat mode for this before too, but due to public demand (St. Stephen's, Douglas, Gareth Richards and James Burgeon) here it is again, singly hold down the keys C, J and Z for infinite lives. If you're still stumped, though, there's a rather wonderful complete solution in *OFFER* and *CPM*. Complete.

### AGENT-X 2

#### MicroAction

Having trouble using the codes printed in *OFFER* Alan Cook is. The game actually loads in three parts, each one being a separate level. When you finish level one (ie, the first load), you are given a password for level two. You should then switch your DS4 off then an again and load the second part (which should be directly after the first level on the tape). When the level has loaded, you'll be asked to enter the password - sneaky, eh? This also applies to the third level. If it's just a pity the cheat actions don't specify this, and just in case you misread the passwords, here they are again. LEVEL 1 - GOFMRECHAST  
LEVEL 2 - BECALOMAMA

plain hopeless at games? Then it's a job for Samaritan-man and his special cheat powers.

### SILKWORM

#### Virgin/Travis

If you're making a tight score's ear of this game, see Ian Howells, Peter and Rob, Matt Finch, Shaun Wardle, Mark Frazier, David Hughes, Marje and Darren Kelson, David O'Grady and Andrew Johns, check out this cheat listing for complete and total invisibility.

- 1 000 0210000 0007 00 000
- 1 000 0000 00 4110000 0000-0-0000 0-0000
- 2 0F 001111 0000 0000 0000
- 3 0000 00 00 0000 000
- 4 0000 000 000 000 000 000 000 000 000
- 5 0000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000

### LED STORM

#### Gen/Win

This game is nearly as difficult as trying to negotiate the M5 - believe me, I know. If you'd like infinite fuel to mess about with, here's a handy listing as requested by Martin O'Flaherty, James Post, David Roberts and Robert Allen.

- 1 000 000 0000 0000 00 000
- 1 000 0000 00 0000000 0000-0-0000 0-0000
- 2 0F 001111 0000 0000 0000
- 3 0000 00 00 0000 000
- 4 0000 000 000 000 000 000 000 000 000
- 5 0000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000

### MIGHTY BOMBJACK

#### Elite

Good old Bomblack! You can almost count on Sam - (haven't you done this gig already?) - Edj, Ripper, Gregory James, Ivo Walli, and M. Samsul have all written in for a cheat, so type in the following listing (then **SAVE** it and **RM** it) to infinite lives and time.

- 1 000 00000 00 0000 00
- 1 000 0000 00 0000000 0000-0-0000 0-0000
- 2 0F 001111 0000 0000 0000
- 3 0000 00 00 0000 000
- 4 0000 000 000 000 000 000 000 000 000

- 20 0000 000 000 000 000 000 000 000 000
- 21 0000 000 000 000 000 000 000 000 000
- 22 0000 000 000 000 000 000 000 000 000
- 23 0000 000 000 000 000 000 000 000 000
- 24 0000 000 000 000 000 000 000 000 000
- 25 0000 000 000 000 000 000 000 000 000
- 26 0000 000 000 000 000 000 000 000 000
- 27 0000 000 000 000 000

### STREET FIGHTER

#### Klex

Not quite as impressive as its sequel, the original *Street Fighter* is a playable enough both over-the-hill, and back in the charts as a budget release. It's also darned tricky, as Orin Watson, Daniel Hodge, Alan Leach, Jared and Robert Madden, Garath King and David Roberts have discovered. But fear not - exactly type in this well-timed and **RM** it for infinite time and energy.

- 1 000 00000 0000 00 0000

- 1 000 0000 00 0000000 0000-0-0000 0-0000
- 2 0F 001111 0000 0000 0000
- 3 0000 00 00 0000 000
- 4 0000 000 000 000 000 000 000 000 000
- 5 0000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000
- 10 0000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000



### SIX STEPS TO ECSTASY

- 1 Give half of a postcard or saved envelope.
- 2 Put down the postcard/envelope and produce the name of the publisher.
- 3 Specify the type of cheat you prefer.
- 4 Include your name and address.
- 5 Stick a stamp on the front and post it to Samaritan's Corner, Commodore Palace 20, Acornway Street, Bath, Avon BA1 2NQ.
- 6 Win the prize (possibly).

# SPRING CLEAN SURVEY

Tell us what YOU think of Commodore Format.

**W**hether you struggle, strive and sweat blood every month to make Commodore Format the best C64 mag the world's ever seen. But even the best can't be improved. And that's why we want you to put pen to paper, get your flogging fingers into gear and fill out our 1993 Spring Clean survey!

We aim to clean CF from top to bottom, and in the process we'll be taking a look into every nook and cranny of every page of every section. We can't dust down most of the bits ourselves, but for some of those really tough bits we want your help. We want to know what you want, so we can serve CF up, month after month, just the way you want it.

And if the chance to shape your mag wasn't enough we'll also be giving away a whole page full of software! Yes, we're giving away one copy of something on our Mail Order page here (p.46 for the full range) to one lucky survey respondent! So get a pen at the ready to tick those boxes do you old 'er! We mag 'YOU want - and maybe even a truck load of goodies as well!

**1) Since you're reading Commodore Format there's a good chance that you own one these C64 computer things. But we'd like to know which brand?**

- (a) C64
- (b) C128
- (c) C128D
- (d) C64GS

**2) How do you load things on your C64?**

- (a) From cassette
- (b) From 5.25-inch disk
- (c) From 3.5-inch disk
- (d) From cartridge

**3) How long have you had your C64?**

- (a) Less than three months
- (b) 3-6 months
- (c) 7-12 months
- (d) 1-2 years
- (e) 3 years or more

**4) What C64 'peripherals' do you own?**

- (a) Joystick
- (b) Joypad
- (c) Mouse
- (d) 5.25-inch disk drive
- (e) 3.5-inch drive
- (f) Utility cartridge
- (g) Printer
- (h) Monitor
- (i) Modem
- (j) Datacube

**5) What peripherals/hardware are you interested in buying this year?**

- (a) Joystick
- (b) Joypad
- (c) Mouse
- (d) 5.25-inch disk drive
- (e) 3.5-inch disk drive
- (f) Utility cartridge
- (g) Printer
- (h) Monitor
- (i) Modem
- (j) Datacube

**6) What other computers do you own?**

- (a) Sega Mega Drive
- (b) Sega Master System
- (c) Sega Game Gear
- (d) Super NES
- (e) PC
- (f) Game Boy
- (g) Amiga (all models)
- (h) Atari ST (all models)
- (i) Atari Lynx
- (j) IBM PC Compatible
- (k) Sinclair Spectrum
- (l) Amstrad CPC (all models)
- (m) Neo Geo

**7) What computer/console magazines do you read regularly?**

- 
- 
- 

**8) How old are you?**

- (a) Under 11
- (b) 11 - 15
- (c) 14 - 18
- (d) 17 - 20
- (e) 18 - 25
- (f) 25 - 30
- (g) 30 - 35
- (h) Over 35

**9) Where do you live?**

- (a) Scotland
- (b) Wales
- (c) Northern Ireland
- (d) Northern England
- (e) Midlands
- (f) South West
- (g) South East
- (h) Outside the UK

**10) What do you do all day?**

- (a) I'm at school
- (b) I'm a student at University/College
- (c) I'm unemployed
- (d) I'm in full-time employment
- (e) I'm in part-time employment
- (f) I'm a housewife/husband
- (g) I'm retired

**11) How often do you buy full price games?**

- (a) Once a month
- (b) Every two months
- (c) Every six months
- (d) Once a year
- (e) Never

**12) How often do you buy budget games?**

- (a) Once a month
- (b) Every two months
- (c) Every six months
- (d) Once a year
- (e) Never

**13) Do you 'buy' PD software?**

- (a) No, never
- (b) Yes, on disk
- (c) Yes, on tape

**14) How often do you buy PD software?**

- (a) Once a month
- (b) Every two months
- (c) Every six months
- (d) Once a year
- (e) Never

**15) If you don't buy PD software, why not?**

- (a) I don't know how to go about it
- (b) I don't know what's available
- (c) The software's all dull
- (d) It's all terrible stuff
- (e) It's only games on disk, doesn't it?
- (f) Uh, what's PD?

**16) Rate the following game styles out of 10.**

- (a) Shoot-'em-ups  /10
- (b) Platform games  /10
- (c) Sports sims  /10
- (d) Shoot-'em-ups  /10
- (e) Puzzle games  /10
- (f) Driving/racing games  /10
- (g) Arcade adventures  /10
- (h) Text adventures  /10
- (i) Fantasy/role playing games  /10
- (j) Simulations  /10
- (k) Strategy games  /10

**17) How many full-price games do you own?**

- (a) Under ten
- (b) 10-20
- (c) 21-30
- (d) 31-50
- (e) Over 50

**18) How many budget games do you own?**

- (a) Under five
- (b) 5-10
- (c) 11-20
- (d) 21-30
- (e) 31-50
- (f) Over 50

- 18) How many 'cover tapes' do you own?  
 (a) Under five   
 (b) 5-10   
 (c) 11-20   
 (d) 21-30   
 (e) 31-50   
 (f) Over 50

- 19) What 'software' software do you own?  
 (a) Word processor   
 (b) Database   
 (c) Spreadsheet   
 (d) Music package   
 (e) Art package   
 (f) CAD/CAM utilities   
 (g) Programming utility (eg, SEUCR)   
 (h) Assembler

- 20) How do you buy your software?  
 (a) By mail order   
 (b) From an independent local supplier   
 (c) From a high street chain (eg, Boots)   
 (d) From the local market   
 (e) From our best rates

- 21) Estimate the amount of time you spend using your CBI each week.  
 (a) Less than five hours   
 (b) 5-10 hours   
 (c) 10-15 hours   
 (d) 15-20 hours   
 (e) Over 20 hours

- 22) How do you buy your copy of CPT?  
 (a) Subscribe   
 (b) Reserved at the newspaper   
 (c) Off of the shelf

- 23) What do you think we could do to improve the Power Pack cassette? Would you like more of, less of or roughly the same of the following?

	More	Same	Less
(a) Full games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(b) Game demos <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(c) PC games <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(d) Utilities like Screen Paint <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(e) Programming/techie facts <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(f) PC-demos <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(g) PD utilities <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- 24) We try to make CP the best CBI mag ever (but there's always room for improvement, isn't it?) So tell us what you'd like to see more, the same or less of?

	More	Same	Less
(a) Tape introductions <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(b) Reviews <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(c) The Source <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(d) Charts <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(e) Reviewer intro <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(f) New game reviews <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(g) Gamemasters <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(h) Games features <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(i) Techie features <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(j) Inside info <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(k) The Mighty Brain <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(l) Budget reviews <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(m) Competitions <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(n) Mail order offers <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- 25) On average, how good would you say CP's cover are? (out of 10)  
 (a) \_\_\_\_\_/10

- 27) CP's Power Pack comes in snazzy little boxes. Do you think we should?  
 (a) Forget the box and drop the price   
 (b) Forget the box and have less tapes   
 (c) Keep the box, they're really good   
 (d) Have two tapes, both boxed

- 28) Would you like to see more programs on the Power Pack?  
 (a) Yes   
 (b) No

- 29) We try to run at least one competition a month in CP. Do you...?  
 (a) Enjoy them all regardless of the prize   
 (b) Try to win specific prizes   
 (c) Think they're total a waste of space   
 (d) Think we should have more complex   
 (e) Think we should have fewer complex

- 30) What kind of prize would make you most likely to enter a competition?  
 (a) Lots of budget software   
 (b) Yes or three full-price games   
 (c) Computer hardware (eg, printer)   
 (d) Other games machines (eg, GameBoy)   
 (e) Videos   
 (f) A one-off (eg, signed artwork)   
 (g) Other hardware (eg, TVs, CDs)   
 (h) Cash   
 (i) Bitty items

- 31) Do you find our reviews...?  
 (a) Entertaining Yes  No   
 (b) Informative Yes  No   
 (c) Helpful Yes  No

- 32) Should our reviews of new games have more, less or about the same of  
 More Same Less  
 (a) Screenshots     
 (b) Words per page     
 (c) Trivia boxes     
 (d) Ratings     
 (e) Technical information

- 33) Do you prefer...?  
 (a) Half-page reviews   
 (b) Single-page reviews   
 (c) Two-page reviews   
 (d) Three-page reviews

- 34) What do you think of the scores we give games? Are they...  
 (a) Too high   
 (b) About right   
 (c) Too low   
 (d) Erratic

- 35) When you buy a game, what influences your decision (please rate the following factors out of 10)?  
 (a) You liked a coverpage demo /10  
 (b) Reviews /10  
 (c) Preview /10  
 (d) Adverts in computer mags /10  
 (e) Posters in the software shop /10  
 (f) Recommended by friends /10  
 (g) On a hunch, the box looked good /10

- 36) Inside Info is our regular techie questions and answers slot. Do you find it  
 (a) Helpful Yes  No   
 (b) Informative Yes  No   
 (c) Accurate Yes  No   
 (d) Entertaining Yes  No

- 37) How would you describe your technical computing and programming skills?  
 (a) Non-existent   
 (b) Very basic   
 (c) Competent   
 (d) Strong   
 (e) Excellent

- 38) Every month CP carries at least one special feature. What topics would you like to see covered in-depth/discussed?  
 (a) The programming of games   
 (b) The world of software publishing   
 (c) Round-ups of similar-style games   
 (d) Techie help for beginners   
 (e) Techie tips for experienced programmers   
 (f) Fun features of game characters   
 (g) Tutorials on specific hardware   
 (h) Tutorials on specific software   
 (i) Round-ups of classic games   
 (j) Don't read them   
 (k) Don't list them

- 39) CP's center pages usually form a position. Do you ever use them?  
 (a) Yes   
 (b) No

- 40) CP is printed on A4 paper - the same size as large newspapers. Would you prefer wider pages (about 2cm)?  
 (a) Yes   
 (b) No

- 41) CP normally sells for £3.50. Would you be prepared to pay more for...?  
 (a) Full colour throughout   
 (b) Larger pages   
 (c) Two-coverpages   
 (d) More pages

- 42) What sort of music do you listen to?  
 (a) Chart   
 (b) Rock/metal   
 (c) Rock   
 (d) Country   
 (e) Indie   
 (f) Jazz   
 (g) Classical   
 (h) Rap   
 (i) Genral Muzak (such as Chart)

- 43) What's your favourite style of movie?  
 (a) Action   
 (b) Romance   
 (c) Historical drama   
 (d) Sci-Fi   
 (e) Horror   
 (f) Comedy   
 (g) Western   
 (h) Thriller   
 (i) Musical/Music   
 (j) Art movies

And that's about it, apart from the name and address type stuff. So slip these down here and then we'll know where to send your queries if you wish!  
 Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

PLEASE  
 If you don't want to receive details of special offers and other stuff, tick this box

# The CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE



How many Street Fighters does it take to change a lightbulb? One, 'cos if there were any more they'd probably get into a scuffle over what voltage it should be.



My brother-in-law got no more, then dove for cover? Well it depends whether he spent the night in local pubcrawl, the one you or Madame Mim's message pad.



Kazak, Kazak. Who's there? Rainbow, Rainbow who? Look there's no need to cry just 'cos it's precipitating a bit variable. Bwaaa, you're on the loose!



There was an Enlightenment, a Scintillation and an Intonation. Each had three apples. Two had wings. One had a silly mouth-locks. How many were Mooooo?



What did the big egg say to the little egg? "Billion, why, you can't imagine what a struggle it was trying to get out of this back end of '88! Shoooo."

## CF'S TOP 80 GAMES

1	STREET FIGHTER 3 ▶	US Gold £12.99	CF80 80%
2	STREET FIGHTER ▶	Kikk £3.99	CF80 76%
3	GOLDEN AXE ▲	Tronix £3.99	CF80 69%
4	WWF EUROPEAN RAMPAGE ▼	Ocean £10.99	CF80 66%
5	SIXTY PRINCE OF THE YOLKPOLE ▶	CodeMasters £3.99	CF79 91%
6	LOTUS TURBO CHALLENGE ▲	GBH £3.99	CF81 90%
7	RAINBOW ISLAND ▲	Hit Squad £3.99	CF80 92%
8	FOX SCHOOL 3 OVER 6: ▲	Hit Squad £3.99	CF80 84%
9	AMERICAN TAG TEAM WRESTLING ▼	Zappell £3.99	CF80 83%
10	BJ PUFF ▼	CodeMasters £3.99	CF80 83%

11	THE CONQUEST OF	Activision	£3.99	CF80	82%
12	WARRIORS 2	US Gold	£3.99	CF80	82%
13	DEFENDERS	US Gold	£3.99	CF80	82%
14	THE CONQUEST OF	Activision	£3.99	CF80	82%
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79	THE CONQUEST OF	Activision	£3.99	CF80	82%
80	THE CONQUEST OF	Activision	£3.99	CF80	82%

### THE KEY

GOING UP ▲ GOING DOWN ▼ NEW NEW STAYING STILL ▶



What do you call a creature with no legs? Anything you like 'cos he can't get off the ground! (Mother I've written and I wouldn't want to make a cobra angry - £2)



Why did the chicken cross the road? To get to the other side. (Yes, you're soooooo silly. Everyone knows this one. Come on, it's for the brown wings at work. What a complete dweeb.



Did you hear the one about the British? Never either who earned? (Yes, we'll cut that one short on the grounds of taste - your blood won't get into the filter cap - £4)



How many Texas girls does it take to write a 64bit game? None. You can write a perfectly decent 64bit game without recourse to an Texas girl.



Take my wife. Please, they, but not And while you're at it take the cheese, that should fall and the cheese sticks too, and don't bother helping them back.

**WE ARE PROUD TO  
ANNOUNCE A MAJOR  
ACHIEVEMENT IN THE  
HISTORY OF AMIGA  
GAMING...**

**...EVERY AMIGA GAME  
EVER RELEASED -  
REVIEWED!**

**AMIGA  
POWER**

The magazine with games, games, games.

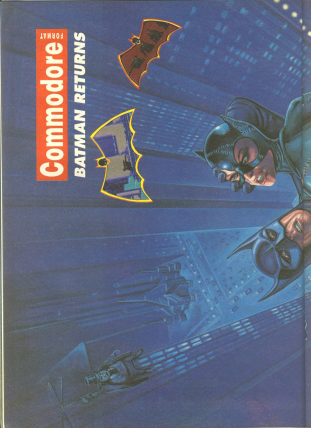
**On sale March 11th.  
Don't miss it.**





FORMAT  
**Commodore**

**BATMAN RETURNS**





# SPECIAL SOURCEWARE BAT PULLOUT

## Hyperspectrographic Analyzer

- For Batwing
- Info on Batwing
- Interactive Batwing

## Robot Costume-Change Lens

- Instant Unfolding Batrobooster VHS Utility Belt
- Insulated Batrobooster

## Imagery Differential Photo Analyzer

- Interceptor: Two-Way Transceiver
- Intelligent Batrobooster
- Intelligence Recorder

## International Frequency Computer

- Learn Bat-Caller
- Learn Bat-Caller
- Learn Bat-Caller
- Learn Bat-Caller

## Master Batwing

- Master Batwing
- Memory Batwing
- Master Analyzer

## Mini-TV Batrobooster

- Mini-TV Camera
- Mini-TV Monitor at the Batrobooster Control
- Mini Batrobooster

## Mobile Batrobooster

- Mobile Phone Batrobooster
- Mobile-Action File
- Mobile Batrobooster

## Navigation Aid Computer

- Navigation Aid Computer
- Navigation Aid Computer
- Navigation Aid Computer

## Page Of Play Batrobooster

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# BATMAN RETURNS - FACT FILE

Batman Returns Writer - Michael Golden

The Penguin Director - Christopher

Danny DeVito

Character Actor Kyle - Michael

Man Spring - Christopher

Allen - Michael

Peter Dinklage

Mayor Of Gotham City - Michael

Joe Pivvetti - Andrew

Chap Gendler - Vincent

Jan - Jan

Josh - Steve

Stardust

Woodie

Tim

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## BATMAN ODDITIES:

- Batman first appeared in Detective Comics issue number 27, 1939.
- Mark Hamill, who played Ladd Skywalker in Star Wars, provides the voice for the Joker in the new cartoon series.
- Max Glendon, the name of the evil lycion of Batman Returns, was taken from the actor Max Schreck who starred in the 1922 vampire film Nosferatu.
- Kung Fu superstar Bruce Lee appeared in two of the Batman TV shows. As the Green Hornet's sidekick Kato, he once jumped his head out of a window while Batman climbed by. In the next issue he fought Robin!

- Comic mythology holds that there are two Batmen, one on our Earth and another on an Earth 2, the one on Earth 2 married a reformer Catwoman and had a daughter (Patricia Wayne). He gave up crime-fighting after he accidentally killed his wife!
- Batman's father's full name is Alfred Pennyworth.
- The highest-rated episodes of the TV series were 'The Devil's Fingers' and 'The Dead Wingers, Why?' Both featured Lee Vegas as the villain, Fingers.
- The first issue of Detective Comics featuring Batman sold for 10 Cents, but is now worth \$20,000. And Bob Kane, Batman's inventor hasn't got a copy!

Steve is at the stage where he needs to produce some test levels, so the time has come to create a map-editor. It will enable us to produce the level maps far more quickly and easily than normal with the editor being written around the actual game routines - in effect Steve can design a level then quickly switch to the game to test out his latest one. It also includes a graphics editor (of sorts) to allow any part of the level's appearance to be tweaked as necessary.

## DEXTRIOUS DECEMBER

### WEEK ONE

**JOHN** I've just finished preparing a version of the game to be incorporated into the map-editor. I've ripped out anything Steve won't need to test his levels, leaving the essential routines, which can be incorporated into the editor. These are basically the scrolling and player movement routines and will allow Steve to test that his level designs are workable. Now I've got to experiment into this shell of the game into the co-written editor; this shouldn't be too much hassle as I've got the map editor from Creatures that I can use. In other words, I'll be keeping the map editor but substituting all the Creatures scroll code for the Mayhem scroll code.

Working late one night this week, I decided that the levels could do with some parallax scrolling so I spent an hour adding a piece of code that rolls the definition of a few characters in the opposite direction of the scroll (which gives the illusion of parallax). Now we can put a pattern in the background that moves at half the speed of the foreground, giving a greater feel of depth.

**STEVE** As John will be starting work on the Get Ready screen soon, he'll need to hear of the music.

**John's favorite creature** will be the Get Ready screen and installing his map editor.



It's a testing time in the development of Mayhem In Monsterland as the graphics are pieced together into level maps.

John and Steve Rowlands, AKA Apex, AKA The Boyz, tell it like it is...

# Let's make a MONSTER

and graphics for it. So now it's time to move on down to situations where I can get on with a bit of Get Ready Music, which shouldn't be too happy and sure it'll make you want to chuck.

### WEEK TWO

**JOHN** I've spent a day or two tweaking the map editor taking into account hints from Steve on how it can be improved. This usually means adding little luxuries to make certain tasks easier for him (the lazy great resource).

Andy Roberts has come down to stay for a week or three again, and has talked me into

graphics which scrolls along in six levels of parallax. He's put it in there to indicate what the level status is - if the graphics are dark and gloomy then the level is in God mode, but if they're bright and colourful then the level has been changed to Happy mode.

**STEVE** I've not had much success down in groove town. John's still have to put up with a temporary bit of music until I can do some decent sounds. Now I've realised that on the board I'll start the graphics for the God and Happy versions of the Get Ready screen.

They'll use characters and sprites to build up the mini-parallax version of the levels. Thankfully these graphics don't take long to design because I just copy what I've drawn from the level. (He, a whole sky? Not!)

This morning I had an idea for an explosion to put in the game, so I ripped what I was doing and loaded up the sprite editor. It starts off as a small star and gets larger until it fills the whole sprite - when it dies, it shatters into smaller stars that fall to the ground - and jolly nice it looks too.

### WEEK THREE

**JOHN** The first day or two of this week I spent touching up the Get Ready screen. I've speeded up all the colour cycling tables which are used to colour the on-screen text. I've also written the current collection of routines that set up the current level with the appropriate attributes so that when the player starts a new, that he presses the Fire button to enter the level, the correct bank of graphics, colour table and so on are used.

I've made it possible to jump back to the Get Ready screen from the game, also select



The map for Myland has been worked well. And it's so big we've had to split it into bits to get it all in. This bit here is the last section.

loading the first bit of presentation for the game - the Get Ready screen. I started coding it with the stage names and numbers at the top of the screen, the level status below and loads of happy faces flying around behind the status message. Our opponent? Pretty lame, so I ripped out the whole thing and started again.

After a few days coding the mark II version of the Get Ready screen is looking as nice as a very nice thing indeed. It still has the stage number and name at the top but also has a "Mayhem On!" message beneath. At the bottom of the screen is the level status, and above this a rather spiffy map window. This displays a cut-down version of the current level (complete with scaled-down



The final section of Myland complete with the bonus stars. The levels in Mayhem will even feature a form of parallax scrolling where the background appears to move at a different speed to the foreground to give an extra feeling of depth. It's a trick the Boyz use a lot.

ing whether it should appear in Sad or Happy mode, thus enabling me to jump from Sad and Happy versions of my last level whenever I want. As the saying goes, convenience is the mother of... don't... baby convenience.

The rest of the week was spent transferring our music player into the game and updating the temporary pieces of *Get Ready Music*. Steve has written: "There will be two for *Get Ready*, one for Sad and one for Happy. We want the Sad one to be more spooky than sad, to create a frightening, blood-curdling atmosphere as you enter the stage. The Happy one should be a sort of go forth and crush! tune getting you in the mood to battle against the denizens of Mountainland."

**STEVE** The *Get Ready* screens looked okay but I thought that the sad mountains - which were doing it back of the oval - could use some shadows, cast by the light of the moon. I've also touched up the rest of the character and sprites.

It's now time to go back to the drawing board (literally). A mental block over new level designs is soon solved by sketching out loads of ideas, some of which are uncool-neck-feel, but others have potential. So the latest platforms are based on isosceles triangles along the top with lots of rectangular shapes hanging down behind. This looked good on paper, John and Andy thought I looked silly onscreen. I wasn't so sure.

Some of the other ideas on paper still appeal to me with some sporty platforms and sporty backgrounds being the best. I'll leave those until next week to put into pixels. 'cos John keeps nagging me to touch up the Happy *Get Ready* graphics.

## WEEK FOUR

**JOHN** Typical. Just typical. Mayhem in Mountainland! This is a Sad *Get Ready* screen, but this *Mountain Get Ready* screen is something the game. Every time I press Fire the game looks up. Damn. Now I've got to sit through hundreds, no

thousands of lines of code to find this thing of the bugs!

Get it? After a considerable amount of tracing through my code, I've finally found the problem. It is to do with the full-screen scroll that I put in late last week. This is used to bounce the *Get Ready* section up on to the screen (and looks dead cool). When you press Fire, the screen drops back off the bottom, and it was this bit of code that was causing the game. I'm still not sure why, but when I make the *Get Ready* screen jump straight to the game, it works every time. Ho, hum, no-one will miss it, I suppose.

As I was already starting through lots of print-outs I thought it would be a good time to check out my source listing for the scrollier (the largest routine in the game). I went through cutting out unnecessary bits and there, and ended up saving not just a bit, but a massive amount of processing time. How I have a scroll routine which takes up about a third of the processing time power it previously took as well as a real *Get Ready* screen and a decent excuse for getting a tad busy tonight.

**STEVE** Now's the time for spots! Big ones, little ones, all sorts of shapes and sizes. I was based on an A-ha split I could see on John's nose. It's time to start converting my sketches of the level into on-screen graphics. Once the basic design of the platforms was done, I realised that I could really put a colour split across the middle (see CF 28 for a full explanation of colour splits), but

basically they go. Steve more colour to play about with - Ah. The split! I'm using at the moment won't handle splits, though, so I have to put the platforms into blocks, then load the blocks, the character set and the character colours into our (brand new and rather excellent) custom-made map-editor. Next I design a quick map to try out the platforms then type in the color tables to split the platform colours. The result is good enough for me to carry on with the level, which is handy as I've just had a jolly spiffy idea for a type of Happy tree.

This now uses our special technique for adding depth to the level, using the G54's



priority flag so we can make Mayhem go behind the trees but still in front of the two layers of mountains. I've done a test version with the colours and priorities but haven't yet to put the graphics into blocks and load them into the map editor. This means that, for the moment, I can't see how the graphics look when incorporated into a level - Mayhem will have to stay in Pipeland for another couple of weeks.



## ARE YOU GETTING READY FOR THIS?

We include *Get Ready* screens in our games, not only to tell the player to *Get Ready* for another go, but also to act as a pause/rest period between lives, which can be handy if you're playing a rather hectic part of the game. The *Get Ready* screen can also be the perfect place to display in-game info, when we designed *Crusades* we thought it would be a good idea to show the player where they were going to start on the level. With *Mayhem* we've decided to show the player the current status of the level (either sad or happy).

STAGE 6: PIPELAND

mayhem got!



STAGE 6: PIPELAND

If you see this *Get Ready* screen then you're doing pretty darned well.

STAGE 6: PIPELAND

mayhem got!



STAGE 6: PIPELAND

But if this screen greets you, then things are not going swimmingly.

## NEXT MUMF...

Why not join us next month? Why? Well, for starters we'll be introducing you to some of Mountainland's inhabitants who will be only too happy to decrease your lives. And now that Steve has a few levels under way, you can sit back and watch Pipeland, Cherryland and Sportyland begin to take shape. Oh right, then, enough of waffle...

PLEASE READ NEXT MONTH'S DUNNY.

The middle bit of Pipeland. This is, of course, the happy version of the level, the way it should look when you've done your job properly. Otherwise things will look a bit dull and uncool.

**P**ublic Relations is what PR stands for, as in "Ken Lockley, Ocean's PR person". What that means is that it's Ken's job to let the public know what Ocean is up to. In other words he handles us all the time to make sure we cover all the company's latest releases (among other things). So to keep up the chance to take part in Face To Face and answer questions set by you lot, it's more exposure for Ocean, y'know. What a creep.

**How did you get to be a PR person?**

**Alan Grant, Rochester**

Well, I was based in the technical department at Ocean when the job of PR person became available. I was offered the job which I took and the rest is history. I suppose it was a lucky break because not many jobs appear within the company and if they do people are usually sought in from outside.

**What do you have to do as a games tester?**  
**Keith Humphries, Glasgow**

A games tester's job is a very enjoyable one but it can get extremely monotonous due to the fact that you could be playing the same game for up to four months. It's also a very important job and the people who are selected to do it must be reliable, hard workers and, most of all, dedicated.

**What computer did you have as a kid?**

**David Linnay, Ashton, Kent**

I started off with a 486 Spectrum which I thought was excellent. I used to play Mega Miner for hours and also Street Days. Then one night I visited a friend's house and he had a C64 which I thought was fab. The next day I went out and bought one. International Karate was a favourite of mine. The music was great and the game was too. Hyper Sports was another one in my collection. I just used to load the tape and there, when the music started on the loader. I would stop the tape and listen to the extended music which was and still is some of the best music I've heard. Marty On The Run was another favourite. The game was faultless.

Since then I have had a couple of Amigas, a couple of Mega Drives and at the moment I have got a Commodore and a SAGE.

**Just one last point - my all-time favourite computer has to be the good old Commodore 64. (Yes, chuck, Alan - lol)**



**Ken Lockley will do anything to get publicity for Ocean games. He'll even subject himself to interrogation by CF readers.**



# FACE TO FACE

**Why's the company called Ocean?**

**Walter Morrison, Southampton**

Well, as you probably know, we are based in Manchester and the company began life in a warehouse on the banks of the River Irwell. The building had previously been owned by the Hall brothers, who were well-known shipping magnates, so it seemed that Ocean was a natural choice for the new company's name. It also helps that

Ocean is a word that's comprehensive in most languages around the globe.

**Will Ocean carry on releasing new games for the C64?**

**Jessan (Kogelak), Liverpool**

We have got Deepwalker coming out very soon for the C64 after that thing we looked a little quiet on the old C64 front. But later on in the year we can expect a couple of bigger.

**What do you think are the best and worst games that Ocean has released, and why?**

**Stinky Hobbs, Penzance**  
I don't think I can name a single game that I think is the best because there are so many good ones that come to mind. My personal favourite

**Rainbow Islands and The Adams Family - apart the competition, obviously, it's a bit of a toughie (because of Ken's all-time fave games**

has got to be The Adams Family and

Planet Storm - oops I never could count. The reason for my choice is summed up in one word - playability and variety. As for the most game we have produced, have we ever produced a bad game?

I would also like to add Rainbow Islands to my all-time classic list.

**Why do some magazines refer to you as**

**Ken's Ken?**

**Alan Corring, Wexley**

I can't remember any magazine saying this, but I do practice

karate. I've been training for nearly 12 years. I was on the junior British squad. I enjoy being because it keeps me fit and the off the clock. (That was a joke.)

**What's your favourite job?**

**Alan Blackstock, Slippy**

O. How many cartridges does it take to change a light bulb? A. Five. (There were five main jobs, but they were unprintable, so consider yourselves lucky - lol) How about the readers' 'picking in their favourite jobs?' (lol-oh? I don't think Alan realizes what he's just said - lol)

There are only two more members of the Face to Face panel to go - Kelly Sawyer (Managing Director of Commodore UK) and Jeff Minter (top bod at UMassoft). So if you want to put either of them on the spot, send your questions on a postcard or sealed down envelope to the Face to Face address above.



HORROR BEYOND BELIEF!

# The Mighty Brain

CERT X

So you think you're clever,

do you? Well think again! All the thoughts of all the brains in all of the world can't match the cerebral power of the Mighty Brain! To get this cognitive titan working for you - for the mere price of a stamp - just drop a line to TMB, C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

## CU JIMMY!

Help all you mighty readers (I - Ed at CF especially TMB).

How are you? I am a M@G@Y fan of your mag and have read it ever since I've had my C64 (about three months). Anyway, let me get down to business.

- 1) My mate's got an Amiga and I was looking through this magazine that he buys. C/F Amiga, and in it I saw a provision for Creatives. I thought you said Creatives was out on the C64 only? Mine's right?
- 2) In CF1 what games and demos were on the Power Pack?
- 3) R#8 this ain't later of the month?
- 4) At CF how many games do you buy? Can I have all the unused ones? PLEASE!

Is Am I boring you?

Is any any of the screen shots of

"Apt, an excellent to know how you, The picture on him, you are a real winner. Bravo, bravo!" So, "What's the further off with a Format, my good man."

games that you print in the mag taken from other computer formats? Liam Richards, Bristol  
PS Do you have any computer gags?

- 1) So far Creatives has only ever been released on the C64. There was talk of it coming out on the Amiga a long time ago - back in the days when Trendon was Games Ed of Amiga Format - but so far it hasn't happened. By the way, Trendon insists that I say, "Tell your mate to try Amiga Format. It's the biggest and best-selling Amiga mag in the world!"
- 2) Revolution, Top Gun and Rebel were the full games. Dr Dragon and C/F Road Riding were the demos.
- 3) Unlikely, in fact improbable, no.
- 4) It's actually quite rare that CF buys games; most are sent to us by the publishers. Once we've reviewed them we can't give them away because we may need them for screen shots later - for Gamebusters or the Charts, perhaps. Anyway, we like to play them!
- 5) Not.
- 6) When we do use screen shots from other computers - say last month's Trade preview - we always state the fact clearly on each screen shot in question.

PS Spectrums, Sam Coupes, CPOs, the STE, the Amiga 500 Plus - you want more?

## MEN ONLY

Dear Sir/Ms/Miss,

I am writing to you for some information about magazines for a GOSF project which will cover some 90 per cent of the market - could you help me as much as possible?



1) Why don't you print more

pages of playing tips?

- 2) Why don't you make a magazine for both boys and girls to enjoy?
- 3) Please could you send the some information regarding advertising in you magazines? Darren Smith, Birmingham.

1) At the moment we give 18 whole pages to playing tips every month, that's a fair whack of the mag. We try to give everybody a fair crack of the whip, so they feature, budget games fans, full price folk or older gamesters.

2) Well, I hope beyond hope that the magazine I work for is for everybody regardless of gender, nationality, creed, colour, political persuasion, preferences, income group, favourite food, in fact anybody who's got a C64. The only thing I will tolerate is a bias in favour of a certain British Power PC.

3) This is an excellent, but you should have it by now.

TMB

## SENIOR DIMENSIA

Dear TMB,

I agreed with Stuart James (Mondo CPO2) in that you've changed since the old CF days left. The evidence for this is that you back in CFB in a reply to a letter from Patrick McInerney you stated that, "I think Spacey Frames does a good job." However in CFB2, in an answer to Leo Muller's letter you called Roger a, "fracked fool!" This is one of the nicer things you've called him. In CFB3 you called him, "spagetti head." This means that TMB is a member of the CF team!

However, I'll leave that aside and get on with the questions.

- 1) Why doesn't the Ed let Roger's dog Dabel, review the budget games instead of Roger? Dabel doesn't get his fair share of CF!
- 2) What is your (and the rest of the CF team's) opinion of the Nintendo Game Boy? I think it's absolutely top!
- 3) The New Power Rating Game and the wrong way up! Shouldn't the system be at the bottom, the Italy card be top?

Andrew Smith, Chryslers

I may be the most powerful thinking machine this side of the Crab Nebula, but I do reserve the right to change my mind. In the early days I'd only been working with Roger for a few months, and I thought that





He would develop his writing and personal skills to a fine degree. It now seems that this hasn't been the case and that, for the first time in a good few millennia, that I could have been wrong! My anger at this error has been rather unreasonably focused on Roger. Hence the trade of abuse - it's such a wasted talent!

1) Detail do reviews? There's a neat idea. He would be cheaper and could probably write better than Frames.

2) The Game Boy's a laugh, and like the Game Gear an excellent way to waste those boring hours on long bus journeys. Personally however, I would recommend a good book to kill those travel hours - they don't need batteries.

3) That was one of the primary reasons we changed them! We thought that the good bits, the Uppers should be on the top and the Downers, down below! We thought it made more logical sense that way.

TMR

## UZI THINK HE IS?

Dear Mr Thomas, Martin Bell,  
Hello! I'm Pat... Postman Pat.  
I drive a red van, get a black cat,  
I wear a blue hat, written on it 'Pat'.  
This rhyme's fat, like what you wear,  
So I'll stop here. (It doesn't rhyme, who cares?)  
Now the important questions:

- 1) How are they going to fit all the moves on Commodore pistons in *Blower Fighter 2*? They had to jostle in the arcade.
- 2) Is anyone planning a Mario-esque type game for the C64?
- 3) Can you get the speed of *Sonic* or other fast games on the C64?
- 4) Is the *Rowlands' Mystery in Montserrat* any good (at the moment)?
- 5) Have you got any pets?
- 6) Lisa Richards isn't half a size for visiting Tescos in a "T" rag Mrs.

I bet you Roger Frames like savings! that you don't print this.

James O'Leary, Chatham  
PS Bring back the old review box!

- 1) First and foremost, read the review in QPS. I know it was written by you but, but apart from that it covers this very topic. To summarise, it has a large number of moves and relies on joystick combinations rather than specific button presses. The essential ones have been retained and there's a good mix of other moves.
- 2) The reason I think you'll find will be *Mayhem in Montserrat*. For full details on that see answers 3 and 4, and page 33.
- 3) Again, *MIM* aims to take inspiration from both these major games styles.
- 4) We only work with the best. For the up-to-the minute piece see p.37, or just take my word for it that this is going to be a really classy game.
- 5) No, we sold our Commodore PETs and
- 6) Plus when we started QP.
- 7) This evidence alone does not dispute for weight. For starters, even rich people need to eat, hence Tescos. And then there's the Mrs - just because she's dogmatic doesn't mean she has to have a bath water all the time. Maybe she

wanted to travel incognito. Besides, I asked her, and she said that while she came last, on Chatham, she's never actually visited the place.

Well, one printed letter! That's a neat gift-feature as the primary save 17 panel!

TMR

PS We would if we could, but it's been reared. It's a case of a real home for aged sailing systems, being happy with John Baker's *Swing-Diller*, the ACE Predicted Inland Carve and the two-points-in-4-winch FA league system.

## ENIGMAS!

Dear TMR,

- 1) Could you answer a few questions?  
1) I can't get hold a copy of *Bubble Bobble* on tape. Could you give me a telephone number of a supplier?
- 2) You keep on saying things like 'games code' and 'game code'. Why don't they use BASIC and what is the key to game code? Mark Whicker, Magister

1) *Bubble Bobble* is available in a number of different compilation packs. The best value one is probably the *Rainbow Collection*, which stars *New Zealand Soccer*, *Rainbow Islands* and *Bubble Bobble*. But if you've already got one of these games then give the *MIB Squad* a try (CF 061 632 6532) and they should be able to help you.

2) When I talk about game code, I'm personally just trying to use a different word for 'program'. I call it code because it is written quite literally in code, which can be effectively broken down and understood by both the programmer and the machine. And programmers don't use BASIC for the simple reason that while it is relatively easy for you humans to understand, it takes time for the C64 to work it out, and therefore slows down the program. Games need to run as fast as possible and therefore have to be written in the most effective language for the computer.

TMR

## JUKING AROUND

Dear TMR,

- 1) I've got some questions for you and if you don't answer them I'll buy a Spexy and play on it all through the night (ok, who's the loser then? - Patsy) Right here we go!
- 1) Are you mad or lenient?
- 2) Which C64 game has the best SPOC?
- 3) Here are some jokes to cheer up the CP Crew (what makes you think we need cheering up? - TMR)
- 4) Did you hear about the Frenchman who left his car in a field of crows?  
He told us 23 before he found it!
- 5) Two pigeons were being over a car showroom when one said to the other, "Let's put a deposit down on the Porsche".

1) First Carnival? I don't like my neighbour? Second Carnival? Weather do I - it's out here ketchup on!

David Chamberlain (extremely busy person from Manchester)

1) Strictly speaking I am neither a he or her as the terms of your Earth genders. You must remember that because this is the way that YOUR species has evolved, it isn't necessarily the case that ALL species will evolve in a similar way. For ease of communication, though, consider me a 'he' - otherwise you know how tricky those impersonal pronouns can be!

2) What? He sooner have you asked about my gender, than I read this. How? What C64 game has the best one? I'm shocked, appalled! I know, but I'm not telling you until you're a lot older, young man... ah, I see, QPS... sound effects...

3) Please, whatever you do, don't send in any more page like that!

TMR

## STORM IN A TABLET

Dear TMR,

I've just watched a report on the news today about kids having fits after playing Nintendo games. Does this kind of thing happen with the C64? If so, why hasn't this been brought to the public's attention in the past?

Peter Ward, Kensington

This whole incident was very much a storm in a tea-cup. First, let me explain a few facts, all of which have been public knowledge for quite a while. Any bright image flashed at a very high speed, stands a remote chance of triggering a 'fit' in people susceptible to such fits.

These images can be anything from a Miranda through cinema screens to windows at a nightclub. It themselves they are harmless - unless you are one those unlucky enough to suffer from such a condition.

Such incidents, however, are rare - despite what the tabloid press may have led you to believe - and this incident 'episode' can be put down to a few simple factors. First, more people than ever own computers and consoles for



Evilish Star and Nintendo - split the code-section. More they don't split provide boxes of entertainment but they have both been seen stars for the way away from them.



Christmas, and they would probably have played pretty intensely on them for the first few days, perhaps playing well into the night and not getting enough sleep. And not all the illnesses attributed to "Winter's" may have been the machine's fault. People often get very, er, tired and emotional at Christmas, eating and drinking far too much, if you catch my drift.

To be safe, though, take a few basic steps and you should be fine. Don't play games in a room where the screen is the only light source. It may look great in the dark, but it's murder on the eyes. Take regular breaks from the screen. It only takes a few minutes to get your eyes back in shape — make a cup of tea or something. Finally, try to get outside every now and again — go for a walk, ride your bike, nip down to soccer. Freshen for a flower's face game... **TMB**

## CHANGING PROGRAM

Dear TMB,

1) When does program a game for the CD4, do they program it or do they use work computers for PCs?

2) Don't you think you're a bit hard on Roger? 3) Selling is my favorite sport — are there any selling sites for the G04? Someone who doesn't know his name.

1) Normally games are not coded on the system they are intended for. The reason is one of size. You want the finished pro-

gram to make maximum use of the space available, but by the nature of things the first time you write a program it tends to be large and inefficient. Then you prove it so that it gets tighter and leaner. PD8 (Programmers Development System) is a system which links a PC to a CD4 via a cable. The code can then be "spinned" down the wire on to the CD4 for testing.

2) HQ, HQ, HQ. Take a look at the next letter for the full truth of "Bigboss's" failings.

3) Well, there was Selling from Adventure, which was OK. It is quite old, though. Well, very old in fact.

## CRASH AND BURN!

Dear TMB,

I have sent you my copy of Guship. It is the fourth copy I have had and all of them have been exactly the same, as regards completeness. This particular copy, as you did

to plug out the small ads section. As I mentioned last month, from now on you'll be able buy, sell and barter things on the pages of CP, the biggest-selling Commodore mag in the multiverse.

To place an ad all you have to do is fill out the form below and send it to Ulrich David's Buy-A-Bamer Commodore Forum, 20 Moorhouse Street, Bath, Avon, BA1 2BY.

Unfortunately we will have to charge 65 pence per cheque made payable to Commodore Forum per ad. But you can be sure that it will be seen by thousands of people; so it's a bit of a bang even by Roger's standards. There are a few ground rules for your protection, that I really must make clear right now: 1) Commodore Forum will not support piracy. Any ad which appears to promote such practices will not be carried.

- 2) We will need your address in case of queries, but will only print your phone number.
- 3) We will do our very best to place your ad in the next possible issue. Printing deadlines, however, may occasionally force the ad to be carried over in the following month.
- 4) Commodore Forum reserves the right NOT to run an ad if it appears to contravene the spirit of the section. Ads to appear in the April issue of CP (32) must reach our offices by 4th March.



The release of a free to off you sent is the new days version of the classic shopping list Guship.

was sent to me by the US Gold's testing department, with a brief but confusing note.

I play the CD4 original and the CD4 simulation. In one the ball simulation is very nice. It's a pity it's not complete. Otherwise it might be better up the sheet. It doesn't look good for a big name like MicroProse to be dropping classic games down if they still play one!

Andy Atkin, Eastwood

First things first... or, more specifically before

MicroProse's Managing Director 'Mick' Bill Steady comes round the CP offices — the version of the game you're talking about is by Nike. As regards the game, though, something else appears to be awry.

I scanned the disk version original and the new tape version. The differences I found were interesting. On the disk version once you've destroyed both primary and secondary targets, there hasn't been and landed, the master terminates with an assessment of your skill. Then you've offered the chance to save the pilot for later use.

On the Nike tape version — the game couldn't be re-worked as it was written over nine years ago! — the company had had to release a version which only allows you to play single missions and in which you are unable to save pilots. Therefore you are forced to retrain your CD4 and load the game from scratch again after every mission, which is why it hangs up when you're finished.

This should have been spotted at the review stage. However it appears that young 'Baker' Proctor never completed a mission so he never found out about this bug. In his defence this fact was never made obvious on the packaging, but he should have spotted it in print. Apologies (and shame) from the short end.

**TMB**

## SMALL ADS PLUG!

Dear TMB,

I'm in the process of, I'm sorry to say, upgrading to an Amiga 1200 and find myself with boxes (well 27 actually) of CP back issues. I've got the lot from 1 — 27 complete with coverpages and free gifts. Now I'm moving on to another machine it seems silly to devote other Commodore titles of a complete CP collection. So if anyone out there wants to buy my magazines they can telephone me on 0205 842593, after tea on weekdays and any time weekends to make an offer for them.

Ashley Thomas, Worcester.

I'm checked! But I suppose that all you are willing to pass on your mag to another CP fan I'll make this one exception. Besides, it gives me another chance

## ORDER FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

Order by:  Postal  Retail  Direct  Other


## THE END

And they think it's all over — it is NOW! But that may wrap it up for this month, but TMB will be back next month with the latest, leanest and mostest letters pages this side of it. To ask a question, raise an issue or just to express your point of view, just drop him a line to Commodore Forum, 20 Moorhouse Street, Bath, Avon, BA1 2BY. Unfortunately, TMB can't answer questions in person, so please DON'T send him any SASEs, but the witest, wildest and most wonderful letters will be printed here every month.

Before I go, Andrew Squires of Chorley, there's no mistake, the game was released in July 1987 and it was really rather good.





# INSIDE INFO

There are some mysteries that aren't meant to be solved.

**Corn circles. Poltergeists. Take That. Getting**

**the C64 to do what you want it to. But Jason Finch has studied the arcane arts, so if you want to know the spells, rituals and runes to cast out those techie troubles write to Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

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### POOR REACTIONS

Dear Inside Info,  
I'm 12 years old and have a Commodore 64 and every single copy of your wonderful magazine. You are constantly giving POKE cheats for use with an Action Replay cartridge and giving instructions for its use. When my parents bought the second-hand C64 there was a Final Cartridge 3 with it. But after pressing the 'Freeze' button I have never been able to enter any POKEs and so I'm losing the game. Can the cartridge be used for entering POKE cheats and if so how do I go about it?  
John Cooper, Yorkshire.

This is a strange one, because the manual for the cartridge says you can return to the game since you have 'frozen' it but I can assure you that it's just not possible. Specially 'help'? Or just a plain badly-written manual? It has never been known. The Final Cartridge 3 is aimed more towards programmers, so unless you fancy rewriting the games yourself so that you can win, it's not really useful one. Finally your best bet is to sell it and buy an Action Replay cartridge from Data Electronics in Stoke-on-Trent instead. The number is 0785 744761. The 64 cartridge has more than adequate facilities where games cheats are concerned.

show, but the only way I know how to do this is to enter PRINT TAB each time I need to see the built-in clock.  
Duncan Wright, Waterburyhampton.

If it possible, but because you want it displayed on the screen all the time, it has to be done in machine code. Type in the following program and run it.



switch the clock on, type `PRINT TAB(12,0);`  
To turn it off type `PRINT TAB(12,0);` where C is a number from 0 to 10. The BASIC number below will set the clock for you as well.  
1 `REM CLOCK ON 2,12000`  
2 `FOR I=0 TO 10:PRINT TAB(12,I);:NEXT I`  
3 `PRINT:GOTO 2`  
4 `IF C=0:PRINT:GOTO 2`  
5 `FOR I=0 TO 10:PRINT TAB(12,I);:NEXT I`  
6 `PRINT:GOTO 2`  
7 `IF C=1:PRINT:GOTO 2`  
8 `FOR I=0 TO 10:PRINT TAB(12,I);:NEXT I`  
9 `PRINT:GOTO 2`  
10 `IF C=2:PRINT:GOTO 2`  
11 `FOR I=0 TO 10:PRINT TAB(12,I);:NEXT I`



### RAM RAID

Dear Inside Info,  
What is the special command for the C64 which changes the top address of RAM?  
Chris Clives, West Midlands.

There is no built-in command that changes the top address of the Random Access Memory, but there are a number of POKE commands which will change the address. To give these you need to understand the principle of 16-bit memory addresses. ERM, I'll try and give you a brief explanation.

Basically every number between 0 and 65535 can be coded in two numbers, each between 0 and 255, where the address you require is calculated by  $LO \times 256 + HI$ , LO and HI being the two numbers between 0 and 255. The POKEs below require you to work out the values LO and HI which correspond to your desired value. If your address is stored in AB, this can be done as follows:  
`LO=AB/256:HI=AB-LO*256`

To change the top address of RAM, for example, if you're using a blimp or splitex and don't want to work them, enter:  
`POKE 10,LO:POKE 11,HI:POKE 16,LO:POKE 17,HI`

Assuming you have assigned the right values to the variables LO and HI, that will effectively bring down the top of RAM to whatever address you desire.



### TIME TO CLOCK ON

Dear Inside Info,  
Is it possible to have the system clock displayed permanently on the screen?  
When I'm programming I find it useful to have the time on



### FINELY TONED

Dear Inside Info,  
I've bought one of those new gadgets that stores telephone numbers and then dials them automatically for you.

using TouchTone tones, when you hold the handset over the microphone of the telephone, it strikes me that the same effect could be possible on the C84? It could make the same sort-of beeps as this little device. However, I haven't got a clue what the 10 different notes are or how to program the computer to play them. Could a C84 be made to send beeps that TouchTone exchange lines could pick up or is it something that needs specialised equipment? Stephen Rowett, Chislehurst

**The C84** houses a very advanced sound chip which can easily produce a wide range of notes. In order to produce the right ones, you not only need to know the frequency of the different notes but you also need to know how the TouchTone lines work.

A large majority of telephone lines are now linked to TouchTone compatible exchanges which provide instant connection to the number dialled and so long as you make a loud enough beep of the right sort somewhere near the telephone, the exchange will register it. It's not a telecommunications engineer, but, as they say, I know a man who is.

Apparently, each beep consists of two distinct notes played at the same time. Each row of buttons on the telephone has its own frequency and each column has its own frequency. So when you press a button the phone simultaneously plays the frequencies for both the row and the column that button is in. There are four rows and three columns so once you know the seven frequencies you're away. A little birdy told me that these are: 187Hz, 770Hz, 852Hz, 941Hz for the rows 1200Hz, 1336Hz and 1477Hz for the columns.

Next you're going to tell me you want a program that does it all for you. Okay then, here it is:

```
1000 REM THE TOUCH TONE CALLER BY JEFFREY
1010 :PRINT: REM SEND ONE
1020 REM SEND THE TWO CHARACTER
1030 REM THE TWO CHARACTER BY JEFFREY
1040 REM THE TWO CHARACTER BY JEFFREY
1050 REM THE TWO CHARACTER BY JEFFREY
1060 REM THE TWO CHARACTER BY JEFFREY
1070 REM THE TWO CHARACTER BY JEFFREY
1080 REM THE TWO CHARACTER BY JEFFREY
1090 REM THE TWO CHARACTER BY JEFFREY
1100 REM THE TWO CHARACTER BY JEFFREY
1110 REM THE TWO CHARACTER BY JEFFREY
1120 REM THE TWO CHARACTER BY JEFFREY
1130 REM THE TWO CHARACTER BY JEFFREY
1140 REM THE TWO CHARACTER BY JEFFREY
1150 REM THE TWO CHARACTER BY JEFFREY
1160 REM THE TWO CHARACTER BY JEFFREY
1170 REM THE TWO CHARACTER BY JEFFREY
1180 REM THE TWO CHARACTER BY JEFFREY
1190 REM THE TWO CHARACTER BY JEFFREY
1200 REM THE TWO CHARACTER BY JEFFREY
```

**This Robin ain't gonna sing!** But if he uttered the right tones he might be able to get through to Communications Gordon.

## QUICK SHOTS...QUICK SHOTS...QUICK SHOTS...

**Who do GIG and VEO stand for?**

Dennis Piggs, Shaftesbury

**Because they can't afford chairs (boom boxes), Sound Interface Device and Video Interface Controller.**

**Are you the same Jason Finch that did**

**Techno Info for Commodore Club (Are magazines two years ago)?**  
William Hodgson, Kent

**Pass, I can't remember what I was doing two days ago, let alone two years ago.**

```
1130 IF 65->PIPO 66->PIPO 67->PIPO 68-
1135 IF 69->PIPO 70->PIPO 71->PIPO 72-
1140 IF 73->PIPO 74->PIPO 75->PIPO 76-
1145 IF 77->PIPO 78->PIPO 79->PIPO 80-
1150 *
1160 IF 81->PIPO 82->PIPO 83->PIPO
84->PIPO 85->PIPO 86->PIPO 87-
1170 IF 88->PIPO 89->PIPO 90->PIPO
91->PIPO 92->PIPO 93->PIPO 94-
1180 IF 95->PIPO 96->PIPO 97->PIPO
98->PIPO 99->PIPO 100->PIPO 101-
1190 IF 102->PIPO 103->PIPO 104->PIPO
1200 *
1210 REM CUSTOMER PHONE INFO
1220 REM PHONE NO.
1230 REM EXT. NO.
1240 REM MAILING ADDRESS
1250 REM CITY, STATE, ZIP
1260 REM *
1270 REM *
1280 REM *
1290 REM *
1300 REM *
1310 REM *
1320 REM *
1330 REM *
1340 REM *
1350 REM *
1360 REM *
1370 REM *
1380 REM *
1390 REM *
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1850 REM *
1860 REM *
1870 REM *
1880 REM *
1890 REM *
1900 REM *
1910 REM *
1920 REM *
1930 REM *
1940 REM *
1950 REM *
1960 REM *
1970 REM *
1980 REM *
1990 REM *
2000 REM *
```

**If I want to say that an explanation of what all the calculations and PQE's do would**

**need an entire book to write, I'd get accused of trying to caggle more space, so I won't!**

**(You're learning fast - lol)**

**Just run the program then**

**type the number you**

**want to dial**

**and hold the**

**telephone's**

**receiver**

**near the**

**loud**

**speaker of the tele**

**phone set**

**or there-**

**Could you tell me what the program that**

**Assembler does?**

Raul Barnack, Orewa.

**The clue, as they say is in the question. It**

**assembles 0510 (a chip number) machine**

**language routines.**

**How do I check in a program whether the**

**CPU, say has been changed?**

Alan Ellis, Nottingham.

**1) IF 0000=0000000+000000000000**

**2) 0000 00**

**fan. Now turn up the volume, hit 88 (ticks**

**and hey presto, the set will beep a lot and**

**you'll be connected - assuming you're**

**connected to a TouchTone compatible**

**exchange, that is.**

**The beeps should be as loud as you**

**can make them without obscuring the**

**sound. If some tones are detected and**

**others not, make sure the microphone is**

**pointing at the loudspeaker. It doesn't**

**matter if your own telephone doesn't**

**provide these tones - it's the telephone**

**line that picks them up, not the phone. If it**

**doesn't work after a couple of attempts,**

**don't keep trying! We don't want BT to be**

**overwhelmed by complaints about CF**

**readers getting wrong numbers!**

**Incidentally, for all you TouchTone**

**heads, try out these tunes on your tele**

**phones, kindly provided by my musical**

**mate, Jonathan Price: 1031 1200 200**

**240031 240031 103 121 and 1200 1200**

**130031 02 2201 2000 2000 121. No prizes**

**for working out what they are.**



## ACIDIC DRIVE

**Dear Bruce,**  
I have found that booting programs from cassette is very time consuming and was advised to buy a disk

**drive. So now I am the owner of a**

**1841 MB disk drive. What I look is adu**

**additional material and games on disk. When I**

**make enquiries in local shops most of them**

**tell me that there is no market for floppy disks**

**and everyone is using hard disks. So**

**perhaps you could give the same advice on**

**the following points.**

**1) Is there a good CBI stocked near me?**

**2) Can I purchase a hard disk drive that will**

**be compatible with my machine?**

**3) Is the MB disk drive a lemon?**

**4) On the back of my machine there is a port**

**marked CASSETTE. I assume this is for soft**

**ware loading?**

**5) Do you think I should start detail and**

**take up golf?**  
Steven Ellison, London.

**If your local shops tell you that there is no**

**market for floppy disks any more, then those**

**aren't any good computer shops near you,**

**get along CBI stockists. Go back and ask**

**them why there was recently a world**



storage of blue 5.5-inch floppy disks if they're not in great demand. Okay, so games on disk for the Commodore aren't as easy to buy as tapes but you can usually get them at specialist computer shops. Since the odds here you seem pretty hopeless, though, you can order them through mail order. Two companies that offer this service are Prime Systems and Software City, both of which regularly advertise between the covers of this very magazine.

3) Yes, you can buy 20MB, 40MB and 80MB hard drives for the Commodore 84, a little known fact. They are manufactured by a Company called Creative Micro Designs in Massachusetts, but are, unfortunately, only available abroad - you cannot purchase a hard disk drive in this country for the C64. 3) No, it's a Mini disk drive. Plenty of C64 owners have opted with a Mini for ages and the Mini isn't really that much faster or that much better when disk access commands are done.

Command. Don't worry, it's just



## WAITING AROUND

A basic command that doesn't get used much is WAIT, but it has it's uses. The theory behind it is a bit complex, so I won't bother you with that. What? You want to know what it is. Okay, but I'm warning you.

Here goes: WAIT 0, 0, 0 will take the contents of location X, exclusively OR it with the number 0 and then AND the result with Y until the final result is zero. What are wait? Basically, so let's just stick to looking at a few examples of its use shall we?

**WAIT 1000,10000,50000,10,10** waits for five to be pressed on a joystick to get line. The same for port 200 is **WAIT 105,10000,105,10,10**.

**FOR 0=1 TO 1000:PRINT 0:GOTO 137; 0=0:PRINT 0: is an intriguing idea. Here you will get a list of numbers which can be printed by pressing any key. Or by changing the WAIT command to **WAIT 0,0,1,1** - now use the SHIFT key.**

You'll find that if you put a WAIT 105,10000,105,10,10 there instead, the list only advances when you press and release a key. Try putting lots of these into a program listing, then you can

less aesthetically pleasing (what a lovely phrase) than the Mini.

4) Yes, that is correct. A special piece of hardware called a Cassette plugs into that port and is used to load software from Cassette, a procedure which usually takes an eternity.

5) No, soldier on and, as a reward for your efforts, buy Alvin Field's Champion 60K which saved me a whopping 90 per cent in the review in CTR tested.



## AN INCONVENIENCE

Dear Inside Info, Why, oh why, oh why, because the this is inside info.

no!Points of View - James) does my left SHIFT key not work in conjunction with the letter 'M'? It works with every other letter and the right SHIFT key and SHIFT LOCK both work perfectly with good old 'M'. But all I get with the left SHIFT key when I press 'M' is a boring old lower case 'm'. Could you explain why this happens because I have to write a letter feature for the best C64 mag!

## INFORMATION BANK... INFORMATION BANK... INFORMATION BANK... INFORMATION BANK... INFORMATION BANK...

Ready for some more essential coding tips? No? Well go and make and cup of tea or something and come back when you are ready because essential coding tips is what this section's all about - things that lots of you have asked about, or perhaps some tricks that are so obscure you haven't even thought about asking about them. Anything I damned well feel like telling you, in fact.

slip through the action line by line. There are plenty of uses for WAIT! It's up to you to find out more.

## COLOUR CHEMISTRY

One of the many graphical features of the C64 that the User Manual (but sadly you were told with your computer's doesn't mention, let alone explain, in Extended Background Colour Mode. If you want to make up new combinations of colours, Extended Background Colour Mode is what you need. It allows you to have things like white letters on a red background or a black screen.

You can display any one of the 16 foreground colours in any one of four background colours in each and every character space on the screen. However, you are limited to just 64 characters - the letters, numbers, punctuation and a few extras. Basically, each character has what is called a screen code from 0 to 63 (in this case). If you want background colour number zero you just use the normal code, for background colour one you add 64 to the code, for colour two add 128, and for colour three add 192. Simple. To see the effect in action enter

in the universe each month and the 'M' key problem is starting to annoy the -eds. Jason Finch, England.

This is another of those strange phenomena that take the world by storm and then suddenly disappear without trace for ages. The only circles are those offering to buy a mental drink. (5) 'my water's in my other pocket' - Bill Yeats, we've all heard that one before.

Anyway, back to the topic. Perhaps you could stop spilling coffee all over your keyboard and stop wedging fast-chopped pen tops between the keys to try and pick out the crumms you've dropped down there. Prevention is better than cure, you know.

But you haven't presented it, have you? So your best bet is to get your keyboard cleaned out, but don't open it up unless you really know what you're up to. Sometimes, pushing up the keyboard, turning it upside-down and giving it a gentle shake to get the bits out is enough (remember to unplug it first, if that doesn't work then it's probably best to seek professional help.

Incidentally, what's the name of the techie feature you write?

**POKE 10255,PEEK(10255)+20000** and to revert to normal order **POKE 10255,PEEK(10255)+10000**

To change the colours use

**FOR 1000 TO 9999:PRINT 0;FOR 10000 TO 99999:PRINT 1;FOR 100000 TO 999999:PRINT 2;FOR 1000000 TO 9999999:PRINT 3;FOR 10000000 TO 99999999:PRINT 4;FOR 100000000 TO 999999999:PRINT 5;FOR 1000000000 TO 9999999999:PRINT 6;FOR 10000000000 TO 99999999999:PRINT 7;FOR 100000000000 TO 999999999999:PRINT 8;FOR 1000000000000 TO 9999999999999:PRINT 9;FOR 10000000000000 TO 99999999999999:PRINT 10;FOR 100000000000000 TO 999999999999999:PRINT 11;FOR 1000000000000000 TO 9999999999999999:PRINT 12;FOR 10000000000000000 TO 99999999999999999:PRINT 13;FOR 100000000000000000 TO 999999999999999999:PRINT 14;FOR 1000000000000000000 TO 9999999999999999999:PRINT 15;**

where A,B,C,D are numbers from 0 to 15. Type in the program below and run it for an example.

**FOR 0=0 TO 999:PRINT 0;GOTO 13**

**FOR 1000 TO 9999:PRINT 0;GOTO 13**

**FOR 10000 TO 99999:PRINT 0;GOTO 13**

**FOR 100000 TO 999999:PRINT 0;GOTO 13**

**FOR 1000000 TO 9999999:PRINT 0;GOTO 13**

**FOR 10000000 TO 99999999:PRINT 0;GOTO 13**

**FOR 100000000 TO 999999999:PRINT 0;GOTO 13**

**FOR 1000000000 TO 9999999999:PRINT 0;GOTO 13**

**FOR 10000000000 TO 99999999999:PRINT 0;GOTO 13**

**FOR 100000000000 TO 999999999999:PRINT 0;GOTO 13**

**FOR 1000000000000 TO 9999999999999:PRINT 0;GOTO 13**

**FOR 10000000000000 TO 99999999999999:PRINT 0;GOTO 13**

**FOR 100000000000000 TO 999999999999999:PRINT 0;GOTO 13**

**FOR 1000000000000000 TO 9999999999999999:PRINT 0;GOTO 13**

**FOR 10000000000000000 TO 99999999999999999:PRINT 0;GOTO 13**

**FOR 100000000000000000 TO 999999999999999999:PRINT 0;GOTO 13**

**FOR 1000000000000000000 TO 9999999999999999999:PRINT 0;GOTO 13**

**FOR 10000000000000000000 TO 99999999999999999999:PRINT 0;GOTO 13**

**FOR 100000000000000000000 TO 999999999999999999999:PRINT 0;GOTO 13**

**FOR 1000000000000000000000 TO 9999999999999999999999:PRINT 0;GOTO 13**

**FOR 10000000000000000000000 TO 99999999999999999999999:PRINT 0;GOTO 13**

**FOR 100000000000000000000000 TO 999999999999999999999999:PRINT 0;GOTO 13**

**FOR 1000000000000000000000000 TO 9999999999999999999999999:PRINT 0;GOTO 13**

**FOR 10000000000000000000000000 TO 99999999999999999999999999:PRINT 0;GOTO 13**

# THE SECRET OF SEUCKCESS!

**If you can't beat 'em, join 'em. And with Shoot-'Em-Up Construction Kit, you can. When it comes to writing games, it does all the work for you... Well, not all. You still have to come up with the ideas, and that's where Andrew Smith, author of Aquablaster and Daedalus, can help you out.**

**W**riting games with Shoot-'Em-Up Construction Kit is a doddle. Well, yes and no. SEUCK (as it's known to its friends) does do all the hard work for you - all the number-crunching and routines-stuff - so it's easy enough to write a game that works. Writing one that's fun to play is another matter altogether, and requires a lot of thought and creative input. While most of our list to come from you there are some general rules to follow if you want to make your game as playable as possible. We want to know what they are? Then you're in the right place.

## THE INSPIRATION

The first thing to do is decide on a scenario. Not all shoot-'em-ups have to be set in space, so be more original, let your imagination go wild. One of the most memorable SEUCK games the CF crew has seen was called *Spooky Cat* which featured pitched battles between various bits of cutlery - pretty odd, but it caught our attention. Why not try a wild west shoot-'em-up or one set inside the human body, with white blood cells battling viruses. If you do want to set your game in space, try to think up a new twist.

When you've decided on a scenario, note down your ideas. Think of a brief plot, something simple which will get the ideas flowing as you write your game. Don't write a complicated plot, leave that until you're creating the game. Writing a brief storyline helps you decide how the scenery and aliens should look. This is important because you don't want a mish-mash of sprites - that'll just look a mess.

## CREATING SPRITES

Load up your copy of SEUCK, go into the sprite editor and have a go at drawing the player's sprite. On a few and choose which looks best. Draw your first ship in sprite number 1, your next offer in number one and so on.

Take note of the colours you're using, you're limited to three colours plus the background colour. Don't draw your sprite in a solid block of colour because that tends to make it



This is an example of light source from the left. Make sure the sprite looks quite flat.

Here is the same sprite, but with the light source from above. It makes the sprite look more like the one in Aquablaster.



Here is another example of a light source from above. Notice it makes the size it would appear as smaller.

Here the light source is from the left. You should always use three lights behind.

look flat and two-dimensional. Use a white to suggest that light is shining on the sprite and a dark grey to indicate shade. If you want to use this style shading for the enemy sprites as well don't change the colours you use for the light and shade. You can only change the third colour, so after that if you want the enemies to be a different colour (which is a good idea).

The best method for suggesting a 3D sprite is to use what's called light shading. Imagine there's a light bulb somewhere around your sprite, use your lighter colour on the parts of the sprite where the light would fall (yes, if the bulb was on, perfect). On the opposite side of the sprite use your shading colour.

## BACKGROUNDS

This is one of the hardest parts of writing a game. You're limited to a few colours which

makes it difficult to draw decent scenery. The best colour to use for shading and light on/down and white respectively (the background is used in Aquablaster). The easiest you will get the first eight colours the CF kit

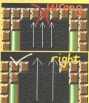
to offer which does cause problems. Try to avoid the colours red and dark blue because they clash with the brown and black used. Now you're down to six colours - not a lot really.

Start off your scenery simple then gradually add detail, it's much easier this way. The best advice here is feel free to experiment.

## THE SCENERY MAP

This is a part of SEUCK which allows you to take the borders you draw in the background editor and paste them on to the screen forming a map through which your sprite has to navigate. This is where the game starts to take shape, so spend a bit of time making the graphics look good. A word of warning - don't make your map too complicated. Nothing'll put someone off playing your game as much as the Game Over message popping up every few seconds.

Also it can be very easy to get carried away with pasting blocks everywhere and without realising it'll fill up both sides of the screen with scenery. This means the player won't be able to get past, he'll get very annoyed and probably won't want to play again (which is fair enough). There are a few hints about what works and what doesn't in our handy diagram (the one called 'Handy Diagram' over the page) but again, experiment to see what works best.



Make sure you don't get carried away and block the route up with scenery.

## GETTING ANIMATED

This is quite hard to do well and needs a lot of practice. Say, for example, you wanted to rotate an enemy sprite along its Y-axis. What you do is draw the animated sprite then copy it into the next sprite area. After the copied sprite is laid, just

enough to see that it has actually moved. When you're finished, that frame of the animation-copied it into the next area and after it slightly again. Continue doing this until the sprite is fully rotated. If you can do that then you're well on your way to creating decent animations. What you have to remember is to keep all the sprites you used in the animator the same colour.

## THE ENEMIES

This is the most exciting part of creating your game because when you've dotted a few enemies around your map you can test the game out and by bowing up your creations. Don't be tempted to put too many enemies on-screen at once; not only does it make the game more difficult, but also slows it down and makes the sprites flicker.

The best way to add challenge to the game is to make each individual enemy move slowly by 101 examples, making the enemy bullets faster or making an alien fire in all directions.

As you put the enemies into the game create a mate or two around to test the game so far and to discover their opinion on whether it's too hard. Trust me, your game will be much better with a little help from your friends (the friends since being a thing about it, and the home computer hasn't ever been invented then, they were their slaves).

## GUARDIANS

Meaning guardians, we're of seen 'em, it's a tried and trusted formula - large, slow, slow (see the jans), I think he means hard to sit - sit them at the end of every level. Guardians are traditionally made up from several sprites so it's best to draw your them on paper before trying to create them on the computer. Because of the size of the guardians it's best to use simple on-screen movements, as it saves memory. Don't under any circumstances have your guardian jiggling about the whole screen at warp factor 100 - this wastes a lot of memory.

Another tradition with guardians is that they take multiple shots to kill, so make sure that all the sprites that make up your guardian need the same amount of shots to be killed. This sort of detail can be edited using the full Enemy File option. Don't try to have all the

sprites firing bullets - it'll slow the game down a lot, lead to flickering and make the guardian next to impossible to kill (that'll be Steve Jagger's next film, then? - Ed).

## PLAYER LIMITATIONS

This is where the player's attributes are set, including the speed at which it travels, the number of bullets it can fire, the area on-screen area it can move through, etc. If, while you're testing the game, you feel your sprite moves too slowly you can speed it up using the player limitations. You don't want it to move too fast, though, or else the CPU be too hard to control.

The amount and speed of bullets that the player can fire is also set here. When I write games I have three bullets on-screen at once and have the bullets which the bullets move at maximum speed. This ensures that the game will not slow down too much by moving the bullets off screen as soon as possible.

## SOUND EFFECTS

There are no set rules for sound effects but here are a few tips. If you're using lots of different types of enemies on screen at once use a different effect for each type. Saw sound means fire is crashing sound while air sound means death what is known as the 'beep' or 'beep' (so you could use the same sound effect for explosions caused by the player, and saw sound) means for when the enemy scores a hit. A combination of beeps for firing bullets and crashes for fire works well.

The guardians should have a beeping sound to use the fire levels of a low pitch and make their explosions loud and long. Later in Turbine 2 for Amiga - they'll give you loads of inspiration.

## THE FRONT END

This basically means your title screen. Make it as attractive as possible as it will influence people

to play the game. If you want use the colour cycling techniques for your title screen. Oh, and don't forget the author's name - yes.

## THE DIFFICULTY CURVE

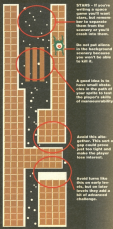
When you've finished your game it has to be playable, interesting. A difficulty curve has to be taken into consideration, is, the game should get gradually harder as you play. You don't want a very easy first level then an extremely difficult second one, so get as much playtesting in as possible. If you have had constructive criticism all the way through your game's development then your game has the potential to be quite a corker.

- Shoot-'Em-up Construction Kit costs £2.99 on disk and £4.99 on-tape and is out on the IBM label (P 2742 752400).
- Darius is on the month's Power Pack.
- Aqueduct was on Power Pack 10.

## NEXT MONTH

Part two of our **SEVEN** feature gives a bit deeper for those of you who want even more control over how their games turn out.

## HANDY DIAGRAM



## WHAT TO DO AND NOT TO DO

- DO make the first levels relatively easy to make the game instantly playable.
- After each level increase the difficulty to keep the game fresh.
- DO spend a lot of time on the graphics. Decent graphics will make the player more likely to want to see more of the game.
- DO NOT make the map too complicated or it'll be impossible to navigate through.
- DO NOT place enemies in the scenery because it makes them invulnerable.
- DO NOT have too many sprites on screen at once as they slow the game down.
- DO separate obstacles in the path of the player. It adds variety to the game.
- DO try to keep colour schemes to a minimum - not only do they look ugly, but they make it difficult to see what's going on. Particularly avoid red against brown.
- DO use a variety of sound effects - different ones for each enemy.
- DO include end-of-level guardians in the game. They allow the player to rest their trigger finger while the scrolling comes to a standstill, add variety and challenge and let you show off your sprite-drawing abilities.
- DO make back-ups of your game, regularly. Accidents will happen!
- DO get mates to playtest the game as it develops.
- DO never show beta discs - ever.



# ROGER FRAMES

buys  
Budget Games



There's something fishy about Roger's latest scheme to make bucks. Deciding that one of the budget games he had to review this month was only fit for fish food, he heads canal-wards in search of a bumper catch to sell to the local chippie. Some of the canal's mutated inhabitants have other ideas.

## TRIVIAL PURSUIT

Has Squad £3.99 or £61 820 6422

Books, wedges, pieces of cheese, whatever you call the little coloured bits you put in your playing piece. Trivial on the CBM is boring. Some of the questions are either so hard that only a Mastermind grand champion could answer them or so easy that even a contestant on *Category Five* would have a decent chance of getting them right.

The board is ugly, the colours are often indistinguishable (don't they realise the



I do hope that shooting's been put up safety. There's nothing more than a fence job.

## THE SHOE PEOPLE

CBM £3.99 or £161 753423

Clue is constantly in trainers. There has only one style of shoe but in three different colours and Dave wouldn't be seen dead outside a pair of Converse All Stars baseball boots. But the characters in this game don't wear shoes, because they are shoes.

The *Shoe People* is an educational pasty-age aimed at the four- to six-year-old age group. It says here that the game is in line with national curriculum guide lines, and also am I to doubt it? I don't know all that much about teaching so I'm going to have to believe them. I'm not surprised the amount of time you bunk off school - £8.

There are five different activity blocks on the tape each with a choice of three difficulty levels. Of course, when I played it I slumped through the questions on the hardest level. But if you were a girl or a four-year old I'm sure it'd take you a fair while to complete, even on the easy level.

There are remembering games, number parties and sorting activities to name but a few. To top it all there's a drawing and painting program hosted by Margot the pink ballet pump. It's not the easiest painting program for a small child to use. The painting pen's great if you've got the kind of mum who

doesn't like kindly to a sudden paint job on her best white fabric, but the drawing section is a real binky if you want to attempt anything more complicated than a straight vertical or horizontal line.

## THE SHOE PEOPLE

Pretty pictures but not much lasting appeal, unless, of course, you happen to be a five-year old girl with a shoe fetish, in which case this would flesh your collection off just nicely.

## FRAME RATE

74%



Ar-LAR-LAR, O'Connell, Giddy, Binkley, Super-LAR, Binkley  
I'll give you a shoe, your system, or a pair more shirt.

A wedge, a wedge, my Bowers shirt for a wedge. Actually, I'd rather try shooting first.



I was watching the news and they were going on about oil-shoots. I was busy burning my fish to catch 'em but the news had eaten them all. A great money-making opportunity (especially here), it figured that fishing can't be that hard - lots of wealthy old men do it - and there aren't any snags in the river, so I'd be sure to be successful. I reinforced that. It could not be any easier. I'd make a huge profit on my initial capital - which proved not to be so for a group of stinks. And so I moved with a piece of cane I got from the garden - I'm sure that's common fish-cane - and a few fish hooks and the string Bobbi and I needed for the canal.

Space chart for 2100

Year	Score
1988	87%
1989	82%
1990	87%
1991	87%
1992	87%
1993	82%

Quest Filled it on the jet and Mission question. Cleared well on the others, though.

difference between a science and a history question can lose you the game). The sound is appalling which is more than just a nuisance because in this version loads of the questions involve trying to recognize a piece of music. It all sounded like the theme tune to *Mastermind* played on a cello and paper to me.

There's an irritating little blip on who who talks (well, it's better described as twitches) you can switch him off, but those dreadful song questions still come back to haunt you.

The word thing is that, like *Pictureay*, it's just too easy to cheat if you're playing on your own. And if you're playing with friends, you'd be much better off playing the real thing. It might be ten times more expensive, but the good thing about these intellectual games is that you can usually score some public credit into buying them for you.

## TRIVIAL PURSUITS

Worse than having to rime The Encyclopedia Britannica when your friend forces you to play characters with your sanity and Great Aunt.

## FRAME RATE

33%



In entering a new area always get one of your team to search it for traps or treasure.

## HEROQUEST

0284 03.00 02 0742 104922

Oh no, don't do that to my wizard! Don't it — why didn't I get that flame spell when I had the chance? Where's my barbarian going now? Sorry, can't stop to talk — I'm in the middle of rescuing Sir Ragnar from the evil clutches of the Lord of Chaos, Mentor, Gimm, but concentration for a moment and there's my elf being beaten to a pulp by a big, nasty goblin. That's one to Gimm over!

While the next game loads I'll take this opportunity to sing the praises of *HeroQuest*. It's incredibly faithful to the original adventure board game with one vitally excellent exception. If you were stuck at home alone (and there were no completely inbred themes around) to act like bumbling idiots and make you look like like a hero and not just the stupid, grinning, unbecomingly pukey-cute, overpaid American kid that you really are) then you couldn't play it. Now, thanks to the people at GMM, you can, and for much less cash than ever before.

It's played over a series of missions, each successive one tougher than the last. To 'win'



When a whole six minutes I was beginning to get bored. Instead of women I attracted a tape of *Trivial Pursuit* for the fire — I figured it wasn't much use for anything else.

The tape had barely attracted the security services at the station when considering very big and generous gratified. I thought I (although a titan) individual could be useful in water, but it could have been a better idea because the small amount from the street at night was making me feel okay.

I thought heavily for each, three seconds, but weakened by the time I lost the battle the battle, and was dropped into the canal.

just complete every mission in the campaign. Sounds easy? It's not. Each of your characters has a limited body count, which reduces by one each time he's hit by one of *Minotaur's* pets. When a character loses all his body points he's dead.

You start off with the map screen empty apart from the room you're in when you enter the castle. Each time you enter a new room it gets added to the map, and so you slowly build up a full map of the dungeon you're currently exploring.

*HeroQuest* is so easy to play that after five minutes you'll be well into an adventure and have serious trouble turning the machine off. But if you really do have to drag yourself away from your C64 there's always the *Save Game* option. Phew!

## HEROQUEST

Loads more fun than being covered in helping with the float for the summer fete, then being told that you're to dress up in a pink dress and be Cinderella for a day.

## FRAME RATE

94%



## TERMINATOR 2

Hit Squad 03.00 01 832 8423

My cousin Vince told me that back in the 70s there was this really popular TV programme about a tall man, half machine person called The Six Million Dollar Man. *Half Peanut* compared to the cyborg smash of my generation, the *Terminator*. The film cost 100 million dollars, and Arnie was paid 10 million, so I reckon that makes *Steve Niggro* look a real really well existing thing by comparison.

Luckily the budget version of *Terminator* isn't too big. There are nine levels in the game including two silly die-throw rounds. The rest of the levels are platform boot 'em-ups which try to follow the story of the film. But apart from some nice intro screens on each level, the game doesn't come close to pulling some air of the atmosphere of the movie.

It could have been a stunning little number on the C64 but it isn't. There's very little that hasn't been done 237 times before if you've got a few best-of-em-ups already it isn't gonna be worth the money to splash out on another exceptional one. The music's smart and the sprites are decent, so the game's great to look at and listen to. But if you like playing games with your eyes closed and your fingers in your ears it's not much cop at all.



Mind that gun, mate, you could have some, body's eye out with that if you're not careful!

**TERMINATOR 2**

Nowhere near as good as getting special alternate implants in your legs so that you could become a super-fast, super-accurate striker for *Brutal Browsers* and take them to the top of the *Premiere League* in two seasons.

**FRAME RATE 72%****RBI 2**

Hit Squad \$3.99 or 661 602 8003

What do you get if you cross a pony with a cow and a particular cat's bark chopped into a million pieces? A galaxy ball that might because it's got intelligence? Nope, into the right bits in the right quantities and you'll eventually end up with an all-american, wholesome, apple pie baseball. But you never knew that. (They did if they saw the same TV programme you did - Ed)

*RBI 2 Baseball* is a baseball sim. Got that? Well, it's not too difficult, was it? It's dead good at being a baseball game. And that's about it really, apart from the one- or two-player option. It's just a lot of pitching, batting, striking and turning.

Like *HeroQuest*, *RBI 2*'s dead easy to play from time out, but doesn't get boring the more you play it because each time you play, you find new features that you just didn't notice the first time around.

The only thing that confused me was the statistics table. You'll need a degree in baseball to understand the numbers fully - it makes a cricket scoreboard look like a game of thoughts and crosses. Luckily it's not too difficult to work out who won, the game. It's discovering why that causes the problems.



But dogs, bad balls and home runs. The game America was built on.

**RBI 2**

Definitely a lot better than being left until last when the software specialists are choosing their teams for football in PE.

**FRAME RATE 84%****STREET FIGHTER**

Kick \$3.99 or 661 602 8004

While at your mates are busy showing off their games in the arcade machines to play *Street Fighter 2*, you can boast that you were there first on your C64. Okay, so you only bought it last week on budget, but your mates needn't know that, need they?

This occupation will only work, however, if you just show them the pretty box. Don't, whatever you do, load it. The showing off will stop right there. For this is a very poor version of the coin-up (which wasn't that great anyway).

In one-player mode you only get to play Ryu, in two-player mode your mate plays Ken. Why Ken's boyfriend should be any good at bashing the beans out of an oriental warrior I couldn't say. But that's the way the cookie falls to the bottom of the coffee mug and gets all squishy.

You start off fighting in Japan (You might have a home advantage) and can choose whether to avoid the multi-load and stay in the orient, or go on to the USA and beyond. After completely trashing the two opponents in each country there's a bonus round. This involves doing a karate chop on a pile of concrete blocks.

The graphics are blocky, the sprites aren't particularly responsive and to tell the absolute truth it's not much fun to play. There are far better beat-'em-ups out in budget land. Do yourself a favour and get something more interesting instead.

**STREET FIGHTER**

Even more tedious than equating world games with a dead Siberian hamster, only to find out later that in life it is a committed Tony voter.

**FRAME RATE 36%**

I don't remember much other than, but from the teeth marks on my shirt I figure (well, had a hand jar about that, he doesn't) - Ed is getting me out.

At least now I know why the local newspapers keep going on about the canal water being dangerous to drink in. No wonder there are no seals living in there. But what could have caused such a massive monster? The papers say it has something to do with the chemical plant releasing effluent into the water, but that must be rubbish. I was under the water for ages and it didn't affect me at all (well, unless you're a swimmer) - Ed.  
 HA HA HA HA HA HA HA HA...



## THE BEST OF THE BEST - AT BARG' PRICES TOO!

2111 per cent!! That's how much these games have soared between then! And that's just the one's we've reviewed! On the Kixx list, but are:

3D Flight  
Armad  
Arkanoid  
Arkanoid Ranger  
Bamburley 2  
Bamburley Ultimate Warrior  
California Games  
Championship Wrestling  
Crackdown  
Crashers  
Dragons of Flame  
F-16 Strike Eagle  
Fleeter's Quest  
Game Winter Edition  
Ghosts and Ghouls  
Go For Gold  
Gunslip  
Heros of the Laser  
Indiana Jones and the Last Crusade  
July 1980  
Last Ninja 2  
LEO Stone  
Mars/Space Soccer  
Moosekicker  
Nyan  
Oxium  
Outburn  
Outburn Rumble  
Rock Demons  
Rock Demons 2  
Shadewr Demer  
Silver Service  
Solo Flight  
Solo Dragon  
Street Fighter  
Sunder  
Sunder 2  
Street Car Racer  
Summer Camp  
Super Sweeper GP  
Super Scramble Simulator  
TAPS  
Tectonic  
Threatprobe  
Turbo Driftman  
Turkman  
Turkman 2  
Turkman  
Vandalia  
Vigilante

...and another one  
...and you can win them all by just answering three simple questions, and making one silly suggestion. So on, have a blast, you know you want to!

## RULES AND THINGS

Members of Future Publishing, Kixx and the above give five teams one to enter the competition. I say so, and I'm the fuffor and it's early on, then anybody I work with, or who works at Kixx or were on the team who have known I'd say early either. So there! And don't bother writing to me because my decision's final - stable!

# GET YOUR KIXX (ON THE A36!)

When there are 50 fabbo Kixx games up for grabs, the winning definitely counts for more than taking part (but we've still done our damndest to make the answering the questions a deeply satisfying experience).

**T**he right budget peeps Kixx have been banging on the CP door for months because they're so eager to run a promo at the mag. They want to celebrate having some of the best re-releases software the Commodore has ever seen. And Kixx

have a huge year planned for all CGA game deals, with the release of classics that are still worth your full price tape date.

Kixx are giving away 50, count 'em 50 (you can't - there's a lot of them) just over there to the left a list of the best games they've ever released! One lucky reader will get a Kixx goodies grab that's second to none. And what's more, 70 success up will each win a Kixx game of their choice!

So let's get down to the nitty-gritty. We'll explain you how to do some work, the answering questions part of the deal. There are only three of the sticky little questions, but you've got to get something to be in with a chance of winning this mega prize.

**1** Which of the following **WO'NT** you find situated on the A36?

a) The new stud Georgian City of Bath  
b) The cute new town of Wiltshire  
c) The massive sludgey industrial landscape  
d) The massive sludgey industrial landscape  
e) The massive sludgey industrial landscape

**2** Kixx released Italy 1980 in the 1986 World Cup which Argentinian team captain **FORGOT** to kick the ball?

a) Diego Maradona  
b) Pele  
c) Einstein's Theory of Relativity

**3** Creatures is Kixx's current chart smash! Do you know what the sequel was called?  
a) Creatures 2  
b) Don't Repeat  
c) Total Annihilation

## TIE-BREAKER

Kixx games are a total of £3.95 and they have a huge catalogue of really BRG games. What we want you to do is to name the biggest office thing (in terms of sheer volume) you make: you could buy with 200 of your Earth pencils?

Just check your three answers, be sensible not gobble, name and address down on a postcard or sealed down envelope and send it to: Get Yer Kixx Campaign! Commodore Format, 38 Monmouth Street, Bath, Avon BA1

200, by the 31st March, when we'll draw the lucky winners from a hat type device.

Don't forget to name the game you'd like to win if you're a rubber up. Choose any one of the 50 titles we're offering, and send it by your ballot. Then if you don't win, but you are one of the next 50 entries drawn then Captain Kixx will send you that game!





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### Thalamus

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- 1979 Power-Pak games: Bumpkins, 4th Attack, James Pond the Ace, Category Conundrums, Story Wars, Silver Rabbit, Hudson Hawk Part 3, SeaQuest Duress.
- 1981 Power-Pak games: Anubis, Southern Star, Bionic, The Addams Family, Area, Fun-Funball, Heavy Gunners, James Pond Part 1, Spirit of '76.
- 1982 Power-Pak games: Master Blaster, James Pond 2, James Pond, TurboCad 3.0, Full Commando, Murray Close, Rainbow Islands Part 2.
- 1983 Power-Pak games: Anniversary of the Party, getting Top of the Morning, Bug Invasion, Another Day, Aliens, Jet Commanders, Slain, Slain, Rainbow Islands Part 3, Super Starman, Slain Part 1.
- 1984 Power-Pak games: Another Day, James Pond, Super Starman, Slain Part 2, Slain Part 3, Slain Part 4, Slain Part 5, Slain Part 6, Slain Part 7.
- 1985-1986 Extra tapes: Star Trek Part 1, Power-Pak games, John Galt, Ultimate, Star Trek, Star Trek: The Motion Picture, Star Trek: The Motion Picture Part 2, Star Trek Part 3, Star Trek Part 4, Star Trek Part 5.
- 1986 Power-Pak games: Cosmic Crusader, Slain Part 7, Twin Tigers, Commandos, Space Invaders Part 1, Part 2, Part 3, Part 4, Part 5, Part 6, Part 7, Part 8, Part 9, Part 10, Part 11, Part 12, Part 13, Part 14, Part 15, Part 16, Part 17, Part 18, Part 19, Part 20, Part 21, Part 22, Part 23, Part 24, Part 25, Part 26, Part 27, Part 28, Part 29, Part 30, Part 31, Part 32, Part 33, Part 34, Part 35, Part 36, Part 37, Part 38, Part 39, Part 40, Part 41, Part 42, Part 43, Part 44, Part 45, Part 46, Part 47, Part 48, Part 49, Part 50, Part 51, Part 52, Part 53, Part 54, Part 55, Part 56, Part 57, Part 58, Part 59, Part 60, Part 61, Part 62, Part 63, Part 64, Part 65, Part 66, Part 67, Part 68, Part 69, Part 70, Part 71, Part 72, Part 73, Part 74, Part 75, Part 76, Part 77, Part 78, Part 79, Part 80, Part 81, Part 82, Part 83, Part 84, Part 85, Part 86, Part 87, Part 88, Part 89, Part 90, Part 91, Part 92, Part 93, Part 94, Part 95, Part 96, Part 97, Part 98, Part 99, Part 100.
- 1987 Power-Pak games: Battlestar, Heavy Gunners, James Pond, Category Conundrums, James Pond, Slain, Slain Part 1, Slain Part 2, Slain Part 3, Slain Part 4, Slain Part 5, Slain Part 6, Slain Part 7, Slain Part 8, Slain Part 9, Slain Part 10, Slain Part 11, Slain Part 12, Slain Part 13, Slain Part 14, Slain Part 15, Slain Part 16, Slain Part 17, Slain Part 18, Slain Part 19, Slain Part 20, Slain Part 21, Slain Part 22, Slain Part 23, Slain Part 24, Slain Part 25, Slain Part 26, Slain Part 27, Slain Part 28, Slain Part 29, Slain Part 30, Slain Part 31, Slain Part 32, Slain Part 33, Slain Part 34, Slain Part 35, Slain Part 36, Slain Part 37, Slain Part 38, Slain Part 39, Slain Part 40, Slain Part 41, Slain Part 42, Slain Part 43, Slain Part 44, Slain Part 45, Slain Part 46, Slain Part 47, Slain Part 48, Slain Part 49, Slain Part 50, Slain Part 51, Slain Part 52, Slain Part 53, Slain Part 54, Slain Part 55, Slain Part 56, Slain Part 57, Slain Part 58, Slain Part 59, Slain Part 60, Slain Part 61, Slain Part 62, Slain Part 63, Slain Part 64, Slain Part 65, Slain Part 66, Slain Part 67, Slain Part 68, Slain Part 69, Slain Part 70, Slain Part 71, Slain Part 72, Slain Part 73, Slain Part 74, Slain Part 75, Slain Part 76, Slain Part 77, Slain Part 78, Slain Part 79, Slain Part 80, Slain Part 81, Slain Part 82, Slain Part 83, Slain Part 84, Slain Part 85, Slain Part 86, Slain Part 87, Slain Part 88, Slain Part 89, Slain Part 90, Slain Part 91, Slain Part 92, Slain Part 93, Slain Part 94, Slain Part 95, Slain Part 96, Slain Part 97, Slain Part 98, Slain Part 99, Slain Part 100.

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Everyone reckons they can do it better. 'A three-four-three formation against Bayern? Has the manager signed a suicide pact?' 'Wally in goal? Why don't they just send the opposition invitations?' 'No, anyone could be a football manager. It's just a case of picking the right team, buying the right players and keeping the bank manager happy.'

Er, well no, actually, but that's what you'd believe if you thought playing Jimmy's Super League was anything like being a real football manager, because those are the only factors you have control over in the game.

The league of the title is a fictitious European affair that encompasses the stars of European football teams, plus Arsenal. Having chosen your team you're given a set of players from which to choose your squad. Players have five attributes: skill, stamina, speed, aggression and morale. You can't alter these by training your players (because there isn't a training element in the game) but they do change during the game depending on how well the team is doing, injuries, whether you give in to the players' demands to up their wages, things like that.

You can phone up your bank manager for a loan which you have to pay off at a fixed rate per week. The money can be used to buy new players and also goes towards paying wages. The transfer market is completely insane, with some peculiar fluctuations in

prices — one minute players will be a few thousand quid, and the next a couple of hundred — so you'll never sure when to buy or when's going at a bargain price.

When you're satisfied with your team you play the game. You get to see half the football the only time you see any action is



# JIMMY'S SUPER LEAGUE



when someone takes a shot at goal, though I use the action in the fastest possible sense. Most of the matches I played were nil-nil draws, and I've seen more animated conversations than the graphics help. The rest of the time the action is related via text in a panel. There's only one move per minute of game time, which equates to a

second in real time. If

you get a ball too often, you can whizz through it and just watch the game at the press of a key. After the match you get to see where you are in the league and how much cash you've made. The amount seems pretty arbitrary; you can lose a couple of thousand pounds or make a few hundred million. Why such a difference? Don't ask me. But it's

decided annoying when you lose a vast amount and go bankrupt for no apparent reason. The main problem with JSL is what it doesn't offer. There's no training schedule and you can't change player's positions (although in one of the matches I played my goalie came out and took a shot at goal!)

There's no Gene facility so you can't play the league over a number of days (unless you never turn off your C64, which isn't very eco-friendly, or save). It's not bad and although it does seem completely without fun it's too inflexible. A fiddle aim for people who don't like to think too hard... I'll avoid obvious jokes about Clapham Taylor.

THE PENGUIN

**JIMMY'S SUPER LEAGUE**  
 BEFORE HALF 11 0932 37998  
 CASE £13.99 • OUT NOW

## POWER RATING

- 100
  - 90
  - 80
  - 70
  - 60
  - 50
  - 48
  - 30
  - 20
- UPPERS**
- Good easy to use.
  - At least it isn't all text and dull stats tables.
  - On the other hand the graphics are pretty good standard.
  - You have control over very few variables.
  - Earnings and prices fluctuate wildly.
  - Becomes very easy.
- DOWNERS**



The computer also gives you a season report. What does it all mean? I have no idea, and the man who's not letting on.



Out of the 6000 and you're on the pitch. This means it is so full even the commentator's been wrong.



The filing cabinet contains details of all your players (so don't let the Sun get hold of that!)



The computer keeps track of how you're doing in the league. Er, he's back at something else.



There's your official that exactly places it! And could you work in this game? It's got all you need for this game (ie, not a lot, really). Highlight the bit you need by pressing the M key.



Want some new players? Then phone around and find out who's on the market.

# CARNAGE

**N**ope, this isn't another one of those games about murdering and maiming, starting a host of Arnie look-alikes. It's an overhead racing game with the drizzle of cars racing along a screen ledging with track. *Carnage's* eight levels of sheer mayhem for one- or two players.

The view is from overhead, and the sights all fit on one screen. You can't sidle off the track, but you can bounce off the sides (but this does damage your car, as does crashing into other roadsters. (Play! real-ism!) Check out the gauges next to the spinner bar for an indication of how badly your vehicle has been battered up. When the meter reaches the top all sorts of weird noises start to come from the speakers. Much worse than your poor exhaust and your car slows down to a near stop.

Luckily, on each track there's a strange blue strip area, which is the pit. Put into the pit and within a few seconds your car will be up to full performance... and all the other cars will have raced two laps in front of you. There's a legend to be learned here - don't chug into the walls, then you won't have to stop.

To progress through the eight tracks.



Weapons, weapons, weapons, weapons, being... Weapons...

## SHOPPER-HOLIC!

After completing a race you get a chance to spend your earnings. Naturally the winner gets a lot more cash than the tail-enders. You get £200 for coming first, £200 for second place, £100 for third and coming in last gets you the huge amount of £50.



If you had a million pounds to spend on car parts, which set of speakers would you buy?

you have to come in pole position which is not too hard on the first few levels, but as you move on, the tracks get harder, there are more hazards and you have to complete more laps.

But between each game you can buy extras to speed up your motor.

A groovy dance tune accompanies the intro screen and the buying bit (music is done by P-106). If you have to turn away from the screen for a while hit Pause, but don't forget to turn the volume down on your monitor, the



To make it perfect you'll spin in the way where while it's possible to win in a straight forward, straight-ahead movement.



I have it on the best authority that this track is based on one of David's friends (quote) on page 14 of *Police Star*.



The demo-style intro sequence is accompanied by a sniffling little ditty that goes a little like 'ee-ee for the dip, hee, hee for the start! Not quite No Limit but groovy' all the same.

Your yellow car's been beaten to the abandoned flag by the guy in the red car (apparently he's on good terms with the 'Cop).

programmers forgot to make the sound effects switch off along with the action so the noise of all four revving cars carries on at the same pitch and volume until you hit space to play again - enough to give anyone a headache.

I always used to be wary of citing games with an overhead viewpoint. My preference is for a through-the-vehicle view. But once I'd settled down with *Carnage*

I started to rather enjoy this simple little game. Saying that, it may feel too easy for hardened overhead racers, simply because you've got quite a lot of leeway for mistakes to be made (the tracks are quite a bit wider than your average road-racingway).

Not that. Play that demo we gave you last month, and use a bit of imagination for the extra.

GEFF WOMAN

## CARNAGE

ZEPPHEM © 091 260 7755  
CASSETTE £ 23.99 • OUT NOW

## POWER RATING

**UPPERS**

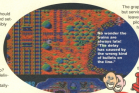
- Lots of action based what could have been a basic racing game
- Two-player mode is delightfully antagonistic.
- Follows intro tune.

**DOWNERS**

- Not much of a challenge for experienced computer racers
- Sound effects that won't shut up.

**V**isience isn't the answer, war is hell and nations should all be able to sit down and settle their grievances sensibly and peacefully, with a game of Battleship! Yeah, yeah, yeah, sure. But peace conferences don't exactly make for exciting gaming, do they? What you need is action. After all, if in the real world we're all being nice to each other, you need to vent your spleen somehow: what better way than with a decent fantasy shoot-'em-up? And *Gladiators*, you'll be glad to hear, delivers the spleen-venting goods.

You fly a helicopter along a horizontally-scrolling war zone, your aim being to blast every-



"No wonder the system got screwed here!" The delay here caused by the wrong kind of bullets on the line."

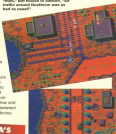


# GLADIATORS

thing in sight with your forward-facing guns. There are three different kinds of bullets to pick up. Stars will boost your score by a reasonable amount. Small green H's repair the cockpit, just in case you damage your craft - not exactly unheard of in a shoot-'em-up. Even smaller grey X's give you a wider firing range, though just until you get hit by an enemy. If a spot a blue path-up, fire a shot at it and it'll spike through all three - all you have to do is try to pick it up when it's the one you want, which is easier said than done when you're under pressure.

Most of the enemies are ground-based: tanks, trains, SAM (Surface to Air Missile) sites, parked planes and gun-carrying trucks. There are also airborne enemies, but they tend to be few and far between, and further between than the land-based forces.

"Hmm," Bill mused to himself. "Air traffic around Heathrow was as bad as ever!"



For a shoot-'em-up *Gladiators* is just fine. There's nothing more, nothing less. Good for a blast when you're fed up of games that, after all, there is more to life than death.

(Who's your, think you are, Jean-Paul Sartre or somebody? - Ed)

DEPWOMAN



Pathway of mine-sweeper, you get the chance. Cannon is always a mine path, though.

## IAN CYCLOPEDIA'S GUIDE TO WHIRLYBIRDS

It was Leonardo da Vinci who first proposed the helicopter theory in the late 15th century. But the first practical machine was the Puckett-Burgess which first flew in the 1930s.

The McDonnell Douglas AH-64 Apache was given life way back in 1972 when it beat its main rival, the Super Cobra, hands down in a special 'fly off' competition set up by the US Army. A two-person crew operates the machine, a pilot in the rear and a gunner at the front (ask about back-seat driving).

The Apache was a major force in the Gulf conflict of '91. It has a 30mm M230 automatic cannon fitted a standard (which beats a ship's anti-air gun) on a brand new Micro-jawley - Ciao.

You can't measure a game by sound or graphics - everyone knows it's the quality of the experiences that really count.

Unlike your ground-based forces can fire backwards, so your priority is to shoot anything that looks like it might have a swivelable gun turret. Blast them to smithereens and you'll have a much safer passage through the war zone.

At the end of each level you set up against a heavily armed enemy helicopter. Usually the pilots tend to be rather predictable, so it's not that tough to reduce them to scrap metal. Each level has a water point half-way through, so if the end-of-level battle does get you, it's not a case of having to start right from the beginning again. Good news on the later levels.

When 20,000 points rolls around on your score meter a brand new copter will be dispatched in the field for your use. From then on every extra ten grand earns another bit.

**GLADIATORS**  
ALTERNATIVE 1: 0077 707777  
CRAB £13.99 • OUT NOW

## POWER RATING



### UPPERS

- Constant updates arrive all the way
- Excellent points
- Huge fantastically scrolling levels
- Great sound effects

- Originally in its pretty short supply
- Not much variety in the gameplay

### DOWNERS

It was a legend in its own half-time. The original Football Manager sold like tickets to a Bristol Rovers match... or... would sell if Bristol Rovers were playing AC Milan in the European Cup Final. Now the whistle's blown on the latest version and CF's very own talent scout, Trenton, has been studying how it shapes up.

# FOOTBALL MANAGER

**C**areers that can be wiped out by a single goal cannot be described as secure. So it's a bit of mystery why anybody would want to be a football manager. Millions of us think we could do a better job, and most are yelling the loudest on the sidelines, but few of us would actually want to tackle the task for real.

This is where good football management simulations can really score; there's absolutely no risk! You can enjoy the success without the fear that your next training session will be down at the local Job Club. And Football Manager 3 is a good enough sim to be in the Premier League.

That's not where FM3 picks off, though, or no follow. The team you take over is walloping in the third division. Oh yeah, and it's composed of donkeys, fat-beans and

CMs. And then there's the fact you've got no money. And what are you expected to do? Get the team into the Premier League and so the trade with the League Championship, League Cup and FA Cup is the same sea-



So Milan is in defence, attack and goal - the rest of you try to disturb the opposition.

son. Now that's what I call a challenge! A big job demands a big desk, and that's just what you get in FM3: From

behind your polished oak fortress, you fight various forms of office furniture at the press of a button. This is no word executive toy, but the very system that allows you to attempt to control your fate.

Your primary task as manager is to train up the drags and drop-outs who misappreciate as your first team. By setting each squad-member's training priorities, you attempt to improve both their skill and strength, so that they can do really difficult things like kick the ball! You just nudge the sliders along with the joystick to set their targets, and then as the weeks start to pass, the players do the job at least, that's the plan.

A talented team is an obvious benefit on the park, but it also helps ease cash-flow problems. The better your players are, the

## TABLE-TOP FOOTBALL

All big league business-types get huge desks, it's in the contract! The sitting isn't easy, but what else is in the job description?

**THE FRINGE CABINET** - The most hated piece of office furniture in the universe, but luckily some flunky does the dull bit, straightening this out for you so you can see the inside contract file on your desk.

**THE DOOR** - Exit stage left to end the day, to initiate a match, and for when you've obtained your drink following your 10:30pm meeting abroad. It's a great game, you know.

**PHONE** - Give Players 8-10 a call and they'll try to help you supplement your squad of injury donkeys with painful donkeys who cost masses of cash.

**THE BOSS'S PORTRAIT** - Would you buy a used car from this man? No, neither would I, but this is the Chairman, in whose words the guy who has the power to sack you, so it pays to listen when he whines on about money.



**THE TEAM PHOTO** - Taken you down in the training field and allows you to compare with the other team's. Shows, what about a 1-1-8 formation? It may add that attacking edge...

**THE COMPUTER** - All manner of useful stats can be found here. Just park in and wangle the joystick to see enough facts and figures to satisfy even the biggest soccer-squatter.

**DIARY** - Keeps details of all these important football dates like matches, contract renewals and birthdays. Birthday! What are you supposed to do about birthday?

**MEMO** - These drop on to your desk to alert you to new players on the market and available positions. Oh it's a lovely life as a manager, no-one talks to you, they just send letters (and).



More talked hopefully one day he will be.

more people will buy tickets to see them. The more you can change the pundits and the more you can borrow from the bank. Your financial status is constantly monitored by the Board, the boys whose 'vote of confidence' can cost you your job. They are contacted in true Thunderbolt style, by highlighting a portrait of someone who looks and acts like the Hoop, so it pays to stay in their good books (ie, in credit).

The single most serious cause of debt amongst football managers is the telephone. It's not that you'll run up a huge bill, letting your mum that you don't need a jumper - it is a modern air-conditioned office after all - but that the phone is a direct line to the transfer market. To tap into this reservoir of talent just click on the phone. Debt where is thy thing!

Even the dull office staff, like keeping player records, your daily diary and staff-on meal status is automatically taken care



Today's the day to pick a team. I picked AC Milan - unfortunately for manager of Spurs.

of. They offer all the into a growing manager could exist and are only a few pixels clicks away. Which means you don't need keeping tabs on them - too much.

All the crew of the FM3 is your team's performance each Saturday, as you get to watch the game live, in Lord-of-Fix-Giants-Q-View. A text commentary relates the off-the-

**FM3 does score a few own goals but never loses a match.**

ball action, while tiny stick-man players move about the pitch in a metaphorical way. It's here you learn that your tactical master plan has a couple of fatal flaws.

FM3 could never be accused of being tactless, but it is compulsive. The menu set neatly assessed and allow you to double check every detail. Which is just as well, because there are herds of details that must be monitored constantly. If you are to put out the best side available each Saturday.

FM3 does score a few own goals but never loses a match. For example, each player has a permit to identify them, but they're all so similar, they're pointless. The less-than-polished graphics do their job, though, and help throw us some of the speediest scrolling that plagues management sims. Then there are the player's stupid names. As they're generated randomly (I hope!) you can end with a squad composed of players with names like

Yan Of Lanks, which don't exactly trip off the tongue and make naming a squad harder.

The only other gripe is the occasional gameplay oddities,



Don't believe me? A team of eleven!



John Barry, erm, didn't you write the theme for all the Bond movies? No, Saul Zenger!



Emerging down the left wing, Lanks passes to Lanks, who kicks it to Lanks and... GOAL!

moments when you're hunkering your thumbs, waiting for something to happen. Luckily they're rare but they do remind you to pay attention to every aspect of your club.

FM3 wins through as a game, and not just as a management sim, because it offers festivity allied to a speedy set-up. By the time you've got the hang of the controls you'll be deep into a season and committed to the team you've created. You'll be sure that if you just stick with them just a little longer

they'll get a good run in the cup. And when they do, you'll be over the moon.



TIM ANSELL

**FOOTBALL MANAGER 3**  
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**POWER RATING**

100  
90  
**84**  
70  
60  
50  
40  
30  
20

**UPPERS**

- New big! This is a massive challenge.
- Flexible and fun.
- Optimal coming out of its ears.
- Everything you could want from a sports sim.

**DOWNERS**

- The gameplay does get occasionally
- lumpy graphics.



After a quiet start the team carry on being, ah, quiet. Oh lord, send me a goal, please!

ER 3

**IAN CYCLOPEDIA INVESTIGATES A DAY IN THE LIFE OF 'THE BOSS'!**



- 8:00 am Start the day with a champagne breakfast.
- 10:00 am Arrive at the training ground. Give players advice and try to remember the name of your Granite star.
- 10:50 am Refine to your office for a huge cigar (Sure, I know it's unhealthy, but it's in the contract).
- 11:50 am (It was a BIG cigar) Lunch at posh restaurant with the Press.
- 2:00 pm Realise you've got a match.
- 2:28 pm Return to the ground and buy programme to see who's playing.
- 2:50 pm Offer housing to support to the boys as they run out.
- 3:01 pm Work out why you'd knotted that handy - to remind you to pick a goalie!
- 3:02 pm Go a goal down.
- 3:03 pm Go two goals down.
- 4:48 pm The final whistle, brother, it was only a 12-0 defeat.
- 4:49 pm Blame the players (shut) Regulators rising through literature.
- 5:00 pm Get a vote of confidence from the board!
- 5:03 pm Pick up local newspaper and scan the job ads.
- 5:04 pm Clear your desk!



Why was the second shy? The people kept borrowing things at it.



Government? Banning? I reckon that I've grabbed the wrong suffixes.



Shyly gave a whole new meaning to the phrase, "carnal hobby".



When the smile off their faces is sending your homonyms right and reading them on the ghost train.

## FUN SCHOOL SPECIAL:

# SPELLING FAIR

**S**pelling has never been my strong point, so my junior school teacher would no doubt tell you, so I was forced to play the latest Fun School Special by our word-conscious editor. I have to admit I wasn't overjoyed with the idea. After all, Peter and Corinne are great, but that was all about tracing and fun stuff like that. Words could never be as fun as creating a monster on-screen. Then again, I've always been a sucker for tests, so equipped with puni candyfloss it ventured in.

The various games are set in a grand, opulent of a background. The first one you come across is a word-search game disguised as a coastal city. All the coastlines have letters on them and it's your job to track off the cross-ambled with letters that aren't in the word you're looking for. Hit the wrong one and it turns around and sticks its tongue out at you. Fun School Special: Learning Monsters is obviously still in development.

The second game is set in the cross-fing and features



Oh hello, someone's put some tape-also on the end of banner again.

same juggling stunts. That muddled-up badly have letters on them which in the correct order spell out a word. And, yes, it's your job to snap the balls around until they actually make sense.

A human cannonball signals the crossword section of the game while you need to shove a jenny (Penny?) What year are you living in? They're about 200 now? - Roger) is the cuddly toy griddle to learn about suffixes (the bits that you stick on the end words, like -ing, -am and, our favourite, -ibly).

The haunted house is great fun. Get a set of questions right an easily-scared family all take a trip on the Early Express and they come out looking worse for wear. The questions involve putting the right words in the space in a sentence. You're given a pair of homonyms (words that sound the same but mean different things, like pale and pall), and you have to decide which one's correct.

The last game is all about puns. A thesaurus stands in the middle of four 'test your strength' machines. Each has a different



Accountants juggle figures, politicians juggle with facts, these clown juggle with letters.

It's a Carker!



CATWOMAN

possible spelling to a plant of a particular word. Your task is to water him bring his banner down on the right one.

Each game can be set to different skill levels and you can load in new sets of words to play with. There's a score table that can be accessed at any time a really useful Help option. All these extras make Spelling Fair an excellent program for any kid learning to read. The parents watching over them will probably learn a thing or two as well. I'll tell you what - I could do it. Mine better at school if the spelling tests had been like this.

MUST TRY PAROLE

### SPELLING FAIR

DISKOPES 10 6495 699999  
CASSETTE 6 113.99 6 OUT NOW

### LEXICOGRAPHY

**FLOCCINAUCONFLIFICATION** - To set something at nile or no value. An amalgamation of Latin words that mean at a nile, all nothing, at a hair and to make which takes longer to say than "To set something at nile or no value."  
**AMBIGUOUSLY DEFINITIVE** - A movement against the renaming of steep coastlines of the Anglians about in the sixteenth century.  
**CARYOPHALLACIOUS** - Pink  
**PHANTOMTRANSLOCATIONALSTICALITY** - The longest regularly being entry, but longest English word. It was first used by Sir M. McDiarmid in his 1982 novel, *Uniformly Aligned*.  
**REVERBIFY** - Not a particularly interesting word, until you read it backwards, it's the longest palindrome in the English-speaking world.

### POWER RATING

100  
90  
80  
70  
60  
50  
40  
30  
20

### UPPERS

- Very easy to use
- Takes the pain out of learning to spell
- Impressive graphics and excellent sound fx
- The text is always very clear and easy to read
- A data tape with different sets of words

● There's no creative input required

### DOWNERS

# BIG BOX 2

EXCELLENT BUT NOT  
MUCH BETTER THAN A  
PROBABLY FIRST TRIP.

**S**ome of the very best C64 games were written when the computer was still young enough to be housed in Commodore's corporate briefcase. The C64 played them a bit, but like all young children it would never put anything away properly, and left them all lying in the garden. As the years passed these games, fondly known as the 'classics', slowly disappeared. They appeared to be lost forever.

Now it seems, that like a good mum, Miss Jolly has been going around after the C64 tidying up. The jewel of this is Big

Box 2 a collection of the kind of 'special games' that the C64 got for Christmas and birthdays.

BigBox contains some of the titles that allowed the C64 to survive all other games machines: training in its wacky games that looked good, sounded fantastic and played brilliantly. Sure enough, some of the games gathered here look their age, but few of those look it when you start playing.

Not all the games in the Big Box are brilliant - some would fit in well at a certain annual refuge located near Bournemouth, but most are brilliant - some would fit in well at a certain annual refuge located near Bournemouth, but most



**DEFENDER ON SPEED:** Is that really really speedy? Sure is, but remember, really, with all these months ahead.



**AAAH! BAH!** Nothing to with ease (unless there's a real one like one playing it) but plenty of things you'd rather not start doing the ally.



**BUBBLE BUBBLE!** It's bubble bubble ball and bubble, the fun and confusion ball goes completely missing! That's where it's prepared.

## A BIG BOX-OUT TOO - JUST HOW BIG IS BIG?

Oh no! It's the old good game, last game routine! Here's our guide to what's the best of a bright bunch. Five stars is a Golden Disk, no stars is a Mouldy Disk.

Mega Apocalypse	★★★★★	Demon Compuser	★★★★★
Lords of Midnight	★★★★★	Firelord	★★★★★
Split Personalities	★★★★★	Ballie Valley	★★★★★
Quarrier 2	★★★★	Arachnophobia	★★★★★
Dem Daze	★★★★	Defenders of the Earth	★★★★★
Crochton 2	★★★★	Alley Kat	★★★★★
Barbarian 2	★★★★	Eliminator	★★★★★
Delta	★★★★	Godby's Day Out	★★★★★
Zoids	★★★★	Insects in Space	★★★★★
Sanshou	★★★★	Indie Alpha	★★★★★
One-Day	★★★★	Thunderforce	★★★★★
Number's Blood	★★★★	Eagles	★★★★★
Snow	★★★★	Miss Mania	★★★★★
Driller	★★★★	Onco	★★★★★
Hot Seater	★★★★	Tunnel Vision	★★★★★



100 hours  
20 of the 20  
in the collection)

are examples of true classic game-quality. We're talking games coded by the very best of the best, for the love of the game.

The case against BigBox would argue that 18 of the games are of average quality, that there's a distinct bias in favour of arcade shoot-'em-ups (particularly Defender clones) and that the graphics are old-fashioned. In its defence, though, we're absolutely cracking games all with 'classic' tags (and in these days when the word 'classic' is so mis-used it's come to mean just about nothing I'm here re-examining it to its former glory), and a frighteningly good manual (in a computer? Never! - Gave) all for £17.95. It's outrageously good value - check it out now!

THE RIDDER

**BIG BOX 2**  
READ ONLY CD 07873 30000  
CASSETTE £ 218.99 • OUT NOW

## POWER RATING

**UPPERS**

- 20 excellent games
- 66 games per game.
- A C64 hall of fame
- The manual is exceptionally informative for a computer.

**DOWNERS**

- 10 average to fairly poor titles
- There's an awful lot of loading to endure.



**DARK KNIGHT** Possibly the best game in the package. Save the planet Earth by mixing for gas before you get made redundant.

# POPEYE THE COLLECTION



Are't's often supposed to have said to himself: "Someone ought to tell Popeye."



The Sailor, The Spinach, The Princess, Popeye Returns to Popeye 2.

**P**opeye is what fans, as he likes to tell everyone, and what he is this time is a computer spinoff that appears in three bundled-together games going by the name of *Popeye: The Collection*.

*Popeye* and *Popeye 2* are basic platform adventures. The main difference between the two being the size of spinoff. In the first *Popeye*'s almost fill the whole screen, but in the sequel he's a more reasonable size. The aim of the first game is to collect every one of the 25 love-hearts that are scattered around the playing area, and deliver them to Olive. *Bluto* interferes as often much of the local wildlife. It's really only fun if you're a short-sighted, incurable romantic.

Collect all the hamburgers, rescue Olive Oyl and save Brer Fox from certain death (if



spinoff and basically more enjoyable version of the first game.

*Popeye* the sequel of the sequel only has one platform — a swinging ring. That's because it's a wrestling game and a good one at that. You wrestle against alien apes after to win flour out with your love, while an opponent help and hinder your performance. The loss of your true love versus a broken joy-stick, it's up to you to decide.

CATWOMAN

**POPEYE THE COLLECTION**  
ALTERNATIVE 01 0977 797777  
CASSETTE £ 25.99 • OUT NOW

## POWER RATING



### UPPERS

- Three games for the price of a large pizza
- *Popeye 2* is rather groovy for a wiggling wrestling thing
- A meat for spinach lovers everywhere.

- The original game makes you wonder how it managed to appear any longer.

### DOWNERS

# POSTMAN PAT HIT COLLECTION



Early in the morning, just as day is dawning, Pat sets off his tin can in his van. His aim is to get the milk. (0977-88)

**T**he postman always brings letters, or so they say. Not this one, really — if you

don't believe the clear bit first then you won't get your post. He'll be off opening a shopping centre or visiting kids in hospital. Yes Pat's a multimedia star. And to prove it here's a package of his adventures in one of those media.

The original *Postman Pat* could be described as an arcade adventure. Once



Working like a maze out of text or start off the day.



Please, no more text, no more text!

you've missed the thing out the game itself becomes pretty basic. But missing it out is a major show. Each time you've done something right your postman rewards you with a refreshing cup of tea.

*Postman Pat* is the best bit of the three — and definitely worth a cup of tea in your status bar, check who chase you and tick the post, there's Sam the milkman who's generous to children and Ted, the fix it man, it sounds strange, it's admit, but it's a good bit.

The worst of the three is the third game, a dismal clone of the so-so *Popeye*. It's slow, dull and not really worth the tape it's recorded on. But as Microsoft once quothed: "Two out of three ain't bad."

CATWOMAN

**POSTMAN PAT HIT COLLECTION**  
ALTERNATIVE 01 0977 797777  
CASSETTE £ 25.99 • OUT NOW

## POWER RATING



### UPPERS

- Three for the price of one (i.e. a bit less than two, actually) — £6
- A pretty nice version of the theme here is used throughout.
- *PP2* has some very unusual graphics.

- *PP1* is a heckle within.
- A bit too slow.

### DOWNERS



What Pat could really do with now, after all this driving around, is a nice cup of tea!



**SMASH 16** & **Smash 16** fly along about 'em-up, blow-by-blow racing made for little gameplay.



**CONVERT** As an '80s man you wander around the jungle and hit the enemy. It's quite fun at first, but there's nothing to keep you going.

**C**an you go wrong for just under \$40 a game? Well, if *Smash 16* is anything to go by, indeed you can. Unless you're seriously short of spare blank cassettes, that is. The *Conies* have put together a bunch of 16 "classic" games in a package costing just under £15 and which sounds like an excellent bargain. But my Mum had a saying that she would quote at me every year as I prepared to hit the January sales: "A bargain is only a bargain if you would have bought it at the full price anyway". And that's true not only for games, but for CD-i games as well.

The pack consists primarily of tedious shoot-'em-ups, with a sprinkling of yams-style arcade-type adventures. The best of the bunch are probably *Kamikaze* for its sheer craziness, and *AGE*

*Sevens*, just because it's a relief not to be playing another boring, routine shoot-everything-in-sight-to-bite game.

To put *Thunder Angel* as the first game on the first tape was a definite mistake. It's a bland shoot-'em-up that would be more at home on a Speccy. It's an awful shade of blurry-green with sprites that are just black line drawings.

Some people will argue value for money (despite until they're blue in the face). But personally I'd recommend that you buy three decent £3.99 budget games instead and have enough left over to rent *Batman Returns* for an evening from your local video library.

**CRIFMANN**

**Best (ish) and Worst**

**BOMBAY** Fly a tiny plane, hit everything in sight and pick up the goodies. Cheaper stuff this.



**KOOL SUPERHERO** Well, not much and only graphics but you need a soft touch.



**DYNAMITE ANGEL** A very standard shoot-'em-up in a yucky shade of turquoise, courtesy of Algorithmic Vision. The water 'tilts'.



**SPEEDWAY HERO** Appealing platformer. Slow movement combined with being graphics and staff sound effects.



**SMASH 16**



**SUPER SMASH** Shoot yourself along with your anti-grav power tank. Different and quite amusing.

**POY TERRY** Good but somewhat irritating about 'em-up. A Deluxe clone that plays quite well.

**LAFER FORCE** Vertically scrolling shoot-'em-up. Not too bright but not too much fun either.



**TERRA CONQUER** More vertical crawling and shooting. The vice.



**SUPER SUPER HERO** An arcade platformer/adventure that's as entertaining as a cup of tea.



**WARFARE FLIGHT** Fly a little slower while going through enemy levels. Mainly shooting and only one screen high - fly off the top and you're appear at the bottom.



**FREAKY FRENZY ACTION** Dull action adventures. Pick up missiles and blow down walls and get killed through the fault of your own.



**NINJA WARRIORS** Wander around a maze collecting objects and killing things. Okayish.



**EYE HERO** A platformer. More a challenge in various ways. Most of the time you take the form of a simple coin - but about 'em-ups.

**SMASH 16**  
**COMMUNITY 0-800-814133**  
**CASSETTE \$ 24.99 • OUT NOW!**

**POWER RATING**

100  
90  
80  
70  
60  
50  
40  
33

**UPPERS**

- Loads of tapes for out a lot of cash.
- 10 of the games are heavily flawed.
- The other four aren't that much less.
- Mmm? What mmm? You have to work out most of the games by trial and error, not that there's much incentive.

**DOWNERS**

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**ABC 60,045**  
Annual circulation figures for 1992

# NEXT MONTH

## SAME BAT-TIME... SAME BATCHANNEL!

Can the Commodore Crusader escape the Ribbler's fanclub trap? Will we be able to find a suitable replacement for Robin, the Boy Wonder? Will the Juice actually do something funny?

Turns in next month, at the same newspaper, on the same staff for the next thrilling installment of *800-Commodore Format-Mag Special* guest stars for this episode will include Jan Trevis with top tips on how to make the most of your *800-CRUC*

games, Jason Finch teaching those lads how to make a thing or three, Andy Robert's Commodore's (outing) games gallery, Roger reviewing budget games (as well as rating the attraction) and the final full review of Yarg's latest league, McDonaldland - and yes we will have fries with that!

Can you wait a minute longer? Well I hope so, because *Commodore Format 21* won't be on sale until the 23rd March 93. But after that date it will be appearing daily (or at least until they seal out, so you'd better use the Mag\*Save coupon below) at a newspaper near you.

## "SO THE TIME IS NEAR..."

"So I face the final curtain. My friends, I'll state my case, of which this curtain is one. It was with these words Of Blue eyes turned, Mr Frank Sinatra, opened our surprise leaving party for millions as possible. Lisa Nichols (known to her friends as 'Lizette'), 'Yes folks, with a heavy heart, I must announce the departure of Lisa Nichols from the ranks of *Commodore Format*. Lisa has decided to resume the medical research that, originally made for mine. As we look on it, though, we're not as much losing our 'Victory' as gaining a Lisa, because she's being replaced. By another Lisa, a certain Ms Keller. So it's a simultaneous hello and goodbye to Lisa.



We discovered a new system that you can use to save money on your magazine subscription. This could save the cost of delivery and immediately make yours for a massive 50% off the American price.

Meet Lisa, a girl who can't be replaced. She's a simultaneous hello and goodbye to Lisa.

## MAG\*SAVE

## HOLY MISSING PERIODICALS

Please Mark for Missing) newspaper, kindly reserve my copy of *Commodore Format* each month, starting with the April issue, on sale from Tuesday 23th March 1993. See you, citizens.

MY NAME

MY ADDRESS

Batman has uncovered the Juice's fanclub plot to steal all the CPUs on 23rd March. He lay the next issue into the streets. To foil the final boss's scheme just fill out the Ben-coupon (left) and send it to your friendly neighbourhood newspaper (above), writing superherofly and they'll keep it safe from the Clown Prince of crime.

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