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COMMODORE

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FORMAT

ISSUE 33 • £3.50 • JUNE 1993

POWERPACK'D

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SHACKMAN FULL GAME
COYRA p12 FULL GAME
A2A FULL GAME
SPRITES TUTORIAL PROGRAM

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KNEW
THERE
WAS
SO
MUCH
ON IT!**

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to disk
SPLENDID!**
Tape to p.6.

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p.52

Mayhem p.30



Sleepwalker p.34



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More would see this in the future
More would see this in the future
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REVEALED!

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From Testarossa and Testarossa, the coffee
have tried every conceivable approach to
simulate the thrill of road racing. Our list of
the bestest or over 20 racing games!

20 LET'S MAKE A MONSTER

'They did the map, they did the monster map.'
The Rowlands Boys start plotting the positions of
the monsters that gave their new game its name.
Catch it at *Magazine in Microland* by the way!

30 WWF WRESTLEMANIA

Hit Squad

WWE's 'bully boys' return to the CBM in budget
mode. One year down the line are they still
the 'Superstars of Wrestling' or has any
old has-beens?

52 DARKMAN

Hit Squad

Sam 'Evil Dead' Raimi's loca-
changing movie was dull but
great fun. Can the CBM conver-
sion recapture this blend of
supernatural whimsy?

64 SLEEPWALKER

Hit Squad

It may have missed Red How-
day, but *Sleepwalker* will do a
lot of work for charity. You're
not just going gambling wrong
in this brilliant fund-raiser!

86 4-MOST WORLD SPORTS

Alternative

Apple pie means Swazi! Three all-
American star sports and Japan's
big-sweeping fans join forces on one tape!

COMMODORE'S C64

IRONTON WERE

EDITOR

Although it took
me at least 20
attempts to get
the driving text
Ironic is a natural
reading choice. It really
does the job! In a
word? - David, when
he's answering down the
phone in the CP seat
- although Ironic is
more of a reader than a
writer. Ironic is a
natural reading choice
Ironic is a natural
reading choice. Ironic
is a natural reading
choice. Ironic is a
natural reading choice.
Ironic is a natural
reading choice.

HAVE GOLD?

PRODUCTION EDITOR

David's not for the faint
hearted. Ironic is a
natural reading choice.
Ironic is a natural
reading choice. Ironic
is a natural reading
choice. Ironic is a
natural reading choice.
Ironic is a natural
reading choice. Ironic
is a natural reading
choice. Ironic is a
natural reading choice.

IRON ADDITION

ANY ONE

David's not for the faint
hearted. Ironic is a
natural reading choice.
Ironic is a natural
reading choice. Ironic
is a natural reading
choice. Ironic is a
natural reading choice.
Ironic is a natural
reading choice. Ironic
is a natural reading
choice. Ironic is a
natural reading choice.



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Goodies galore at knockdown prices!

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58 SHADOW DANCER

Kitay Shinobi kunks his shaky staff in five deadly missions. Does his canine counterpart out the mutated or is the game a dog?

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60 ROBIN HOOD - LEGEND QUEST

Codename: The Sheriff of Nottingham has Maid Marian a prisoner and only Rob can save her. Performs platform action events like *Bay 'n' The Wind*.

62 JAMES POND 2: CODENAME ROBOCOD

Kitay Spook super-espies guy James Pond of F.I.L.M., gets a suit of armour, a strategy module and a HUGE mission. Will he beat the evil Doctor Myster? Maybe not.

A DRIVING FORCE!



HEAR HISSING! STEAL NUMBER

Our resident no-nonsense gal gets seriously funky. Equally the outfit on her covers and gets her head under the covers. Steals the car and a computer and the jump, reverses the fuel pump and later the brakes. Finally how much she will really see through her fingers when the other car can't take it. Our magazine Mr. McQueen wanted that collection!



USA KISS! ART ASSASSIN

Little David love of figure - most evident in her huge metal tank wardrobe - made her the obvious choice for our home destination, the game becoming her racing track for her friends. The good stuff went to her head, though, and when that she was being lined up in Florida she found 50 enemies among the streets which included a jet pack. It's every single of them more impressive though, was her number one of speed when her forward went over to her. Go Live, 100!



POWERPACK PAGES

POWERPACK

Four fabulous full games!

WATER POLO

Slide One
Tape count: 800
Bring on the churning board! Operating fun!



COYRA PART 2

Slide Two
Tape count: 600
It's a winner! Huge opportunity in the land of the lost wilderness!



ATA

Slide One
Tape count: 200
800! Amazing! Take right out the Story Package.



SNACK MAN

Slide Two
Tape count: 600
Classic maze made magical!



For full details on all the games and programs on Power Pack 53 all you've got to do is turn the page. What an amazing concept!



p54

Power Pack 53 is a special collection of games and programs. It's the only one of its kind. It's the only one that's worth buying. It's the only one that's worth playing. It's the only one that's worth having.



To load any of the games on the Power Pack, wind the tape to the start of the Ripped the cassette off the cover? Slammed it in your datasette? Loaded something up? Come to a grinding halt because you don't know what to do next? Don't panic - Clur's here to tell you everything you need to know about this month's Power Pack.

POWER PACK

33

SNACKMAN



Just think of it - 200 points in 10 seconds! This one is less of life & the seconds turn red.

This makes me feel old. I can remember when PacMan was state of the art. Now computer games have come further than anyone could have ever imagined, in terms of graphics at least. But you can't beat good gameplay, and PacMan had it in spades. And today's your lucky day because SnackMan is a near-perfect PD clone of the original PacMan & plays smoother than the cream in a Twinkie™ and is sooo easy to get the grips with.

You take control of the round, yellow, munching Snackman and

your whole aim in life is to eat everything in sight (except you-of-very-one Dave!) - Eek. Small brightly-coloured round things are your favourite snack while square poony things give you indigestion. Green flashing things act like a strong blend of Heisen™ and Turing™, when Snackman eats them the square poony things turn grey and edible for a short time.

The number of lives you have left is displayed at the top of the screen in the form of a number of yellow blobs. Every time a square sply whizzit collides with you, that's one blo down. Every time you bump something you get points. Consume all the blue dots on a level and you're whisked away to the next.

Ah, they don't make 'em like they used to.



Blower, blower, blower, blower, blower, blower, blower, blower - SNACKMAN

WANNA SEE MORE?

If you want to see some more of OGGLES' PD stuff check out the OGGLES Hyper Pack reviewed in last month's CP. It contains 10 programs - games and utilities - an one disk, for the bargain price of 05.99. Interested? Then write to OGGLES, 11 Havelock, Winterton Road, Hull, HU2 1SD - 0482 820587.



QUICKSTART INFO

Side Two - Page Count: 200 -
Anytime part 2

- UP Go up.
- DOWN Go down.
- LEFT Go left.
- RIGHT Go right.
- FIRE Start game.



Munch your way to the level level. Simply eat all the dots and avoid the badies.

Munch the green pill and the red enemy will become quite palatable - for a while!

program, hold down **Shift** and press **Run/Stop**, then press **Play**.

- D**o you really need to explain how to play this? Tapes done. Twist! (NES) — Ed. Okay, then, if you're sure it's needed, if you really reckon there's someone out there who doesn't know how to... (got on with it — Ed). Right, here goes:
- 1 The blocks fall from the above.
 - 2 Rotate 'em with the Fire button.
 - 3 Slot the shapes into place.
 - 4 If you make a line that goes all the way across the play area without any gaps it disappears and you get loads of points.
 - 5 The game gets faster.
 - 6 You panic.



NO LOAD ZONE

Sometimes even I have trouble loading my Power Paks. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work. That's when I turn to Alex for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy bag, along with a stamped addressed envelope and send it to:

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Don't send your tapes to us here at CP. If you do they'll inevitably get lost under the masses of other post we have to sift through every month. So take, for quick service, send your really tapes to Alex!



QUICKSTART INFO

Get Your Tape Count: 699 (Joyce) part 2

- UP Rotate.
- DOWN Accelerate the rate at which the pieces fall.
- LEFT Move piece left.
- RIGHT Move piece right.
- FIRE Rotate the piece through 90 degrees.
- S Toggle the NEXT piece. (NES) only.

UTOPIAN VALUES

ATA is one of a huge collection of PD programs available from Utopia PD. If you want to make a catalogue then visit them at Utopia PD. To contact them at Utopia PD, 10 Chesham Road, Goldersham, Bucks, Mid Glamorgan. CF44 6PP.



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Harcourt, Telford
Stratford, TF7 8DD.

Thanks to Lords of the South West Region Sports Council we bring you the most detailed run-down of the rules of Water Polo in any magazine this side of Rugged Sports Special!

Water Polo the computer game is most faithful to the sport it's based on than most

sports sims; for example each of the four periods lasts for seven minutes, the same length of time as in the real game.

Basically it's all about scoring goals, but at least two players must touch the ball before a goal can be scored. There are seven players from each team in the water at any time, one team all in blue-caps and the other in red (in the computer version, anyway - in the real game the caps are either blue or white). When a player is under joystick control (at, yes, we are making about the computer version here) his cap changes colour. If you want to swap control to another player at any time, a click the joystick buttons will select the player who's currently nearest the ball.

During play a team can only keep possession of the ball for 30 seconds (check the timer counting down at either end of the pools). If an attempt of scoring a goal is not made within the 30 seconds, you'll

QUICKSTART INFO

Side One - Tape Count 0001 - JoyStick port 2

- ▲ UP Swim up the screen.
- ▲ DOWN Swim down the screen.
- ▲ LEFT Swim left.
- ▲ RIGHT Swim right.
- ▲ FIRE Click and hold to reach up to catch the ball, double click to throw it.

Other info
To pause press **RETURN**.

fail

a while to blow and the ball will pass.

automatically to the other team.

The ball is deemed out of play when it hits the side of the pool or leaves the pool. In either case, the ball is thrown back into play by an opposing player from the place where the ball went out.

You'll never have had so much fun in the water... er, when you're not actually *in* the water at all (I just saw what I meant).

WATER POLO



SPRITE DEMO

Clap, there isn't a lot to this game, but there's a reason for that. You see it's not really a game, it would look like one, but it's not. It's an example. Honest. It gives you our sprite feature (see page 23) and it

```

PROGRAM LISTEN 100
FOR I=1 TO 10
  FOR J=1 TO 10
    PRINT "X";
    IF J=10 THEN PRINT
  NEXT J
NEXT I
  
```

More than a game - an explanation as well.

there, basically, for all the tech-minded amongst you. Because also on the Power Pack (side two, tape count 100) there's a listing and full explanation of the how the thing works. It's basically

there to whet your appetites and we'll be going into more detail about it next month, after our introductory game with this issue. If that kind of stuff is a bit of a mystery to you, though, you can still have a blast at it if you really want.

You're the ship at the bottom, which can move left and right and fire. Bombs fall from the skies at various speeds and from various locations. All you have to do is shoot the

bombs to destroy them before they hit the ground. The number that get through your defenses is displayed at the top of the screen. Et, and that's it. Look, it's not supposed to be the next *Amos 'n' Andy*, okay?

QUICKSTART INFO

Side Two - Tape count 100 - JoyStick port 2

- ▲ LEFT Move ship to the left
- ▲ RIGHT Move ship to the right
- ▲ FIRE Blasting time!

For more information turn to our sprites feature which starts on page 23.



CHARTS

TOP TEN

1 STREET FIGHTER 2 ▶

US GOLD £13.99 CF39 80%

2 Dizzy, Prince Of The Yolkfolk ▲

CodeMasters £3.99 CF17 91%

3 STREET FIGHTER ▼

Rixx £3.99 CF38 36%

4 TERMINATOR 2 ▲

HIT SQUAD £3.99 CF38 72%

5 F16 COMBAT PILOT ▲

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6 GOLDEN AXE ▼

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8 SPELLBOUND DIZZY ▲

CODEMASTERS £3.99 CF17 91%

9 RAINBOW ISLANDS ▲

HIT SQUAD £3.99 CF19 92%

10 WRESTLING SUPER STARS ▼

US GOLD £13.99 CF39 82%



WHAT EGGS?

In this month's CD4 Top 40 games chart there are:

- 1 Sports titles
- 1 Story games
- 1 CodeMasters game (never held off their starring Dizzy)
- 1 Beat 'em up
- 1 Game with 'F' in the title (one of three not a sequel - 3D Street Fighter)
- 1 Game with '2' in the title (one of three not a sequel - 3D Street Fighter)
- 1 Game with any birds in them



A WHAT SIM?!

1 **HOW GOOD? SIMULATOR** - What you find to a large degree depends on the way you play!

2 **ADVANCED BMX CHAMPIONSHIP SIMULATOR (CodeMasters)** - For those of you who passed your cycling proficiency test in the new advanced game.

3 **FRUIT MACHINES SIMULATOR (CodeMasters)** - Unfortunately your winnings were simulated too.

4 **SUPER SCRAMBLE SIMULATOR (Rixx)** - Egg collecting at its most light-heartedly realistic.

5 **BEACH BUNNY SIMULATOR (Driver Group)** - Don't imagine you're moving down the coast of Daytona.

A REALLY SATISFYING END?

What do you mean the biggest, mostest, bestest, best ultimately about victory? It's hard to do a million tiny pieces and all that's possible isn't? Smash 'F' has the edge of complete gifts, but I don't believe that the lot in Rainbow Islands are pretty impressive. But for now, what we think doesn't matter. In the final of a new inter-venue starting team in CD we want to know what you think. Let us know what your favourite and all-level quantity to whatever way you may wish to sit at the normal address (CP, 20 Stonehill Street, Warrs, Aveo BA7 9BN) specifically to let us know, or let down your choice when you wish to come other part of the map (CodeMasters, TRN, etc). Alternatively, give us a ring (0434 24444) on any Tuesday. This one's game for a month.

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- 50 sheets of 400gsm paper
- 50 sheets of 500gsm paper
- 50 sheets of 600gsm paper
- 50 sheets of 800gsm paper
- 50 sheets of 1000gsm paper
- 50 sheets of 1200gsm paper
- 50 sheets of 1500gsm paper
- 50 sheets of 2000gsm paper
- 50 sheets of 3000gsm paper
- 50 sheets of 4000gsm paper
- 50 sheets of 5000gsm paper
- 50 sheets of 6000gsm paper
- 50 sheets of 8000gsm paper
- 50 sheets of 10000gsm paper

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- 50 sheets of 100gsm paper
- 50 sheets of 120gsm paper
- 50 sheets of 150gsm paper
- 50 sheets of 200gsm paper
- 50 sheets of 300gsm paper
- 50 sheets of 400gsm paper
- 50 sheets of 500gsm paper
- 50 sheets of 600gsm paper
- 50 sheets of 800gsm paper
- 50 sheets of 1000gsm paper
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SNIPPETS

News, gossip and other essential bits'n'pieces.

ARISE SIR LEMMING

Lemmings have conquered the world, it's official. Well, it must be 'cos Pyrgonix, the folks responsible for the green-haired 'rubbery' computer game appearances, have received 1993's Queen's Award for Export. The Liverpool-based company are the first ever computer games publisher to be awarded with this accolade (as they keep telling everybody).

To celebrate they've given us a white-label, prime copy of the Lemmings record, on the green SPX, to give away to a lucky reader. To win this elusive CD of vinyl, all you have to do is make six many words of four letters or more using the letters in this sentence: Go jump off a cliff. Send your entries to CH no. 167's got, Commodore Forum, 58 Westwood Street, Bath, BA1 2BB.



BULL IN A PHONE SHOP

Have you been trying to get through to Bull Telecom? Then order a Modem, and keep using comedy? Their order a Modem, and keep using comedy? Their order a Modem, and keep using comedy? Their order a Modem, and keep using comedy? Their order a Modem, and keep using comedy?

DOWN ROVER, DOWN!

After a shockingly bad season, OF's five football teams (Ireland have been relegated from the First Division. Their downfall came about when they failed to win against Carbridge in April 1993. I suppose it could have been worse, at least they went out on a one-all draw. (Care? you just love reading it in CH?) -- Dave

ORDER, ORDER!

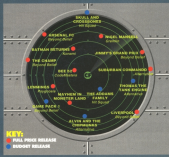
Okay, so your local retailer's CD shelves are looking bare, then. Mutter, Hattwick's, cupboard on a bank holiday Monday. But don't forget that you can still order CD's games from those high street branches that stock computer software. In fact W H Smith had so many orders for AMN2, it when a load came out that they decided to order extra copies to stock up their shelves. So don't forget computer games. Make a note and make it last as long as it's not anywhere near my local O.S. that is!

THE CURSE OF FACE TO FACE SHOCKER!

Spooky coincidence time. However, Games, Lockley and Prosser have all recently resigned each shortly after having been interviewed by Commodore Forum's Gavin after the review of Face To Face interviews were published. Also Lockley resigned from his position at Ocean. He was closely followed by Kelly Sumner leaving his management role at Commodore UK. Poor it seems as though the leaving bug has just descended on Woodway, as she has just announced a move from US Gold to King. To take up the role of Media Manager.

EARLY WARNING SCANNER

Your at-glance guide to upcoming releases. The nearer a game is to the middle of the scanner, the nearer it is to release. Keep watching the skies.



MAIL ORDER GUIDE

There are some great bargains to be found in our ad pages. But you may be a bit nervous of handing over your cash to someone on the other end of a phone. Just follow our simple guide to buying goods from mail order companies, and you can't go wrong.

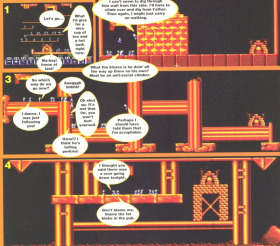
- 1 Before you talk to the company, write down the order numbers of the goods you're interested in, and set down a list of the questions you need to ask.
- 2 Never send cash through the post. If possible use a credit card which is likely to give you insurance coverage.
- 3 Before you send off any money, be certain the stuff you're ordering is in stock.
- 4 Check the delivery date and ask about the supplier's refund policy. Also check for any hidden extras like postal charges or VAT.
- 5 Consider all companies that are always on streaming machines and firms that don't give an address on their orders.
- 6 Keep records of correspondence with any mail order company. Write down any information they give you, use the telephone and send a note of what and when you see the ad.
- 7 If a problem does arise the first place to contact is the supplier's office. Be calm, and explain clearly and politely what's gone wrong. Most problems are just plain mix-ups and can be sorted out on the spot.



LEMMINGS

It's nearly here! And 'cos we were getting as impatient as you, we sent Clur to Psygnosis to wangle these level shots for you. So here, for your delight and delicatation, to bewitch and bewitch you, those wondrous, wonderfully willing (willing? - Ed) - ladies and gentlemen, I give you - Lemmings.

We've shown you tantalising glimpses of the Lemmings game before, but now we can finally reveal a selection of complete levels - so that you can start working out how to get through them. Plus one to four are easy, fun levels, five is an example of one of the taxing levels and the



last couple of games show what you're up against in the lobby levels.

In case you've been living in deep fog for the past year, *Lemmings* is a game about survival. The survival of hordes of tiny green-haired mammals, who have a collectively absurd idea that the best thing to do in times of crisis is jump off a cliff. These are creatures with insignificantly-sized brains...they're dimmer than a 15-watt bulb, in other words they're mindlessly stupid. Don't believe me? Then check out what the little guys have to say...

CF VITAL STATISTICS

Here we've whetted your appetite for more, but not — we've heard that it won't be too long before you can get your mitts on the full game. At the moment it looks like it'll cost around the £12 mark for the Classic version and £15 for the CD32. A definite release date yet to be confirmed but we'll tell you as soon as we know. And yes we will have a demo on the Power Pack but again we're not quite sure when. Watch this space (and the one in the bottom left of the cover)





BEE 52

There a bit of a buzz going 'round about this insectoid shoot-'em-up. Clur finds out why...

A ccording to the great physicists there's no way that a bee should be able to fly - it's aerodynamically impossible. That doesn't

stop it flying. Even more bizarre is the idea of a lumbering bee collecting pollen with the precision of a laser gun. That hasn't stopped the Coders coming up with a game about a one half of a killer bee and naming it after a Cold War number.

Bee 52 is a shoot-'em-up starring a swarm of evil-looking insects as the enemies. You're control of the eponymous hero, your mission being to collect pollen and shoot the bees before they shoot you. You need to make regular trips back to the hive because your honey sacks ain't that big and you have

to deposit it the stuff the bees don't do, they'll come back to haunt you again and again so there should be plenty to keep you going. Time limits are built into the game play in the form

of ants who sneak into the hive and scoot off the honey if you stay away too long.

Bee 52 has to be one of the most colourful games on the C64. It is a long time, a perfect game for watching away those long British summer evenings... or

when raining and you want to be reminded what summer is supposed to be like. There'll be a full review for you next month, so tune in, turn on and, at get down to the nitty-gritty in 30 days if you wanna read it.



Watch out for the big mooshies at the Beehive. They're my delishious treat honey.



THREE STEPS TO HONEY

A honey bee needs to work hard to survive in this tough, modern world. To keep the honey coming he has to get plenty of pollen to the hive.



This time, you find a flower to love...



Bee here, you visit the pollen out...



Bee there, you take it all back home...

...And that sure seems like honey to-us-ooo me. Wasp was oooooohhh, wasp was oooooohhh. (Sh no, Clur's been to one of those Pils neural discs again - EC)



You'll look worried too if you had a wasp on your tail. And he's following you.

Wasp is suddenly sneaking into beehives? We'll be following our traces no it.

Not only do water flies look great but they taste great too.

THE ULTIMATE DRIVE-'EM-UP!

Forget the Vauxhall Corsa. This year's real super model, Clur, has got the need for speed and none of the driving games out there can satisfy her. The solution? Creating



the ultimate driving game by combining the best bits from the games already out there.

There isn't a single car that I would could call my perfect set of wheels. Nope, my dream machine would be a combination of the best bits of other cars. So, what kind of shell would I have? Porsche? Jag? Nope. I'd go for a classic — let's say a Ferrari Dino. Climb on the engine from the Lamborghini Diablo, and the suspension transfer from a Cadillac. And just for show, chuck on a set of DB5 spike wheels.

Which gets me thinking — how about creating a 3D car racing game in the same way? Let's take the best bits from the racing games that are about raw and hot and weld them together into the ultimate racing game. Fatter your seat belt, it's going to be a bumpy ride.

3D OR NOT 3D?

The first thing you notice about any driving game is the view-point. Obviously you've got to be able to see where you're going, but what's the best place from which to watch the action?

There are two distinct options to go for: the flying-overhead-in-an-over-or-nable-chopper view or the 3D race. The classic overhead view slices (unlike the appalling Street



Street racing game, the flying-overhead-in-an-over-or-nable-chopper view or the 3D race.

the American International machine guns, but make sure ally features, too. Only the cars and hot rods survive — please (about about 1987-88)

Machine) manages to effectively throw you into the action even from it's usually high view-point.

Personally, I still prefer a 3D track-racing towards you at viewpoint — you get things right into the heart of the action. But there's still a choice of where you get to see the action from. There's the, "are you sitting uncomfortably in your cockpit?" position, like in *Street Car Race*, and there's the "looking in the passenger seat in a car

directly behind the vehicle you're controlling" viewpoint, like in the wonderful *Plasma 2*.

Well, I reckon I'll go for the 3D in-the-cockpit viewpoint for our ultimate racer.

Start off the game by designing everything in dead sexy-looking perspective 3D and you're

half way there in my book.

HEAD TO HEADS

Some of the highest ranked races have named their competitors purely for their brilliance in two-



player mode. Lotus Exotic Turbo Challenge's leader board mode has got to be one of the best I've ever seen of any format (save, and what about *Plasma 2* — Ed).

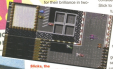
I reckon that the only practical way to do two-player mode is to use a horizontally-split screen. That way you can display both drivers at the same time without losing too much road detail. Try and do it any other way and you'll be left with either half the road out of view, or one player being terribly confused when his car disappears at the edge of the screen (unless of course that's the whole point of the game like in *Slick*) two-player mode, in which you are supposed to force your opponent off screen.

One advantage of the overhead style of game is that you can involve even more players, as long as someone's prepared to use the keyboard. But then you restrict the size of the track considerably as if it were to fit on one screen. Stick to two-players, split the screen and you've turbo-charged the engine of success.

THE RIGHT TRACK

What do you prefer, doing your Nigel Mansell impression in a big shiny F1 car or charging through New York streets in a customized 947?

Personally I prefer to feel as if I'm getting somewhere. For most of my life I seem to be driving around in circles so just for a change I like to aim for, and achieve something. I reckon that games



Slick, the best of game that gives overhead racers a 3D000-come!

HONK!

CUSTOM CARS • HOT WOODS

WHY a HOT IGNITION





the Lotus Europa, in which you're racing across Europe, with infinitely, so most racing has to be the choice for me.

TRACK OR TEST?

Realistic design can lead to unrealistic disaster, but a good design doesn't automatically mean a sport game. Two nearby trends and the cars spend most of their time off the track, not onough and there are pauses in the gameplay when you've got nothing to do. Some games base their track layout on real tracks, which seems ideal, but though these games are called simulators there are some things they cannot simulate—tasks that might be existing in the real world can be dull or impossible on-screen unless the programmer adds some subtle tweaking.

Damage and disaster have both tried to get around track design problems by letting you design and build your own courses. But unfortunately both games were let down by their limited factor on the race track.

So what should we expect for our ultimate race? Hmm, I think that Lotus Europa Turbo Challenge lives though it does have circuitry that's a pretty fairly designed course with some great obstacles and bends, so for a simple the basic design starts from that.

WHICH MODEL, SIR?

With everything from jeeps to limous and from go-karts to dune buggies, there's such a wide

TOP OF THE RANGE

The pick of the racing games:

Pitstop 2 (Kixco)

For it's brilliance of its performance in two player mode.

Lotus Europa Turbo Challenge (Demille)

Great all-rounder with split screen action.

Sticks (CodeMasters)

For it's role as the king of the oversteers.

Blind Car Racer (The Hit Squad)

Highlighted for the best sound action ever.

Turbo Charge (System 3)

Last but not least for the sheer power of its performance. Burnin' rubber!



Damage, not so much
A racing game as a last-try-up on wheels. Be remember to drive aggressively.

range of cars from which to choose that you wouldn't think a programmer would need to stray away from those for inspiration. But there's no need to be limited to more vehicles of the four-wheeled variety.

One way the programmers have managed to move towards the idea. Not for Lotus's latest invention, but the all-glassed two-wheeled that encourage millions of 18-year-olds to squeeze their feet into their tight boots and slip right into sticky leathers and oil-soaked, hard-pumping leathers down—Zik. Games like Super Hang-On prove that the idea thing can be done, and with style. Though the cars are very basically the same as four-wheeled driving and the practical simulation of moving into the bends did give the game an extra first element that took it out of the formula.

Then you've got games like International Truck Racing which by desperately to break into the world of trucks and more trucking fun, but unfortunately it failed completely. Because

STUNT DRIVING

A way of making a driving game more fun is to show it in a few quips in the track design such as ramps and loop the loops. Look at Stunt Car Racer, for example. No, even better, play Stunt Car Racer. Not only are you pitting your wits against another driver but you take the car around a course fraught with dangers. You keep into the air, never quite sure where you're going to land. Only skill can save you from plummeting off the cliff edge of the track into nothingness.....

unless you have the sensation of high risk speeds in a driving game you're almost guaranteed a flop and International Truck Racing, for all its attempts to simulate the difficulty of steering with a ten foot trailer behind

your cabin, was disappointingly sluggish.

Whatever vehicle you choose to drive, driving has to be made more fun than having a Mini Cooper around the NBS at half past five on a Friday afternoon. No, I'll stick with the Lotus.

PIT STOPS

When you're going round and round a track for hours on end you're going to get a little tired and soon on your machine. You want fast and fast on your machine, though, and you can't go fast for the AA, so you'll have to pull into the pits for refuelling and repairs.

The most important thing with pit stops is

timing. Lotus Europa Turbo Challenge has you in and out of these faster than Go On with a fewer problems, while F1 GP Challenge has you waiting around for Pors for your pit instructions to get out of bed in the meantime you're getting lapped for the fifth time by that get it in the Renault. If the structure of the game forces a

STUNT CAR RACER



Stunt Car Racer achieves a unique blend of fun, fun and pure action. We heartily approve!

AND THE POSITIONS ON THE STARTING GRID...

Every racing game ever on the C64 read tested (except those not yet been prohibited by mention by the Department of Transport) ... Fit for the scrap heap ... MDI failure

..... A Family Lotus A 4x Turbo Formula One racer.

ATV Simulator	CodeMasters	May 87	British Racer	The Hit Squad	Sept 87
ATV	Demille	Oct 86	F1 GP Challenge	Hit	Aug 87
Auto Car	Origin Systems	Sept 87	Formula One
Backfire	Demille	Jan 86	Gran Turismo	Electronic Arts	Apr 88
Buggy Boy	Emule	Dec 87	Ham Car	EPS	Dec 87
Crash	Demille	Feb 86	Formula One Simulator
Championship Sprint	International	Sept 88
Crash HD	Emule	Feb 86	Grand Prix	D & M	Apr 87
Crash-KO!	Emule	Dec 87	Grand Prix Circuit
Crash-NO!	Emule	Dec 87	Grand Prix	Apple	Apr 87
Crash-Hit	Origin Systems	Feb 86	Grand Prix Simulator
Confidential Chase	Madmax	Feb 88
Yipee	Nov 88	Hardcore	Demille	Dec 87
Crash Car 2	Hit	Dec 87	Jetty Race	Emule	Mar 87

International Truck Racing	Demille	Apr 87
For-File	Origin	Nov 86
Hi-Drop	International	July 86
Hi-Drop 2	International	Sept 87
Lotus Europa Turbo Challenge	Demille	Oct 86
Mad Max	Demille	Aug 87
Mad Max 2	Demille	Dec 86
Mad Max 3	Demille	Sept 87
Mad Max 4	Demille	Nov 87
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Mad Max 13	Demille	Jan 89
Mad Max 14	Demille	Feb 89
Mad Max 15	Demille	Mar 89
Mad Max 16	Demille	Apr 89
Mad Max 17	Demille	May 89
Mad Max 18	Demille	Jun 89
Mad Max 19	Demille	Jul 89
Mad Max 20	Demille	Aug 89
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Mad Max 52	Demille	Apr 92
Mad Max 53	Demille	May 92
Mad Max 54	Demille	Jun 92
Mad Max 55	Demille	Jul 92
Mad Max 56	Demille	Aug 92
Mad Max 57	Demille	Sep 92
Mad Max 58	Demille	Oct 92
Mad Max 59	Demille	Nov 92
Mad Max 60	Demille	Dec 92

step, then all your opponents should have to stop as well. Life's just not fair if your car can only hold a few gallons of fuel, while your opponents' vehicles seem to have a bottomless supply of the stuff.

Step 2: **Supplies** is all about using the pits efficiently. It goes so far as letting you control your pit mechanics. A scooped-out lightning bolt that sits your front wheel could cost you the race so split-second timing is a must.

CRASH COURSE

For the more woeful of us, the most fun bit of any driving escapade is a spectacular crash — the kind where it can fall in the side-pipe goals by hitting the windshield, the best thing on the road is... Gosh, oh no you didn't do it. The more drivers you can take out while you're whirling uncontrollably



POWER-UPS

One never loses so embarrassed as when I was outwitted on the M1 by a speed-up! Stunt Runner. Obviously, if you enhance the engine enough, you could make even a 1968 Ford. And it's the same in racing games — with a couple of early 1960s Model A's, you can afford the right to name your car up a class. This is all well and good, but you get in games like this, you

Statement 1 certainly won't. There aren't any rewards for starters!

round the track, the better. This is where power-ups can take up. It's difficult to get the same feeling of speed when you're floating high above the tarmac as you get when you're down on the ground in the midst of the mayhem. And if you can replace the violence with another sense point on the board, what we want isn't what I want, at least not in terms of spectacular prizes. But cars with fast legs and strength of character are my thing. So it looks like Stunt Car Racer is the game to stick with from in this respect.

can afford the right to name your car up a class. This is all well and good, but you get in games like this, you

OLD BANGERS

Stunt Runner (The Hill Squard) A more pitiful sports performance I have never seen.

International Truck Race (Ziggurat) Slower than 2001: A Space Odyssey.

ATV Simulator (CodeMasters) Bouncy, jumpy and a non-serious plot.

Clash Heat (Image Works) A Trobriant among driving games.

In which no driver has more skills Auto-racing gadgets you buy it doesn't seem to have any difference to your performance. Everything goes to your credit, whether it's engine or performance abilities, or damage it, should have a noticeable effect on the car's handling.

PICK-UPS (NOT TRUCKS)

There are some driving games that aren't really made at all, they're just platforms on wheels. Take 2008 Racer. In essence, it's actually just a car, please. You do have a time limit, but then so do a lot of platform games, so that's not the main aim of the game. Collecting the stars that appear using different sections of the track. I'm not saying pick-ups should be banned, because they're really useful in games like Car Run Europe. All I mean is that if you're going to call it a driving game, then driving is what it should be about.

KIT CAR RACING

Okay, so here it is — what do critics would make the perfect CCG racing game. The body work of a 3D racer, with a two-player mode that splits the screen. Not too speedy acceleration in the difficulty level but fast enough to get scary. A game with loads of fancy extras will raise off track before you know it, stick to what you know is good, driving realistically fast.

Don't forget the violence. Lots of crashes, dented bumpers and cars exploding into fire balls. A bit over-the-top, maybe, but it's what you need after driving back home on the M25.



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HOT ROD SHOW

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Alfas	Oct 06	www.fox.com
Stunt Runner	Aug 06	www.fox.com
Stunt Car Racer	Oct 06	www.fox.com
Super Cars	May 04	www.fox.com
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Oh no (your driveline computer just) - I've blown and crashed my grid!

Look you fool, this is a multi-million pound racing car and you're paying for the repairs out of your wages.



ALL GUARD ARMORY



Let's make a MONSTIE

And in the eighth month did the Apex Boyz say, "Let Monsterland teem with monsters." And thus did the genesis of a classic game continue...

It's time for a population explosion in Monsterland. We've already started designing the monsters, so now we've got to stick 'em in the levels. But we have to take the technical capabilities of the 64 into account. It's one thing to fantasize about 20 million monsters per level, but there's no way the rusty 64 has the memory of the horsepower to achieve this.

So we've got to test the number of baddies we can — but not by too much. If we only include a sprinkle of enemies in the game, it'll become too background-oriented. That's to say that the obstructions come mainly from the background and not the monsters, giving an empty feel. We have to tread a fine line between a playable level and a playable level.

MEGA MARCH WEEK 1

JOHN Unbelievable as it may seem, I spent a few days this week tweaking Mayhem's control system (... again). You're probably wondering how Mayhem's control can possibly be

improved any more — it seems final every month I say that there's no way it can be enhanced any further. Basically that's why original games often have conversions: the game structure is constantly evolving and changing. I feel that if I sit and play with it for half an hour or so I

always notice something that could do with improving. So now if Mayhem changes into a wall of full speed (which is pretty damned fast) he gets a puff of smoke in his face (well, it was either that or a nosebleed). If he falls from a really distance he gets another puff of smoke under his feet (okay I like smoke, okay). The idea gives him the ability to change through invincible moments if he's got a shield bonus. All these features, plus *Mayhem* an even greater sense of chaotic frenzy.

JOHN At the end of last month I came up with an idea for a brand new level, which has big mountains (as tall as the screen) in the background. This is the level I'm working on now using some other discarded ideas I had a few months ago (when I was designing another level). In particular, I had another sketch of a tree with a big smiley face and arm like branches resting on his trunk. This adds loads of character and makes it look like a tree with an attitude (like that famous rapper Jay-Z... after... David).

At the moment the tree is the only piece of vegetation on the level, so I need to be careful now — the rest of the level has to be in a style that



Monsterland is finally being set to fit its name. No wonder things are looking so grim.

fits in with the tree. I can't add lots of shiny plant forms and background graphics because they'll

look just a bit too

well... nice. So

what I'll do is to

add some plant

forms with

vegetation, and

maybe some more

natural background

graphics until the

level is populated

enough with 'green

stuff' (since the

technical limit). This

level has been christ-

ened 'Fossilland' — will you think of something

more subtle (or, like President, perhaps)? — Ed.

WEEK 2

JOHN You're working on the monsters again (the little darlings have missed me). Instead of having to kill a monster to reveal a bonus, I've made it possible for bonuses to be picked on platforms, ready to be collected. I've also added some bonus modification routines, which physically alter the game according to the bonus Mayhem has picked up. These include the 'change air' and 'score multiplier' routines.

Once Mayhem has picked up the change bonus he can change at full speed around Monsterland. As he never loses this ability, the bonus will never reappear. (But shields and score multipliers can be picked up over and over again, if Mayhem has a shield and picks up



Mayhem's brought happiness to the land, but there are still some monsters to tread.

A self-portrait by John Jones kept to a minimum (a tripod)



another, his shield will resist. Score multipliers can be upgraded, increasing in value every time one is picked up. The first multiplies your score by two, the next by three, up to five.

Under Creatures 1 and 2, MM will feature **IMMORVE** scored

IMMORVE (in all meanings) floored at the moment, adding some chequered backgrounds, the put some green and yellow background panels into the level, with some clear water halfway

down them. This effect is achieved by making the green and yellow chequers above the water flared and set of lines and from the water line down give the chequers a clear, crisp definition. To get that extra spark of realism I put some stone across the water surface.

I'm also starting to add some platforms which include slopes. I can use any characters from the character set to make the slopes, but there are strict parameters within which I have to work. To build up the slopes by placing these characters next to each other, then placing the same three characters on the screen again but up one and across two characters from the original position. This is repeated all the way up the slope. These characters are checked by John's code and Mayhem moves upwards when they're detected as if I took the hint walking up the slopes. (Check out the accompanying box.)

WEEK 3

JOHN With the screen full of coloured, moving animated monsters, Minseland is looking great! As Mayhem runs

about, the monsters wrap around the screen - going off one side and appearing on the other. So the next routine I must write is my **ALUOFF** routine. This checks each monster's X position to see if it has touched the screen, turning it off as it has. I've allowed a buffer other side of the screen before the monsters switch off (which is about two-thirds of the screen in size). This allows my monsters to walk or fly around off-screen so that Mayhem runs back towards them they will still be there!

STEVE John's been compiling a list of extra sound effects we need to put in the game, and now it's up to me to create them.

First, I'm looking for the 'big jump' effect, which you get from the springboard items when you jump on them. This sounds similar to the jump effect, but is louder and sticks to a much higher pitch, because you jump much higher.

Next on the list is the 'fall-occur' effect, which is a short high-pitched sound that mixes noise

IT'S A JUMP TO THE LEFT... ...AND THEN A SLOPE TO THE RIGHT

As Steve mentioned this month, creating slopes is not as simple as it may at first seem. There is a restriction placed on what characters can be used where. Mayhem looks for these special characters and, if found, the slope routine is checked to see if it should be used. Mayhem will then continuously check which characters are around him and adjust his Y (up and down) position

This might look like any old slope to you, but...



and change horizontally by 'wave flopping' (if you know what I mean, missus). Then there is the landing effect, which is a fluid sound, which uses the pulse generator mixed with a little noise for that bit of playness. So now I'll give that little bit to John and see how they sound in the game, playing in all the right places over the level music.

These effects have to be tested like this for one reason, a sound effect might sound brilliant in the GFA editor, but it may be too quiet over the music (or may even clash with some of the notes). I will probably have to go and change any affected effects after we've heard them in the game.

WEEK 4

JOHN You see a demo version of Toots this week having heard claims that it was the greatest Commodore game ever (as we never said that - did, did, with some hesitation we looked it up. Our wonder? Well it can't beat, but it certainly isn't the best performer ever. Mayhem at Minseland has a larger playing area (the entire screen) with more colours (including some non-standard Commodore) and runs twice as fast!

Anyway, back to what will be the greatest Commodore game ever (missus? Never!). **ALUOFF** has been coded, so now I've got to map the monsters on to the background maps. The odd another type of map - monster maps - that have to be contained in each level, effectively

on-screen according to his speed, if 'off' characters are found, then he reverts back to his normal movement (where his Y position is normal if he jumps or falls only). These special characters need to be checked for consistency, allowing Mayhem to, for instance, land on a slope and then walk up or down it.

Steve's responsible for the cheat code of the game. But he can't let his brother run run these things any more but now he has, like a cunning criminal character in the shape as that Mayhem knows when to start walking up or down them.

being overlaid over the background. This routine, known as a sequencer, needs to handle both left and right directions with eight different speeds and set position each monster at the precise co-ordinates we want them. I've decided to get it working in one direction, then duplicate and modify the code for the other direction. This simplifies the initial debug and is therefore easier to debug (I hope/whisper).

STEVE You may remember a screen shot a few months back of Southland. This was a mock-up screen created using our graphics editor which means that we can't incorporate it into the game until I've converted all the graphics into blocks (explained in *CF*). Once these blocks have been created I will need to create a basic level map to see a rough working version.

Every block I define needs to be documented on paper with a number, a short description, a sketch and in some cases a table of how to join it to other blocks. This could take up to a week to complete, then an extra couple of days just to make a temporary map to see if all the blocks join together. To wait a minute - ha ha ha.

NEXT MONTH

The next instalment sees the combination of the monster installation (hey that's right), we've also decided to put in a feature which enables us to produce levels of unlimited length (power).

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DO THE SPRITE THING

Sprites are one of those things we take for granted, like cars. Loads of people drive for years without a clue about the four-stroke combustion engines. Other people need to know how things work. So for all budding machine code mechanics *Bones* is here with a beginners' course in understanding sprites.

When this rabble that sell themselves game reviewers (Watch it mate! - Clu!) talk about sprites they don't mean that the game's featured or that someone's paired brand name code on it. They're talking about the stuff seen moving about on screen - the heroes, enemies and bullets.

The true definition of a C64 sprite is a Movable Object Block (MOB). Commodore, in their wisdom, originally latched on to the name 'sprite' because of its MOBs' ghostly characteristics. Now it's become accepted jargon throughout the computer world from Atari through to IBM.

Your C64 can display two different types of image anywhere on screen; these form the character set and sprites. For an example of characters look no further than the letters and numbers on your C64's start-

up screen; to see sprites just load your favourite arcade game. Both can be defined by the user (that's you that is - Ed).

Sprites can also be manipulated via the VIC-II chip. A rather nifty little silicon widge, VIC-II lives deep in the heart of your 64, controlling the colour, shape, position and movement of sprites.

Sprites can be used in any of the C64's three screen-display modes - bit-map, graphics, character or multicolor - and will retain their shape, proportion, colour and shade (either in-yes or multicolour). And thanks to VIC-II, up to eight of the little buggers can be displayed at once. It is possible to squeeze a few more out if, but, erm, that's another story.

DEFINING A SPRITE

The process of defining a sprite (deciding what it will look like) is similar to the method



FIG

This is a screen from FROST. This shows sprites in combination on a grid that's three bytes wide and 21 bytes deep. Each character from Commodore's built-in set is a pixel. When the bit is on, then the bit set is illuminated in your chosen colour. If the bit is off then the pixel will remain unilluminated. Working from the top left, the data for the first eight horizontal bits are used to set an 8-bit character in the bottom right hand corner are displayed in zone 03.

used to define a character. However, as sprites can be larger than characters, more bytes are needed to hold the data for the image. Characters require only eight bytes for the image data, but a sprite uses 64.

A byte contains eight bits and each bit can be seen as a dot of light on the screen when it's ON (1), if the bit is OFF (0) then that point on screen will display the current 'background' colour - but more of that later.

One way of representing a byte is like this:

```
Bits 7 6 5 4 3 2 1 0
Data 1 0 0 1 1 0 1
```

The bits are counted from zero to seven and that they're counted from right to left. In the illustration above bits 0, 2, 3 and 7 are ON and bits 1, 4, 5, and 6 are OFF so you'd end up with a line of seven that looks like this:

```
■ □ □ □ ■ ■ ■
```

Each bit is also assigned a value:

```
Bits 7 6 5 4 3 2 1 0
Data 128 64 32 16 8 4 2 1
```

A pixel, however, consists of a graphics grid 64 pixels wide and 21 pixels tall. Or, in other words, a 2-byte by 21-byte grid, of which any

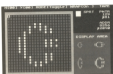


STAY FROSTY

This feature deals with the FREEDOM of sprites. If you want to make your own games characters though, FROST (EIGHT) Power Park 32 featured the rather nifty FROST (program) a Really Original Sprite Thingy. This fancy little package allows you to create your own sprites any size, freely and without a massive amount of hard-earned technical knowledge.

The sprites created in FROST can be used in your own programs, display more importantly though, it's an excellent handy on-line program. Load it up before you get stuck into this feature. Many terms used here, crop up in FROST and can help make things clear. (Back issues can be ordered on page 93).





I point to the left in front (and behind) Commodore logo in letters and to the right the same symbols drawn into multi-colour mode by FRONT. The multi-colour mode is twice as thick as normal mode and used for colour (but this is a screen page - Ed)



individual pixel can be ON (1) or OFF (0). First that hard to visualize? Don't worry, we've done it for you (see fig 1).

Remember that each byte is numbered from right to left with the values of 1, 2, 4, 8, 16, 32, 64 and 128. These are assigned to each bit of each byte from right to left. Therefore if we had an image in the first three bytes of:

```
byte 0: 11100000  byte 1: 10000000  byte 2: 10000111
```

then the value of each byte is the sum of the 1's added together:

Byte 0: $128 + 64 + 32 + 1 = 225$

Byte 1: $128 + 1 = 129$

Byte 2: $128 + 4 + 2 + 1 = 135$

Simply continue adding together the ON bits in each of the 63 bytes until you have 63 total. What you'll have then is the sprite data that's POKE'd into a memory area of the computer, so that it can recreate the sprite image on-screen.

So far I've been talking about bit-ns mode. It's this mode a pixel (or 8x8px) which is ON (1) is coloured with the chosen sprite colour and a pixel which is OFF (0) is transparent, or coloured the same as any data that's behind the sprite.

Multicolour mode is a somewhat different story. This mode is a trade-off which halves the horizontal resolution from 24 single bits to 12 double bits. As it uses an 8 it uses two horizontal bits to define a single pixel. This process gives you a choice of four potential colours per pixel instead of two.

SPRITE POINTERS

The 024 uses 64 bytes to define each sprite image. All right, I know that you actually only

use 63 to define the sprite (21x3), but Commodore decided that the extra byte would be used as a 'pixel holder', known as a sprite pointer. Actually, this means it's easier to calculate where in memory your image data lies, because it's an even number in decimal and an even power in binary!

The 024 has eight sprite pointers, one for each of the possible sprites you can normally have on screen. Really it's not so much a sprite pointer as a sprite-image pointer, because it's used to point to the current image that the sprite at this particular moment may be displaying. So, let me explain further.

Let's say you have designed a series of images showing a walking man. Each image is a frame and it may be that you

have three frames in the animation. Let's call the first frame an image one, the second frame is image two and the third frame is image three.

What you do is write a program that'll make the sprite move across the screen and, at the appropriate time, update the sprite pointer so that it contains each image (or set of sprite information) in a continuous series. In

first the pointer contains the sprite data for image one, then the data for image two, then the data for image three and so on. The VIC-II chip will use the sprite pointer to look the data and define the sprite with that data, creating the illusion of a man walking across the screen. So while dealing with one 'sprite', we've actually got a number of different sprites.

As a byte can contain any number from 0 to 255, and a sprite pointer is itself a byte,

each pointer can point to 256 separate sprite images (0 to 255). Each sprite image requires 64 bytes, so a pointer can locate any image in the 64 x 256 (16K) block of memory which the VIC-II chip can access (which is known as a BANK).

For example, let's assume that SPRITE POINTER 0 contains the number 10. This means that the image displayed will be one constructed from the 64 bytes stored at memory location (10 x 64) 640 - which is the cassette buffer. In other words (the ones you physical teacher would normally use), the rule you need to remember is:

The memory location of the first byte of data for a sprite is equal to the value held in the sprite pointer for that sprite multiplied by 64 (Okay - so it's not great notation - we know! - Ed).

The eight sprite pointers are situated from location 0240 to 0247 (0247 is 0247F being its hexadecimal equivalent).

SPRITE INFORMATION

All the info that the VIC-II chip needs to operate and run a sprite can be found from locations 02048 (02000) to 02094 (0200E) - however, not all of these locations are concerned with sprites. Among the 54 locations which are, the first 17, 02048 to 02064, (02000 to 02016) are where the X and Y screen co-ordinates of each sprite are held. Each sprite also has its own enable switch which is located at 02068 (02010) and each sprite can have its own colour or set of colours, which are held from locations 02070 to 02084 (0200E to 0200E).

TURN ON (OR OFF?)

A byte contains eight bits which can be either ON or OFF, and the system will support up to eight sprites. This means that one byte can be employed to act as a bank of eight separate

POWER RACK DEMO!

Do the coverage that works are two items that enter to this feature. SPRITE DEMO (more recent 048) and SPRITE DEMO (old page count 100) can both be found on site too. SPRITE DEMO offers you a real example of the sprite theory and practice we'll be talking about next month. It isn't a Center - yet! - but it's the kind of thing you'll want to see coming after next month.

And after you've read, and heavily digested, this wonderful feature, check out SPRITE EXPLAIN. This text file is full of masses of stuff there just hasn't room to fit on the page. Just find it up and have a read - it's good stuff.



Is it a tiger? Is it a giraffe? Is it a lion? The Random sprite you find!

switches used to determine the colour of your sprites. (It also controls sprite number ones, but one controls sprite number one and so on.

To turn the individual bits of your 'switching' byte on or off you have to use the AND/OR commands. So if \$D009 (\$D010) is your bank of eight sprite switches the code you need to turn a particular sprite ON will be:

POKE \$D009, AND(\$D009, OR(TURN, 1))

And the code to turn that sprite OFF is:

POKE \$D009, OR(\$D009, NOT(TURN * 255))

Where 1 stands for 'to the power of', and OR is the sprite number from 0 to 7.

HI-RES, HI MOM, ETC

A sprite can be any one of the 16 colours that the C64 supports, and each sprite has its own register to contain the colour value. These are:

SPRITE 0 - \$D087 (\$D087)

SPRITE 1 - \$D088 (\$D088)

SPRITE 2 - \$D089 (\$D089)

SPRITE 3 - \$D08A (\$D08A)

SPRITE 4 - \$D08B (\$D08B)

SPRITE 5 - \$D08C (\$D08C)

SPRITE 6 - \$D08D (\$D08D)

SPRITE 7 - \$D08E (\$D08E)

The C64 bit of each sprite will display the colour contained in the sprite colour register. The 'OFF' bits will be transparent.

MULTICOLOUR MODE

Want to make your sprites a bit more colourful? Well, you can have multicolour sprites



Under normal circumstances (ie. without using some complicated high level coding) you can only have eight sprites on screen at once,

which will allow you to use up to four different colours within each sprite image. But there is a price to pay - losing half of the horizontal resolution. Instead of 24 dots across the sprite you can only have 12 pairs of dots. Each pair is called a 'bit pair'. The following table describes what colour you get when you turn on and off the bits of the 'bit pair':

Bit Pair	Effect
0 1	Sprite Multicolour register 0 (\$D088/\$D089)
1 1	Sprite Multicolour register 1 (\$D08A/\$D08B)
1 0	Sprite Colour Register (\$D087 - \$D08E)
0 0	Transparent, Screen Colour

The locations \$D088 and \$D089, \$D08A and \$D08B are multicolour register 0 and 1 respectively. Once selected, the two

multicolours must be the same for all eight sprites. However, the eight sprites can use different sprite colours. These are set in the Sprite Colour Registers at \$D087 to \$D08E (\$D087 to \$D08E).

You can also set individual sprites to display in either hi-res or multicolour mode. This means that you can have a mixture of sprites on-screen in either mode. Again you use the eight bits of a byte as the ON/OFF switches for each separate sprite, where 1 represents Multicolour Mode and 0 hi-res Mode. The code is precisely the same as turning a sprite ON or OFF except that the location is different.

POKE \$1214, OR(\$D009, OR(TURN, 1)) OR MULTICOLOUR ON

POKE \$1214, OR(\$D009, OR(TURN, 0)) - OFF

Where 1 stands for 'to the power of', and OR is the sprite number from 0 to 7.

And that's just about your lot for this month.



NEXT FRAME

If you've looked up our SPRITE DEMO (Power Pack, \$66 two, tape count \$85) then you'll know what's coming next. Pop, it's a case of 'lights, camera - action!' for the sprites. Thing when and find out how to move your sprites...

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ARMKVII OK?

Hi there Mr BOB,

1 I have recently bought an Action Replay MKII cartridge. Could you tell me what the other Action Replays (I-V) were like and are they still available?

2 Does Data! have any plans to release an Action Replay MKIII cartridge? If they do can you make a few of its new features?

3 Is it possible to re-EPROM an AR POKET?

4 I have just returned from Germany where I bought a game called *Blaster* by a company called Edge. Why haven't I seen it in Britain?

5 Can you give me the dealer's phone number please? I've been after a copy of *F13D* (Crimo for ages.
Dimitrie Stancu, Billerball)

1 Sorry to be pedantic but I think you mean MKVI in your question. The earlier models, the earlier cartridges were more basic models of the Action Replay. Data! just kept updating the device, hence its MK numbers.

2 No. Effectively the MKVI has the necessary features a growing toolbar or cheat could want, so there's no need.

3 Of course, this just had to replace the 'cheat' info with what was originally there - revealed by PEDING at the location in mem-

ory before you POKS. But why would you want to, that's what we'd like to know!

4 This game was available here years ago - December 1985 or thereabouts. So it's no longer on the shelves in the UK. However, there are a considerable quantity of games published for the C64 in Europe that we never see, because nobody buys up the UK distribution rights. Shame.

5 They can be contacted at S.C. srl Via Mazzini, 12-21 020 Casteggio (VA) I-03321 02-05 52 (which is in Italy). TMB

MODEL EMPLOYEE

Dear TMB,

I've enclosed a picture cut out from an old newspaper, to this the Clar who works for CPT? It sure looks like the Clar featured on the Power Play page. How come operators?

1 Why are WFOs like *Lord's* sale and strategy games hard to come by nowadays? Are software companies going to be making any in the near future?



Oh, Clar, don't show up like this any more, Clar.

2 Why isn't there a section in your mag for adventure/RPG games. Fans of these games feel a little hard done by, as there is never anything about them in your mag. Fear Ward, Leeds.

Stunning, truly stunning. Our duties ever having done modeling work, but I'm not convinced. Has anyone else spotted a Clar clone?

1 These games have, for some reason, become unpopular. The *Sottos* seem to have become convinced that all we want are platforms - which isn't the case.

2 Our recent survey showed that there was a small but strong adventure/RPG following. So we will give adventures more coverage, but we've got to be convinced that a regular column is the best format. TMB

LORDS OF GEOS

Dear Mighty Brain,

1 If I were to write a good review of the

GEOS package would you publish it? I got it for Christmas and would like to tell everybody how good it is.

2 Please could you print a review page pull-out poster of *Clar*?

3 Why don't you show a picture of Jason Finch along with all the other pictures of the CF team?

4 When is *Boxes* the feature going to be doing another feature in the mag? Steven Clouston, London

1 We can't guarantee to publish the review, but we'd love to see it. The same goes for any piece of software or hardware that folk get told of. If you're impressed with it and think

PSYCHIC STRAW POLL

Dear TML,

I'm a massive Star Trek - The Next Generation fan. Do you like the show and if so don't you agree that it's more better than the original series? **Mark Lewis, Cambridge**

I have a slight preference for the 'Classics' series, but my favourite I appeared as a guest double in 'The Dimensions of Timeless' (Series Two, episode 46). But Dave (Next Generation) and Terrian (Classics)



You never vote for the first Generation! These make it so.

that all other G&T

series should know about it, then pl down a review' and send it in. This way we'll definitely get to hear about it and we may even be able to print the review.

- 1 I'm sorry, we don't have a poster any more (I think that was a classic one! - Dave)
 (I think that was a classic one! - Dave)
 (I think that was a classic one! - Dave)
 2 We do - he's that little robot that, okay, he's not. As the lighter of techie wrongs it's impressive that we keep Jason's identity a secret. It's

been been engaged in trench warfare on this very topic over the last few months. So what success, is it simply just 'deliberate' or...? At the bottom of this

letter you'll find two questions. Choose the one that best represents your opinion and say if you had, while looking at the pic of me next to the Mighty than heading. This should enhance your thoughts enough for me to be able to pick them up. I'll compute your answers and let you know the result in G&T.

- 1 CLASSIC STRAW POLL
 0123456789
 2 THE NEXT GENERATION
 0123456789



Mark, Terrian, Mark and the one who made the magazine shouting 'W'

like superheroes and their masks. And anyway, he's shy.

- 4 What? Another one? He only treated the last one two pages ago!

TMG

BIG MAC PACK?

Dear Mighty One,

- 1 Is Henry in Heaven available for the G&T?
 2 Could you please get a demo of Virgin's 32X/ConsoleKit on the Power Pack?
 3 Do you think that AM2 is better than AM2E? I don't.
 Daniel Owenby, Wokinghampton.
 1 Why, fancy to-looking?
 2 No can do, I'm afraid (what of what? - Dave). We asked the

people at Virgin and they asked their programmers but it just wasn't possible.

- 3 We thought AM2E 2 was a better game than 1, I don't think that AM2E 2 is a better version of AM2E, though, as the two games have quite a different emphasis. AM2E 1 is a full bodied kick-ass up, AM2E 2, certainly, is more of a doge-in-up.

TMG

RAGING BULL

Dear TML,

Could you, Mighty One, I'd like to ask you three questions, dude:

- 1 Is there going to be a version of Streets of Rage 2 coming out on the G&T?
 2 How come in Street Fighter 2 in two-player mode you can only

play against Quik's background? I thought that you could choose which background you wanted?

- 3 When my brother and I buy full-priced games we buy them from Software City because it's cheaper than shop prices.

How come?

David Brown, Bowdley.

- 1 Streets of Rage 2 is a lot of a fighting title on the Mega-Drive platform and they eventually get StreetFighter 2, so it seems unlikely that we'll ever see a whitish-on-a-non-Sega system.
 2 You can! After poking your fingers you should be referred to the title screen. Here it's about you to select the location.
 3 All order houses can afford to charge lower prices because they have much lower overheads. High Street shops have to pay for premises, staff and electricity and then hope that computer gameplayers will wander in. All mail order companies have to do is place an advertisement which they know will be read by computer gameplayers. The money they save this way allows them greater pricing freedom. This is their strength, however, they will never be able to offer the 'accessibility' of a shop where you can look at the games, read the boxes and ask questions. You pay for money, I suppose.

TMG

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TMG

AIN'T GONNA PLAY SIN CITY

Dear TML,

- 1 When will Mayhem be ready?
 2 When will Beams be reviewed? It sounded quite good in the preview and that seems like open eyes.
 3 I will be getting a Disk Drive soon. Would it be a good idea to buy Sin City and what score would you give it?
 4 Recently, I heard about something

OH! REPI

Dear TML,

I'm writing in the hope that you or any of your readers will be able to help us.

Recently my 10-year old son bought Strategic Masters Move Turnin - The G&T-Q as a birthday gift. When he started the game he found he needed to enter four numbers to start the game. Unfortunately the previous games had not enclosed the booklet with the game, so it's totally useless. Could you or any of your readers let us know what the numbers are?

Asopet wanting to sell their games should make sure that they disclose the booklets. To take someone's money for a game that can't be used without the booklet is just as bad as taking them.

P Graham, Crook (it's a place in Co Durham - no a comment - TMG).

A high sea - especially as Turnin. The G&T-Q is dead good! So, in this case only.



will do our best to help. We've got a manual here, but before we can send it to you we'll need to check that your disk wasn't a cracked version of the game. So, if you send us the game and its packaging, we'll stick the manual in anyway if back to you by return of post.

We're sorry to be so fussy but our G&T sites are an ideal site for us to help you.

As a guide, below you'll find some of our best sales here are a few handy tips.

1 Always ask if the game is complete and open the box to check the contents.

2 If possible, get a name or contact

number - the cassette could have become mixed up with the Game Mingle's discs they're selling - so you can exchange or return the game if it doesn't load.

3 Give the packaging and contents label a good look. Are they printed or photocopied? Do they look as professional as usual?

4 You'll always be taking a lot of a gamble with the rest of purchase, so only spend what you're prepared to lose. This is a car foot sale after all.

TMG



called an Expert Card. What is it? What does it do? How good is it and how much is it? Okay, that's about it I think I'll go and play with that awesome game Wizardwood Andrew Mackay, Southwark.

- 1 These Rowlands chips are aiming to get it rated by mid-summer.
- 2 When it's finished, still no word from Granddad as to how things are going - although there is some evidence of work on other formats.
- 3 I'd give Sim City around about 60 per cent (although I must admit my tastes are eccentric). The idea of 201 City, though, seems an altogether different prospect.
- 4 It's an old utility cartridge like the Power and Action Replay. Few suppliers will hold stocks of it, though. **TMW**

SICK AS A PARROT

Dear Overlaid Brain,
I have been sent from a distant galaxy to ask you some very important questions:
1 Is Street Fighter II worth the full price?
2 Is CPS1 in the Ultimate Puzzle Box fair

READERS CHARTS

Two games top here this month, the first with distinctive egg-plantiness! comes from Brian Leach, Colchester.

Dear Second TMW,

Because I am the best brain around!

This is my top ten:

- | | |
|-------------------------|-------------------|
| 1 Creatures | Thalman |
| 2 Crystal Kingdom Diary | Codemasters |
| 3 Commodore Format | Futura Publishing |
| 4 Spellbound Diary | Codemasters |
| 5 Magikland Diary | Codemasters |
| 6 Story | Codemasters |
| 7 Fantasy World Diary | Codemasters |
| 8 Treasure Island Diary | Codemasters |
| 9 Alice | Codemasters |
| 10 Lotus Turbo Sprint | Griffin |
- And my secret game is Diary Parlo by Codemasters.

...Also note an alternative to does exhibit a curious interpretation of the percentage system) top ten from Arnold Paster is instead:

- | | | |
|------------------------|------------|--------|
| 1 Pirates | MicroProse | 20% |
| 2 Space Crusade | Caplan | 100% |
| 3 All Diary adventures | Caplan | 100% |
| 4 Questers 1 and 2 | Thalman | 95% |
| 5 Jet Set Willy | Luscombe | 90% |
| 6 Mantas Mission | Luscombe | 85% |
| 7 Star Thunder | Amulet | 85% |
| 8 Turbo Duffman | US Soft | 74% |
| 9 Passage | Infogam | 73% |
| 10 Rainbow Islands | Caplan | 73.99% |

Just it said that on the Amiga it was possible to cross-over and take control of the players on that CRT 2. Well on Masterstar United for the C64 you can do this, so it's already available, no huh!

2 I'm, my loyal friend, always beats me at Wizardwood United - can you help me?

This letter is dedicated to him who can't play any of his Power Packs because his C64 is stuck and in hospital! The Squashy Mouse, Kettering, Notts.

1 It depends, if you like look-'em-ups and large scrolling levels, then yes, if you're a strategy fiend, or an adventure fan, then you'd probably hate it. Putting a game is always relative categories.

2 There are two things I'd like to clear up here. First, most of the features mentioned in our 'Ultimate Game' series have already been featured in games. What is worth suggesting is that all these individually excellent extras be combined into one supreme game.

More specifically, Gary - who wrote the piece - was talking about two very separate genres of activities that could be either linked or played alone, rather than a single game either which gives you the option to play either arcade and/or management. The comment was intended to praise Alan Ltd for trying something a little bit different.

3 Well you could always sabotage his C64 and then make sure never to load Alan Ltd when he's about.

As I see you're one step ahead of me. **TMW**

HAPPY UNBIRTHDAY

Dear TMW!

I know that I am probably getting on your nerves by now (is my yawniness? - TMW) but I want to say something. Even MacDonald, would you like to come to Sheffield and test the worth of a... (this bit's been edited, but generally concerns threats of a physical nature - Ed). By the way, on April 27th I became 18, so the question is asked in issue 31 is now quite valid.

1 In Languages will there be passwords on the tape version?

2 Do you have any idea how much Mayhem in Moxestland will cost?

3 I don't think that putting SEUCK games on the coverslips is a good idea. Why? 'Gee they're all the same.

4 Why have you changed the charts from the top 100 to 40?

5 Midnight Resistance doesn't exist - you said so yourself.

If you do actually print this letter will you leave this bit in and wish me a happy 18th birthday on April 27th?

Steve Sheffield, Sheffield.

First thing first, Steve, if you're picking on Ewan for not being Clue, then you're picking on the too. Now on Harry Entoff's voice, I'm not sure you wanted to do that!

1 There is, as yet, no news, although other

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

1 1st 2 disk drive, Action Replay V1 cartridge, disk games, Mark II disk plus box, an order a year old (worth over £100) all for £100. Tel 0285 533376.

2 50 games plus PD software at unbeatable prices. Send large SAE for details to Electric Boys, Entertainment Software, 18 Grosvenor Road, Bexhill, Surrey BN1 6PZ.

3 Commodore 64E with two diskettes plus £100 worth of games, OCP plus mouse, colour printer, drive, 600 Office 2 and CP2-21, C180 disc, Tel 0643 863000.

WANTED

1 Kusto Pad and Mixing Pastilles. Please Southwark ST3 2T806 preferably Sunday between 9am and 11am.

2 C64 with coverage. Send copy and feature tape. Will pay £10.50 incl.50 for magazine plus £10 for contribution value. Ring Andy on 0457 981198 evenings only.

3 Map that came with Doomdard's magazine desperately needed. Can you help. If so write to David McDowall CD the usual CP address.

USER GROUPS

1 For free games and posters buy Game play for £1.50 (approx) plus games for sale. Contact Chris on 0608 44364 after 5pm.

2 Eyes-free C64 user group with a difference. Send a SAE to 138 Harpenden Road, St Albans, Herts AL3 8BT for a free info pack.

a Save Game or password function will be necessary to cope with the 100 plus levels.

3 As yet no, there's no news. The Rowlands haven't decided on that yet.

4 We put the two games on the coverslips to draw off the ears of the two authors of our latest features. Hopefully, they showed the unusual kind of approach that are possible with SEUCK.

5 Well it was a gradual blurring, as we eventually wanted to reduce the chart to the top 20. What do people prefer though? A long list with little info, or more in-depth stuff on the top 20 selected?

6 Yup we do. I believe that on your planet it is customary to play practical jokes on April 1st. Hence the games review in the issue that appeared that date.

Happy 18th birthday. Sorry it's a bit belated, but publishing schedules meant that we couldn't get the letter in any sooner. **TMW**

PD FORMAT

When the results of our survey came in we were surprised - not shocked - to discover that few of you

afford the vast range of Public Domain software that's available for the C64. So in our bid to finally go where our many of you have gone before, we asked every library to send a list of their top titles, to show what's available for the price of a copied disk (or tape).

Each month we're going to feature the most popular C64 PD programs from a different C64 PD library, so that you not only know what's hot, but also know how and who to contact in order to get it. And this month the spotlight falls on (don't-rot-please - Eep) Utopia PD! Take it away...

UTOPIA PD

LIBRARY'S FULL NAME: Utopia PD.
ADDRESS: 10 Cranston Road, Goshensan, Airders, Mid-Glasgow, G14 6DG.
SOFTWARE AVAILABLE ON: Disk only (but we're working on tape versions).
PRICE PER DISK: £1.50.
WHAT UTOPIA'S GOOD AT AND WHY: Utopia PD is a new PD Library and we care for our customers! All our disks are just £1.50



Games from stores available from Utopia. (Games are occasionally orders sharing off their skills.)



each (even the double-sided ones) which, we reckon, makes us the cheapest PD library around. Our catalogue hasn't got any confusing catalogue numbers just the title of the disk! It's not going to say Utopia PD is this and Utopia PD is that (like most would), I'm just going to SEND THOSE \$4.95 NOW! Anyways peace goes out (Eep, 'cause me? - Eep)

WHAT'S PD JAMES?

JAMES: Well, PD stands for Public Domain, which isn't a place, but a concept. It's a program in PD that means that there are no copyright restrictions, so it's legal to copy it as many times as you wish. More importantly, it's FREE! But not all. When someone writes a PD program they they don't want to be paid for it and are generally prepared to give it away.

Normally most PD is obtained from libraries (organizations which gather together large collections of PD programs) who charge a small fee distributing the stuff. This is usually a pretty paltry sum designed to cover the running costs of the library.

Most libraries have a catalogue and if you check them a large £45 in the post they'll send you one for free. Those list of the library's names, the prices, availability, format and how to 'buy' the disks.

HOW GOOD IS GOOD?

If you've never bought PD before you may - quite rightly - be a little suspicious. Surely if the programs were really that good, then they'd be selling them out giving them away?

Well, yes and no. Just like commercial programs, there are good ones, bad ones and average ones, which is the primary reason for those charts and the inclusion of some of the best stuff on the Power Pack. A.M (Power Pack 23, Side Two, Tape Cover 88) is one such 'good' example which Utopia PD gave us to show just how brilliant PD games can be!

TOP FIVE GAMES

- 1 MICRODOT**
 Catalogue No: Games Disk 2
 Make your test game with this easy-to-use editor (plus games).
- 2 THUNDERFLYER**
 Catalogue No: Games Disk 2
 Another classic DELUXE creation!
- 3 COLOUR BIRD**
 Catalogue No: Games Disk 1
 A very addictive puzzle game!
- 4 474**
 Catalogue No: Games Disk 1
 A real Tetris-type game.
- 5 BLOODIE**
 Catalogue No: Games Disk 1
 Another brilliant Tetris clone!

TOP FIVE DEMOS

- 1 PRIMA VISTA DRAWING**
 Catalogue No: 104
 Stunning stuff like metamorphosis, jet dust and lots more!
- 2 PRODUCT HANDLER AGM NEW**
 Catalogue No: 104
 Features brilliant color effects, food and water and more!
- 3 LIGHT SCREEN**
 Catalogue No: 104
 Great to run stuff! And do it good!
- 4 WOODLAND II**
 Catalogue No: 104
 Contains some great samples and fancy effects.
- 5 COME LIGHT 2**
 Catalogue No: 104
 Features stuff like a 100 ft-wide comet wheel great stuff!

TOP FIVE UTILITIES

- 1 FLUDGEWORM**
 Catalogue No: Tool Disk 1
 Do you have problems with colours crashing? Then here's the solution.
- 2 SHAPFLYFLY 4.1**
 Catalogue No: Tool Disk 1
 Over 20 utilities in total! That's why it's called, er, rapid!
- 3 CHECKER BOOK ORGANISER**
 Catalogue No: Tool Disk 2
 Handy prog for cheque book type stuff.
- 4 HELP 04**
 Catalogue No: Tool Disk 4
 Brilliant program, real! Does you help with things like character codes, memory maps and DOS. It even has a cheat showing you which colours mix the best.
- 5 HI RES DEMO KIT**
 Catalogue No: Tool Disk 2
 Brilliant for all you kids who want to

GAMEBUSTERS

LOTUS ESPRIT TURBO CHALLENGE

Granby5204
Driving a cool red Lotus Esprit around a racing circuit may seem like a dream come true, but it's a tricky task. Here's my lover Dean help with a few useful tips for building Mean Frenzy.

GENERAL TIPS: Even when a three-lane road car and pole position, your computer-controlled opponents are going to roar faster than you at the start. But keep to the red and white strip at the edge of the track and you'll gain pole bit quite easily. It's crucial for an opponent to about to ram you, hit a wall or lose the grass verge (your momentum will stop you losing speed).



Out of the way!
Always 1 turbo boost ahead!

SEARS: Beginners should start with a fully-automate car, but you should be able to use alternate controls in conjunction with normal gears after a bit of practice. A good tip for manual drivers is to play the game with sound effects only, so that you can hear when the gears need changing like the real thing.

HARDLINE: When cutting towards a bend at warp-speed don't slam on the brakes. Just slow down slightly and follow the curve. With practice, most of the bends in the game can be taken at top-panic speeds.

RE-FUELLING: When approaching the pit, the quickest way to slow down is to hit an obstacle just before you enter the pit lane. If you're playing a two-player game and your mate is in the pits ahead of you, a cunning tactic is to lay him. That'll put you

car in front of his... and you'll leave the pits first.

OBSTACLES: Memorise the location of any obstacles on the track so that you're prepared for them. Water will slow you down, so avoid it whenever possible. Ice is a little harder to get to, it's on a bend. Oil should be avoided at all costs. Obstacle cars are often as lethal as roadblocks. If you have trouble overtaking, just slow right down and wait for your chance.

ACTION REPLAY POKES

It's Wario '82! Pickin' em up with another batch of his finely-crafted (and usually-pretty) cartridge POKES. To see more, locate the games, press 'E' to enter the menu, and then restart the game using 'F'.

TURBO THE TORTOISE

POKE: 00000000000000000000
ITEMS: 00000000000000000000
WEAPON: 00000000000000000000
ENEMY: 00000000000000000000

SPAGHETTI WESTERN

POKE: 00000000000000000000
ITEMS: 00000000000000000000

CAPTAIN DYNAMO

POKE: 00000000000000000000
ITEMS: 00000000000000000000

WILD WEST SETMOUR

POKE: 00000000000000000000
ITEMS: 00000000000000000000

NIKU COMMANDO

POKE: 00000000000000000000

BIGBO NIKU

POKE: 00000000000000000000

ROUND THE BEND

To make up the dust in GP3, here's a roundabout with a pretty selection of tips to boot.

GOOD GUY: The most difficult character to master around the water reservoir is his ally. He'll just remove the purchases from Bouncing Jimmy, Fastman and James Multitask (all to be found in the middle-left sector).

JEMIMA: Has to collect the purchases from Comic Comprehension, True Romance and Humbug Comics (which are located in the left sector).

WING: Needs to get purchases from the Vegetarians. Payco the Magnificent and the Yacht Club versus the Storm Barons (which are found in the middle-right sector).

LOUIE: Collect the further parts of the printing press text, as they're the most difficult (which makes the game easier as you progress). These are located in each sector.

Everything you ever wanted to know about winning C64 games but were afraid to ask... or, apart from those of you who did write in and ask, that is...

REGULARS

TIP OFF 31

Tip Off's got a new name!

SOS 42

And so's Sensation's Corner.

LISTOMANIA 43

POKERAMA 43

Or, by a process of elimination this must be what we're calling FrameBusters new.

MAPS AND SOLUTIONS

DALEK ATTACK 32

Dave's finally gets bumped off in this first thrilling episode. Woo-woo-woo!

LETHAL WEAPON 34

Part two of our complete solution.

THRUST 38

Tips for last month's Power Pack classic.

WILD WEST SETMOUR 40

Hopalong King Edward gets busted.

AND THE OTHER GAMES

BUSTED IN THIS ISH...

Golden Palace	32
Bionic Ninja	32
Captain Dynamo	32
Catchall	32
Crashin' 2	32
Samurai Blue	32
Penguin World	32
Genie's Wing	32
Lotus Esprit Turbo Challenge	31
Blaster Blast	32
Myth	32
Ninja Commando	32
Round The Bend	31
Spaghetti Western	31, 43
Wizzer in the Crypt Of Trogan	43
Waterman	43
Thundercats	42
Turbo The Tortoise	31, 43
Wild West Setmour	31

BE £20 BETTER OFF

There's a much greater value C60 software voucher to be had each week and every month awarded to the holder of the three top POKEs, maps, and cheats. This month's winner is Dean Kelly for his clear and concise Lotus Esprit tips. Send your maps, tips, solutions, POKEs and expert input to - Andy Roberts' GameBusters, Commodore Format, 30 Marshwood Street, Bath, Avon BA1 2NR.

DALEK ATTACK

Prepare to meet the **TRAIN LINK**

TRAIN LINK

Go through here to get to the other Tokyo section, but watch out for the Robot!



Energy and a small robot.

Robot, plus a power-up.

Energy.

TRAIN LINK

Go through here to get to the other Tokyo section, but watch out for the Robot!

It's best to get this linkage by leaping from underneath as you avoid the Robotman.



Robot, plus a Robotman.

Character and a robot.



When you go back to collect the first footstep these will appear when you jump on the top platform.

These appear when you step on them, but they only go half way.

Power up.



The safe blocks in this screen will appear when you jump on them. You need to jump about half the distance taught to avoid being burnt by the flames in the floor.



You can make the Robot cling on to these things if you're not confident about your long distance leaping abilities.



Robot, two power-ups, a bomb and energy.

ATTACK PART 3

Welcome traffic cones on horse ground (via folks) armed with your screwdriver and Dave's patented level maps.



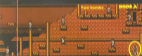
Carriage containing a hostage and a truck heading to a room containing two power-ups and a small robot.

One Babo - don't go off

Three more hostages



When you've finally retrieved all the hostages you can go through this door. But before you reach the red-lit level ahead (where) you have to go through a Robberman-filled corridor, so be ready to shoot.



Actually, this Babo can ledge further up, but we were running out of room so we brought this Babo here for now.

All there is to him is a regular Babo and a case of frozen Robbermen. I really wouldn't touch it and if I were you.



Although both of these doors lead to the same place it's best to enter through door B and come out of door C.

You can only get through here if you've retrieved all the hostages.



Last energy refueling point before the red-lit level position.



Oh no, it's Queen Victoria... or actually it's Dave.

LEATHAL WEAP

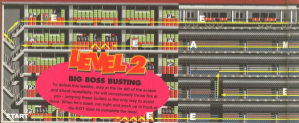


LEVEL 2.1

FROM THE START: Shoot the terrorist and kill the bomber + go right + shoot the knife thrower and the ninja + collect EVIDENCE + kill terrorist + continue right + get FIRE-POWER + go right + shoot terrorist + collect AMMO + shoot ninja + go right + shoot ninja + get ENERGY + go right + shoot terrorist and collect AMMO + go left + shoot terrorist + collect EVIDENCE + go left + shoot terrorist and collect ENERGY + go up ladder + kill terrorist + get AMMO + go

up ladder + shoot terrorist and ninja + collect ENERGY to the left + go right + shoot terrorist + continue right + shoot terrorist and ninja + go right + shoot knife thrower + collect AMMO + drop down gap + go right and collect AMMO + shoot terrorist + right + shoot terrorist and ninja + collect ENERGY + up ladder + shoot terrorist + collect energy to the left + go right + collect EVIDENCE and AMMO + continue right + shoot knife thrower + get ENERGY + drop down gap + shoot knife thrower again + drop down next gap + get EVIDENCE + shoot terrorist and knife thrower to the left + collect AMMO + go right + up ladder + go right + up ladder + shoot terrorists + get AMMO to left + go right + shoot knife

thrower + jump across gap + go right and shoot terrorists and ninja + go back left to the gap and drop down the hole on the far left + jump right on to middle platform + drop down + shoot terrorists + jump up and shoot knife thrower + go left + get ENERGY + drop down + drop down again + shoot terrorists and ninja to the right + get FIRE-POWER to left + go right + shoot ninja + go right (ignore the first ladder) + shoot terrorist and go up second ladder + shoot terrorist + up ladder + right + drop down gap + drop down again + drop down and shoot knife thrower + drop down and shoot knife thrower to the right + go up the ladder on the far right and push up in front of the EXIT door to complete the level.



LEVEL 2

BIG BOSS BUSTING

To defeat this boss, stay on the far left of the screen and shoot repeatedly. He will occasionally throw fire at you - jumping these bullets is the only way to avoid them. When he's done, run right and push up in front of the EXIT door to complete the level.

APON

PART 2

As they would say on Watchdog, "This game is a potential killer!" In this case the manufacturers planned it that way, though, so you can't get your money back. What you can do is turn to Andy's life-saving solution. There's a map key on the next page.



LEVEL 2.2

FROM THE START: shoot the bazooka bloke to the left • shoot terrorist to the right • go right • shoot terrorist and ninja • continue right • shoot bazooka bloke • jump over gap • shoot terrorist • collect ENERGY • right • get ENERGY and shoot terrorist • shoot ninja • go right • shoot terrorist • right • shoot terrorist • right • shoot terrorist • collect ENERGY • go right • shoot terrorist and ninja • continue right • shoot ninja • right • shoot ninja and get ENERGY • shoot ninja • go right • shoot ninja and terrorist • right • shoot ninja • head up the stairs •

go left • get ARMED and shoot terrorist • left • shoot terrorist and collect ENERGY • go left • shoot terrorist • left • shoot terrorist • continue left • shoot terrorist • left • shoot bazooka bloke • go left • shoot terrorist and collect ENERGY • left • shoot bazooka bloke and terrorist • go left • up stairs • shoot terrorist to the left • shoot bazooka bloke and terrorist to the right • go right • shoot bazooka bloke and terrorist • right • collect ENERGY and ARMED • shoot terrorist • go right • shoot terrorist • right • shoot terrorist and collect EVIDENCE • right • shoot terrorist • right • shoot terrorist • right • shoot terrorist and get ARMED • head right up the stairs • shoot terrorist • go left • shoot terrorist • left

• shoot terrorist and bazooka bloke • collect ENERGY • go left • jump over gaps and shoot terrorist • left • shoot terrorist and bazooka bloke • left • collect ENERGY • left • shoot terrorist and collect EVIDENCE • left • shoot terrorist • left • shoot terrorist • left • get ARMED • left • shoot terrorist and bazooka bloke • collect ENERGY • left • jump over gaps and shoot terrorist • left up the stairs • shoot terrorist and collect ENERGY • right • shoot terrorist • right • shoot terrorist • right • get ENERGY and shoot terrorist • right • shoot terrorist • right • shoot terrorist • right • collect ARMED and shoot terrorist • right • get ENERGY • right • collect EVIDENCE • go right to confront the second Boss Villain.

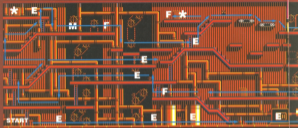


LEVEL 3.1

FROM THE START: Go right • collect ENERGY • right • shoot terrorist • right • get ENERGY and shoot terrorist • right • collect ENERGY and shoot terrorist • right • shoot terrorist • go right • get ENERGY • right •

shoot terrorist • go right • shoot terrorist • right • collect ENERGY and shoot terrorist • continue right • shoot terrorist • right • shoot bazooka bloke and get ENERGY • right • shoot terrorist • right • shoot terrorist • go right • shoot terrorist • head back left • go the steps • collect FIRE-POWER • right • go the steps • shoot purple thug and terrorist • right • shoot yellow thug and terrorist • go up steps • shoot terrorist • left • shoot

bazooka bloke • jump over gap and go left • shoot yellow thug • left • down steps • shoot terrorist • go left • up steps to the left • shoot terrorist • left • drop down • shoot terrorists to the right • go left • shoot terrorists • left • shoot terrorists opposite • go left • collect FIRE-POWER • up ladder • left • shoot terrorist • collect ENERGY • left • shoot terrorist • go left • drop down • shoot purple thug • shoot terrorist and purple thug to the left •

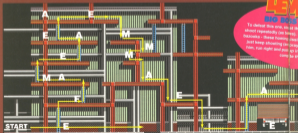


LEVEL 3.2

FROM THE START: Collect ENERGY • shoot terrorist • get FIRE-POWER • go left • go ladder • shoot bazooka bloke and terrorist • get FIRE-POWER • up ladder • shoot bazooka bloke and terrorist • get

AMMO and EVIDENCE • go left • up ladder • shoot terrorists • get ENERGY • up ladder • shoot bazooka bloke and terrorist • get AMMO and ENERGY • up ladder • shoot terrorists • get AMMO and ENERGY • right • drop down and collect EVIDENCE • right • drop down • get EVIDENCE • shoot bazooka bloke opposite • drop down left • collect EVIDENCE • drop down right

• shoot terrorist and bazooka bloke • get AMMO • right • drop down • get strong • go right • drop down • shoot terrorists • right • shoot terrorist and collect ENERGY • up ladder • shoot terrorists • collect AMMO • right • shoot terrorist and get ENERGY • right • shoot terrorist and collect EVIDENCE • right • shoot terrorist and get AMMO • right •



LEVEL 3.2 BIG BOSS

To defeat this one, shoot the shoot repeatedly on him, • bazooka • three power ups • Just keep shooting on the top, full right and go up to the top.

jump over gap + left + shoot terrorist + up ladder + shoot purple thug + shoot barcodes twice + up steps + shoot terrorist to the left + shoot barcodes twice and terrorist to the right + right + shoot terrorist and collect **ENERGY** + back to the left + up the ladder to the far left + shoot yellow thug + up steps + up ladder + shoot terrorist and collect **ENERGY** + drop down + collect **EVIDENCE** + right + shoot terrorist + right + get **NEW POWER**

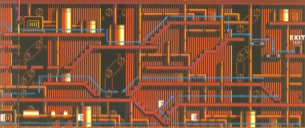
down + shoot yellow thug and terrorist to right + right + shoot terrorist opposite + get **ENERGY** + up ladder + up steps + get **NEW POWER** + shoot purple thug to right + right and get on conveyor belt + right + shoot barcodes twice and terrorist + right + down and shoot barcodes twice and terrorist + right + up steps + right + shoot terrorist + drop down + right on conveyor belt and push up in front of the **EXIT** door to complete the level.

KEY
F FIREPOWER

E ENERGY

A AMMO

M EVIDENCE (COLLECTIVE NAME)

★ SECRET ROOM (SEE PAGE 38)


shoot terrorist + get **ENERGY** + drop down and shoot purple thug + drop down and shoot terrorist + go right + shoot terrorist + go right + get **ENERGY** and shoot terrorist + up steps + shoot terrorist to the right + shoot purple thug to the left + left + up steps + shoot purple thug and collect **ENERGY** + jump over gap + get **EVIDENCE** + up steps to the right + shoot

purple thug + up steps to the left + get **ENERGY** + shoot purple thug to right + go left + up ladder + get **AMMO** + jump right over gap + up steps + shoot terrorist + right + down steps + go right + collect **ENERGY** + back left up the steps + left + down steps + jump left over gap + up ladder + up steps + shoot purple thug to the left + go right to meet the third boss. **WARRIOR.**

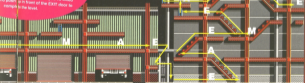
NEXT MONTH

Even more juicy tips next issue, when we tackle the murderous level four and the virtually impossible level five. Be here for *Let's Play* Weapon Part Three - *The Final Solution* (and out a sign of a *Pinky* Kawaii group, sooner than - later).

LEVEL 3

BOSS BUSTING

One, they'll be far left of the screen and you'll see them. He will occasionally fire his machine gun. **CANNOT** be treated, so they'll be far left of the screen and you'll see them. Once you've killed him, he'll be far left of the screen and you'll see them.





THRUST

(Right, this is a 'gravity of the situation' joke-free zone - Ed). Er, here are some tips, then.

MISSION 1

This one is an old Atari classic (see demonstration mode when shown) you have to complete 10. However, it's an ideal opportunity to practise your floating skills (I'm not going to give a name - Ed), but make sure you destroy the gun through early. It's usually, usually, in fact, to be destroyed through the generator, in short, shoot the gun, grab the fuel, smash the pool, then blast the generator and mission.



MISSION 4

This level's much the same as the previous one, apart from the introduction of a downward door. Take slowly down the main shaft with your ship pointing left. Shoot the first gun that comes into sight, then shoot left and destroy the one below it. Now, facing upwards, drop through the narrow gap and load the gun on the left side of your ship. Turn around and shoot the gun behind you to the right and collect the extra fuel. Shoot the small dome on the right-hand wall to open the door below. Turn around and the camera will load the fuel gun. Now collect the fuel and, if the door has closed, shoot the small dome on the wall to open the door again. Getting out is quite straightforward but only attempt to destroy the generator if you notice your flying skills are up to scratch.

EVER ONWARDS...

Complete the first six missions, and you start at the beginning again... but this time the gravity is reversed, so remember that when you collect the fuel your ship will drop upwards. Complete these six missions and you start at the beginning again... but this time the language is invisible (and only appears when you activate your shield). Tough life, isn't it?

MISSION 2

Facing upwards, you should collect the fuel. Once made, rotate your ship and destroy the fuel gun before. Grab the fuel, then shoot upwards to the wall and collect it. The 'wing' of the fuel tank is to be avoided, as you'll never get through the narrow tunnel. Carefully blast the generator on the wall up, then move skyward to get off the level.



MISSION 5

Very tough. Collect the extra fuel, then hit down the shaft and stop just above the generator - blast the gun on either side, collect the fuel into fuel pools, then drop down to the next tunnel and shoot the gun below you. Grabbing fuel, then follow the tunnel down to the hardest part of the level. When the gun is in your left hand, then the gun on the wall to the right. Now to the right and shoot the gun lower down, then fly back and grab the fuel into fuel pools (I'm not sure if you can get the fuel into the generator) and to get the fuel. Now shoot the gun - you'll die. Shoot the switch on the right-hand wall to open the door. Drop down into the narrow tunnel, then shoot the door and grab the fuel again, shoot at the switch if the door has closed. Now make your way back to the surface. The generator is situated near to the exit, so there's no chance for not destroying it.

MISSION 3

Things get trickier now. First grab the fuel, then take slowly down the fuel shaft. Shoot left and destroy the gun on the left-hand side. Then lower above the fuel and shoot the gun to the right - be careful not to destroy the fuel. One of three fuel pools, then sink further down and collect the next fuel pool. Edge slowly to the left and shoot the right gun, then

drop down to the next fuel pool and blast the gun above and below you. Collect the fuel, then drop down and enter the pool. The final fuel is getting out again - take it very, very slowly! Oh, and don't forget to blast the generator on your way out.

MISSION 6

Navigate the diagonal tunnel, destroying the gun as you go. Drop down the narrow section and blast the fuel gun in this section right, top-left, bottom-left. Drop the fuel, then drop down to the next pool. The two guns are awkwardly placed, so take care when shooting at them. Move down and collect the extra fuel and then sink down and shoot the gun on either side. It's no time to open the door, drop down into the narrow tunnel and shoot the gun on the left. When able to do so, move down and destroy the other two guns. Then grab the fuel. It is possible to shoot the generator through the top gap. However, it's impossible to escape it 10 seconds - so don't even try it.



WILD WEST

Way out west in times gone by, there lived a crook called El Bandito. But along came Seymour, a huge blob of lard, and he sorted him out... Here's part two of 'um heap big solution' by Andy Roberts.

Heady lard! Six shooters at the ready? Right, then, partners, let's move in down and check out Level Three. From the start: Jump



LEFT/RIGHT to leave the start screen • go LEFT to leave the train • jump on to the coal wagon and get COAL • drop coal in engine (stand above back wheel) • LEFT • LEFT • LEFT • LEFT • LEFT • LEFT • get TUB-BLEND • RIGHT • RIGHT • RIGHT • RIGHT • RIGHT • RIGHT • drop fuelwood in engine • RIGHT • enter train door

either end • get HARMONICA • stand on top of seat underneath the FIRST AID BOX • get ELASTOPLAST • go SCISSORS • go LEFT to leave the train • jump on to coal wagon • jump RIGHT on to train roof • jump RIGHT on to cliff ledge • go RIGHT • UP • RIGHT •

drop harmonica to hypnotise the snake (or, I don't quite follow the logic of that one - Ed) • get PICKAXE • RIGHT • DOWN • LEFT • drop all objects and pick up the PICKAXE, SCISSORS and ELASTOPLAST in

DID YOU KNOW...

...that John Wagner's most famous comic character, *Blade*, isn't a cat?

that order • LEFT • stand at the end of the passage and drop the pickaxe • fall DOWN • fall DOWN • LEFT • talk to IRAM POLO • give him the scissors and collect the DRE DETECTOR • RIGHT • talk to the GAME GENE until he



introduces you • RIGHT • DOWN • RIGHT • walk RIGHT and drop the pickaxe when the speech bubble appears (just to the right of the crates) • drop the ore detector • get GOLD MIDGET • go LEFT • jump on to mine cart • jump UP and LEFT into the screen above • LEFT • give MIDGET to the old prospector

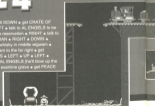
• pick up the BUCKET • now juggle your inventory until the bucket is



LEVEL 4

So, ya made it through level three? Well, you ain't finished yet, ya partners, not by a long haul's from you ain't, hold on to your horses, here's level four from the start: Jump LEFT/RIGHT to leave the start screen • LEFT •

fall DOWN • fall DOWN • get CHATE OF WHEAT • LEFT • talk to AL BRIGGS, he'll be carried off to the reservation • RIGHT • talk to depressed MEDAN • RIGHT • DOWN • RIGHT • drop whisky in middle wagon • enter the wagon to the far right • get WATER WINGS • LEFT • UP • LEFT • LEFT • talk to AL BRIGGS, he'll boost up the water wings • examine grave • get PEACE PIPE • RIGHT • RIGHT • RIGHT • DOWN • RIGHT • drop



SEYMOUR

THE SOLUTION

LEVEL 3

PART TWO

 repaired with the stegosaurus •
FRONT • **DOWN** • **LEFT**

 • **LEFT** • make sure that the bucket
 is at the **FAIR** RIGHT of your inven-
 tory • **fall DOWN** •
STAND at edge of the lake and drop
 the bucket to fill it • **talk** to the

GAME GENIE to teleport (I never
 saw anything like that happen in a
 Sergio Leone film - **DOWN** • **LEFT** •
DOWN • **LEFT** • drop off the ledge
 • get **SMOULDERING LOGAN** •
LEFT • stand by the train's chimney
 and drop the bucket • then drop the

 logan into the
 engine (don't
 do this at home-
 kids - it's to com-
 plete the darned
 doggone level.
 
 pipe in the middle signpost • **RIGHT**
 • **RIGHT** • get **SHOVEL** • **LEFT** •
LEFT • **LEFT** • **UP** • **LEFT** • **LEFT**
 • drop the water wings • use the
 shovel on the grave • get **ANIMAL**
SKIN • get **WATER WINGS** •
RIGHT • **RIGHT** • **DOWN** • **FRONT**
 • **RIGHT** • **RIGHT** • drop the animal

SKIN • **LEFT** • **RIGHT** •
 pick up **CROPS** • **LEFT** •
LEFT • drop the water
 wings • drop drops in the
 middle signpost to com-
 plete the game! (What
 no climatic shoot-out?
 What a waste! - **CRB**)

DIRTY ROTTEN CHEATS

 Now if Benito get the better of you once too often? If
 you own an Amiga Replay cartridge, you might like to
 break your revenge with these **POKEs**:
POKE 14422,173 - infinite lives
POKE 14508,173 - infinite energy

SOS

SAVE OUR SPRITES

If you're in a mayday situation Andy's here to answer you distress flares (which have nothing to do with Trent's dress sense).

ACTION FORCE Virgin

Bobby Ghak and Gregory Keen wanted a Warren Pincus-style hit. Now I'm printing it. What is it? A listing that allows you to choose between infinite fuel, infinite ammunition and infinite hits on Action Force, that's what.

- 1 FOR 04/27 TO 04/28/93 FUCHS+DORR 5.7.1987
- 2 IF 04/28/93 0800 0800* POKS, BRONK*000
- 3 0800* *DISPOTE POKL 0/0* 04/27 AD*0*
- 0800 POKL 0/0,000
- 4 0800* *DISPOTE MOKL 0/0* 04/27 04/27* 0800 POKL 0/0,0
- 5 0800* *DISPOTE MOKL 0/0* 0/0*0/0
- 6 IF 04/27* 0800 POKL 0/0-000 0/0 000 POKL 0/0,000

- 7 0800 0/0, 0/0,0/0 0/0
- 08 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 09 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 10 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 11 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 12 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 13 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 14 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 15 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0

DEMON BLUE Microvations

Andrew Smith and Joel Malone found that this listing for infinite energy listing process for north the price of a stamp at least.

- 1 FOR 04/27 TO 04/28/93 FUCHS+DORR 5.7.1987
- 2 IF 04/28/93 0800 0800* POKS, BRONK*000



- 3 FOR 04/28/93 0800 0800* POKS, BRONK*000
- 08 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 09 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 10 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 11 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 12 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 13 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 14 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 15 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 16 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0

THUNDERCATS Emultronics

Hangs up everyone who used to watch this cartoon early on Saturday mornings? (Snooze - Ah! That's close!) - Eh, hang up everyone who rushed out and bought the game, but failed miserably to make any progress? Right (Richard Berkett, Gary James, Jamie Harkiss and William Hyland, you can put yer mits down now 'cause here are a couple of handy POKs. POKS 08088.073 - infinite lives POKS 10088.073 - infinite time

GEMINI WING Travis

Peter Jaczina has no shame and admits he's hopeless at this pretty hopeless shoot 'em up, so here are the level codes in all their glory. Level 2 - GORCANS Level 3 - MR. WAMPY Level 4 - GLASSICE Level 5 - BRADKID Level 6 - QUASHOTS Level 7 - GOODGUYZ Level 8 - D. GIBSON

CATABALL Mid Pak Tris

Here's a listing for Tom Raso, who wrote it for an infinite lives cheat. This POK goes one better, enabling you to specify the amount of balloons required to finish a level. Smashat.

- 1 FOR 04/28/93 TO 04/29/93 FUCHS+DORR 5.7.1987
- 2 IF 04/28/93 0800 0800* POKS, BRONK*000
- 3 0800* *DISPOTE LYVED 0/0* 04/27 04/27* 0800 POKL 0/0,0/0

"Oh, it rocks up this morning!" That's the sound like the Demon Blue to me, mate!

- 4 0800* *MALLORD TO HER LEVEL* 08 04 04/27 08 04/27
- 5 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 06 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 07 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 08 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 09 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 10 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 11 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 12 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 13 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 14 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 15 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 16 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0

MYTH

System 3/Wick Michael Sharkey is having problems with the Hydra, so here's what you need to do. When you first enter the underground temple, have your shield at the ready. Make your way to the right, then stop when the Medusa comes into sight. When she fires at you, press the Fire button to deflect her shots. Still holding Fire, wait the second but don't activate it yet. When Medusa looks away from you, keep across the gap, press Space to raise your shield and quickly slide off her head. A few flames might get in your way - take these to dispose of them. Collect and avoid the Medusa's head and go right towards the massive Hydra. Shoot the top head first. Then the center head and finally the bottom head (using Medusa's head as a weapon is the ONLY way to kill the Hydra).



FORGOTTEN WORLDS US Games

Kevin Jenkins and Thomas Flynn are having trouble with Forgotten Worlds. Mail any more flares to this infinite lives listing.

- 1 FOR 04/28/93 TO 04/29/93 FUCHS+DORR 5.7.1987
- 2 IF 04/28/93 0800 0800* POKS, BRONK*000
- 3 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 4 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 5 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 6 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 7 0800 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0, 0/0
- 8 0800 0/0

WE CAN SAVE YOUR LIVES, WHOLESALE!

Keep getting killed? Can't get past that guardian? Want to know where the bonuses are? Then Andy's the Wizard who can help you out. Jet down the game you're stuck on, the name of the publisher, the type of sheet you'd prefer plus your name and address and send the whole lot to Andy's at SOE, Gamesystems, Commodore Format, 68 Blenheim Street, Bath, Avon BA1 2BW.

LISTOMANIA POKERAMIA

Like, wow, man! Loads of numbers and they - like, hey! - go together and give you infinite lives and things like that! Spooky!

TURBO THE TORTOISE

Credit-takers

If you feel the need to cheat on this game, you need your head-examining, honestly. It's sooooo easy - if you'd like to finish the game blindfold, by the following listing: POKE for infinite lives, energy and ammunition.

- 1 POKE 7000 0000 00 00 00
- 2 POKE 0470 00 000 000 00000000
- 3 700000
- 3 POKE 04000 7000 0000 7000 00000 000
- 4 0000 700000 0000 000 0000 0000 0000
- 5 0000 7000 0000 000 0000 0000 0000
- 6 0000 7000 0000 000 0000 0000 0000
- 7 0000 7000 0000 000 0000 0000 0000
- 8 0000 7000 0000 000 0000 0000 0000
- 9 0000 7000 0000 000 0000 0000 0000
- 10 0000 7000 0000 000 0000 0000 0000
- 11 0000 7000 0000 000 0000 0000 0000
- 12 0000 7000 0000 000 0000 0000 0000
- 13 0000 7000 0000 000 0000 0000 0000
- 14 0000 7000 0000 000 0000 0000 0000
- 15 0000 7000 0000 000 0000 0000 0000
- 16 0000 7000 0000 000 0000 0000 0000
- 17 0000 7000 0000 000 0000 0000 0000
- 18 0000 7000 0000 000 0000 0000 0000
- 19 0000 7000 0000 000 0000 0000 0000
- 20 0000 7000 0000 000 0000 0000 0000

- 4 POKE 157 1000000 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

SPAGHETTI WESTERN SIMULATOR

If the game with no name (at least Spaghetti Western Simulator, Part II - O) is giving you a hard time, clear your cassette and pop it into your trusty C64, then type in this listing and **PLAY** it - you'll have a total of infinite lives! It's so easy you thought the good the bad and the ugly. Does one too see one more word ever now.

- 0 POKE 00000000 0000 00 000
- 1 POKE 0070 00 00000000 0000000000
- 2 70000

- 3 00 000000 0000 0000 0000 0000 0000
- 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

STRYKER IN THE CRYPTS OF TROGAN

Credit-takers

Not one of the Codes' better ones - believe it has to be admitted, but not one of the most useful either. Did you know that it was originally going to be called Infinite Wizard for some curious, never explained reason? It was changed at the last minute to the rather less magical title you see now. - Increasingly Part II? Hasn't got to have a good old TAC with a handy listing for life and lots and lots - are you getting the picture of lives?

- 1 POKE 000000 0000 00 000
- 2 POKE 0070 00 000000 0000000000
- 3 70000
- 3 POKE 04000 7000 0000 7000 00000 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 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000

POWER PACK



And on the set of Jurassic Park things were not going according to plan...

MONSTER MASH

SEBEC gaming at its best - and the most difficult. For infinite lives, type in the following listing. **SAVE** it and then **PLAY** it.

- 1 POKE 000000 0000 00 000
- 2 POKE 0070 00 000000 0000000000
- 3 70000
- 3 POKE 04000 7000 0000 7000 00000 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
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- 20 0000 000 000 000 000 000 000 000 000

20 DOTS 000 000

SUBTERRANEA

Any Latin teachers out there will know that 'sub-terranus' translates as 'underneath' - difficult budget shoot 'em-up. No problem - here's a listing for infinite lives and credits.

- 1 POKE 00000000 0000 00 000
- 2 POKE 0070 00 000000 0000000000
- 3 70000
- 3 POKE 04000 7000 0000 7000 00000 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
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- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000

CAULDRON 3

If you don't possess the cheat, to play this game on our Power Pack,



type in this listing without any shame, for infinite lives to finish the game.

Play's Odeon or the Pan Apece again, and it looks

like it's a serious case this time - OJ.

- 1 POKE 000000 0000 00 000
- 2 POKE 0070 00 000000 0000000000
- 3 70000
- 3 POKE 04000 7000 0000 7000 00000 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
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- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000



Printer problems? Perplexed by programming? Pole-axed by POKEs? Puzzled by... or... other techie things? Jason Finch is the man who can unravel these mysteries and more. Write to him at **Techie Tips**, Commodore Format, 30 Monmouth Street, Bath BA1 2BW.



TECHIE TIPS



IT'S ALL DRIED UP!

Dear inside info (make that TECHIE TIP) - Ed,
Could you point me in the right direction for a re-inking service for MP8801 ribbon? Mine are all dried up and new ones are hard to come by. Ed Davies, Trondheim.

Most good stationers stock ink bottles that have groovy sponge attachments on the end; all you do is hold the sponge against the ribbon then rubble the bits back on the ribbon case so that all the ribbon gets covered in ink. The only problem is that you end up with a bloody ribbon that's getting ever more threadbare. You don't need me to tell you that a new quantity of bloody thing isn't much good.

MP8801 ribbon can be bought, or at least ordered, from all good computer stockists. Give Computer Computing in Rugby a call on 01918 672209 or write to them at 1 Central Buildings, Railway Terrace, Rugby, Warwickshire CV21 3EL. They should have no qualms about sending you a dibble (unless you refuse to pay for them, of course) but you'll need to enquire about their postal rates. Tell them who sent you if you'll be so kind.



HARD TO HANDLE

Dear inside info (TECHIE TIP) - Ed, I'm writing a game and we stick on something. I've created a list of objects that the main character is carrying and want to know how to add new items to the list when they're collected. Andrew Brown, Newcastle.

You didn't tell me how the list you've already got actually works so I'll just give you a whole pro-

gram and you can pick the bits you want. Basically you set the maximum number of objects you're going to let the player carry, and then set up an array, which is just like a load of boxes with information in each one.

```

30 MAX=CARRY+1
40 DIM CARRY(CARRY+1),OBJ(CARRY+1),I,
50 DIM OBJ(CARRY)
30 DIM% *CARRY=40 OBJ(0)=0
40 IF CARRY=40 THEN PRINT"CARRY=40: DO
50 MORE PLEASE?" GOTO
60 CARRY=CARRY+1:OBJ(CARRY)=I:
60 PRINT "YOU ARE CARRYING:"
70 FOR J=0 TO CARRY
80 PRINT OBJ(J)
90 NEXT J:GOTO 30
When you use that little program, the variable CARRY will keep track of how many things are being carried. Line 60 adds the next object to the list.
  
```



THERE'S NO LIMIT

Dear inside info (and if you're TECHIE TIP) - Ed,
If a spide has gone up the screen, how do I make it come down again (without a command from the player) so that it looks like it's jumping?

BACK FOR MORE

Dear inside info (TECHIE TIP) - Please, please answer this letter (as I've written before and I've read your magazine since about 17). I have a Commodore MP8801 printer and I'd really like to know how to print out my program listings. So please, please, please could you help me as I desperately need products of my program. Dan Phynobriged, Coxford.

With the above is two sentences I couldn't stop no. But if you're ever reading CO-FORM issue 17 you should have seen the letter titled PRINTING MESSAGES on page 42 of CO-FORM which answered that very question. Either call 4, 4 rps 4:2007 followed by 20000:10000 + when it's done its stuff.



If in the CO4 manual it says that you can only have eight sprites on the screen at once. How do games like Gauntlet have so many? Peter Davies, Warrington.

1 There are a number of ways you can do it. For a simple being up and down, use the following as a guide. DY means "differentiating in the Y direction" and controls how much the position is changed at each jump. For a smoother jump, you could use some complicated maths - the SAS function is useful. Press "F" to make the block "jump".

```

100 FOR J=0 TO 5:PRINT
110 FOR I=0 TO 40
120 FOR K=0 TO 210
130 PRINT I
140 GOTO (I*2+1)*J+K+1
150 NEXT K:PRINT:PRINT:PRINT
160 GOTO 100
  
```

```

170 FOR I=0 TO 100:PRINT
180 FOR J=0 TO 100:PRINT:PRINT
190 PRINT:PRINT:PRINT:PRINT
200 GOTO 170
  
```

```

210 PRINT:PRINT:PRINT:PRINT:PRINT
220 PRINT:PRINT:PRINT:PRINT:PRINT
230 PRINT:PRINT:PRINT:PRINT:PRINT
240 PRINT:PRINT:PRINT:PRINT:PRINT
250 PRINT:PRINT:PRINT:PRINT:PRINT
260 GOTO 210
  
```

```

270 FOR J=0 TO 100
280 FOR I=0 TO 100
290 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
300 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
310 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
320 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
330 GOTO 270
  
```

334 888 50-288930

360 764-6714 688 08888 VERTICAL POSITION

380 87-87-0001-011 4888 0000

FRONT OF APPROVAL MESSAGE

OF 0280

340 37 87-87 0000

87-87-88 27 883280

883280 883, 87887

028880 888

370 828880

The only limit you have when dealing with sprites is that no more than eight can be displayed in a straight line horizontally across the screen. Other than that, there's no limit (no, no limit, let's reach for the sky). This is because of a piece of machine code called a "vector interrupt" whereby eight sprites can be drawn at the top of the screen and another eight at, say, the bottom of the screen.

Effectively, they are the same eight sprites; what's happening is that they're changing their positions so fast they look like they're in two places at once giving the illusion of 16 different sprites. Games like *Gauntlet* don't actually use sprites. Because more than eight would be needed on one line, blocks of characters are used in *Gauntlet* for the ghosts and whatnot.



TIME FOR ACTION

Dear Inside Info (For the last time, it's *TECHIE TIPS* - Ed, HELP! HELP!) I read that

by Action Replay games is broken. You quite a lot of games, such as *Shadow Warriors*, *Ultimate Destruction*, my computer crashes when I restart after I've entered the FORDs. WHY? I am extremely worried because I've worried it's damaged my computer. What's wrong, because I've not dared use my cartridge for ages? An EXTREMELY worried and frustrated person in Dunbar.

Lots of you have written in with this particular problem, but fear not. Some games don't like you

COULD IT BE MAGIC?

Dear Inside Info (It's *TECHIE TIPS* - Ed, Contact me if I'm wrong, but I thought it was normally necessary to change *0000 0000* to *0001 0000* to start a file. I read CF28) does this, so could you set the new 4 words at *0000* to *0001* by magic?

James Zine, Liverpool

How mysterious. Well, it's not magic, I can tell you that much, it does, in fact, use the method you mentioned and so I must assume you simply missed the bit to the root that does it. Type in the advanced version given under *CRUNCH BUNCH* which uses the same technique again and watch for the

the snippet:

```

1 0042 50 02 04 0020
1 0044 70 02 04 0010
1 0046 70 02 02 0004
  
```

Would you trust a Taker that has to answer your techie queries? Yes, I do.



using Action Replay or other cartridges and as they go off in a huff when you try to restart them after freezing. With other games, they are doing so much when you freeze that the A1 can't properly recall everything it has to do to restart the game, so it just bottles out. It may help if you try freezing the game somewhere else. And by that I don't mean hit all your computer gear into the bathroom and try it out there - it means try pressing the button when the game is showing the high score table rather than the title screen, for example. If that doesn't work, then just sit back and feel hard done by, but don't think your A1 is broken. I can assure you it'll be okay. Besides, if your cartridge does ever melt or fall prey to some such similar mishap, it shouldn't affect your computer.



ADDRESSING THE PROBLEM

Dear Inside Info (Hello? Are you listening? It's *TECHIE TIPS* - Ed, HELP! HELP!) I read that

- 1 Could you please tell me what the address is of the high resolution screen on the C64?
- 2 What is the address of the character set?
- 3 In CF28, Gareth Morris asked if there was any way to stop the loading message from appearing. I have found another solution to his problem. When you're saving your program, give the following command: `SAVE 00001111` - `TELECOM`. Then, when you

load it back, the computer will clear the screen when it finds the program. *Fred Macintosh, Scotland*

1 Most people buying their high resolution screens too down in memory at 8323 (81000 in hex). To display if you have to enter:

```

8080 0000 0000 010000
0000 0000 010000 0000
010000 0000 0000 0000
  
```

The top left square contains the information in locations 8323-8325, the second square on the top line from information in 8326-8327 and so on from left

to right, top to bottom; the bottom right square is 8328-8329.

2 This, too, can vary a great deal but the standard place to put new character sets is 2440 (24000 in hex). To switch to those new characters enter `2000 1000 0000 0000`.

3 That will certainly clear the screen as you say, but the 'buzzer' message will still appear once you press the Space bar or Commodore key.



CRUNCH BUNCH

Dear Techie Tips (Your 'tear' message has finally got through, so no more of the 'Techie T...'

or I mean inside Info nonsense - Ed,

- 1 What is a cruncher?
- 2 How does it work?
- 3 Have you got one and will one ever be put on the Power Pack cover tape?
- 4 Why can't you have more than 255 characters in the scrolling message program listed in CF28? *Malcolm Bishop, Leicester*

1 In simple terms, a cruncher is a utility that takes another program, analyses the code, and then creates another version which is much smaller in terms of the amount of memory it uses. When the program is *CRASH*, it is first 'decrunched' so that it is like the original again.

2 Different crunchers use different techniques depending upon the nature of what is to be crunched. For example, graphics data can contain a lot of repeated bytes (such as a lot of zeros together) which can be coded to just three bytes; an identifier to say, "this is coded", the value of the byte and the number of times it needs to be repeated when de-crunched. That's the very simplest form of crunching. An advanced cruncher can take many hours to crunch a program and would use much more complicated meth-



Action Replay cartridges are notorious for getting in a huff.



INFORMATION BANANA

Last month in the Information Bank, Jason showed off by telling you how to look about your REMs. This month, he's doing it again, but it's just making the subject in it are there going to be some really impressive tricks this time around?

REM-ARKABLE

PART TWO

- 1 Type **10 RETURN** but don't hit **RETURN**.
- 2 Press the quote key (hold down **SHIFT** and tap **3** twice).
- 3 Press the key marked **RETURN**, to delete the last quotation mark you made.
- 4 Press the **CTRL** key and tap **3**.
- 5 Now press the **SHIFT** key and tap it. You should get a reversed block with a diagonal line in it.
- 6 Press the **CTRL** key again and tap **3** to get out of reverse mode.
- 7 Now press the quote key again.
- 8 Now delete it by pressing the **RETURN** key once.
- 9 Press **SHIFT** and tap **CLASHOLE**.
- 10 Press **CTRL** and tap **8**.
- 11 Type the words **LET PROGRAM** (just in... tap and hit the **RETURN** key).

When you **LIST** the program something rather special should occur. You can do whatever you want, whenever you want in your listings—just change your line number. You can change to any line number using the **CTRL** and **CLASHOLE** key combinations, change to title letters by pressing **CTRL** and tapping **8**, leave blank lines by pressing the cursor down key and so on.

This smart little block works because step five effectively performs a carriage return during the listing. (We same as pressing the **RETURN** key) and allow us to press any control codes for clearing the screen and so forth should work as normal. It's all based on the infamous "quote mode", switching it on and off at the right moments in time.

Okay then, that's about all the cool stuff months are just examples to get you started. Now, you should be able to work out how, for example, to combine them and how to get your listing to look quite impressive when someone just types **LIST**. On the other hand, you may prefer to spend your days doing useful things. Remember that once lines are entered they can't be changed in any way, it's just absolutely no practical use whatsoever, but it does have a certain appeal. I just can't quite put my finger on what it is just yet. If you've got any ideas you know where to send them.

calls which aren't so easy to explain.

Strictly speaking, they don't just search things up, they code things.

3 Personally I've got dozens of the things—they're available from most PC libraries. As to anything resembling one appearing on the Power Pack, you'll just have to wait and see.

4 Because the method which grabs the next letter to be displayed on the screen is a very simple one: basically a variable that can only store numbers between 0 and 255 is used to keep track of things. It can be done differently. The following version allows you to have as many characters as your heart desires:

```

10 FOR I=0 TO 255:GOTO 11
11 PRINT CHR(I);
12 GOTO 19
13 PRINT "*****"
14 PRINT "*****"
15 PRINT "*****"
16 IF I<255 GOTO 17
17 GOTO 19
18 GOTO 19
19 GOTO 19
20 GOTO 19
21 GOTO 19
22 GOTO 19
23 GOTO 19
24 GOTO 19
25 GOTO 19
26 GOTO 19
27 GOTO 19
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100 GOTO 19

```

```

31 GOTO 19
32 GOTO 19
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94 GOTO 19
95 GOTO 19
96 GOTO 19
97 GOTO 19
98 GOTO 19
99 GOTO 19
100 GOTO 19

```

Try adding the following lines for something a little different:

```

11 FOR I=0 TO 255:GOTO 11
12 GOTO 19
13 PRINT "*****"
14 PRINT "*****"
15 PRINT "*****"
16 IF I<255 GOTO 17
17 GOTO 19
18 GOTO 19
19 GOTO 19
20 GOTO 19
21 GOTO 19
22 GOTO 19
23 GOTO 19
24 GOTO 19
25 GOTO 19
26 GOTO 19
27 GOTO 19
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90 GOTO 19
91 GOTO 19
92 GOTO 19
93 GOTO 19
94 GOTO 19
95 GOTO 19
96 GOTO 19
97 GOTO 19
98 GOTO 19
99 GOTO 19
100 GOTO 19

```

That's it for this month. More problems solved in issue info next month. (But Not Not Not - Ed.)



More Weekly Columns, which means regular updates to the database.

QUICK SHOTS

■ When, oh when can I get a "holldem brother" for my COW? I have tried absolutely everywhere else and just get Mark Harris, even from Commodore.
JP Jeffs, Ayrshire.

■ Let this be a lesson to you: always try hidden info... in sorry... Techie Tip (sorry Techie) that you need to give Macintosh Distribution Ltd a call out + 91 831 2002. The stick code for the device is 4001 2 and it costs £24.95 which I believe includes postal charges.

■ Is it possible to change the Show-Em-Up (Construction Kit so that you can create games like Bubble Dobby and Rainbow Islands? Also, can you make it work to the right so that you could create a game like Snake or Minesweeper?
Another anonymous snail.

■ No and no. You can only play about with the parameters given to you by S&W and these do not allow sideways scrolling. It would be relatively easy for S&W's original programmers to change it to a

sideways scrolling system, but for a price... well, what I think not.

■ Do you know the address of any useful disks, as opposed to user groups, that can provide information on using the COW? I hope of the GeoDisk but I need more general stuff.
Adam Turley, Grimsby.

■ Clubs other than (what?)? Erm, the "Yax Year" Plan Club's address is PO Box 588, Manchester, M20 202 if that's of any use. Alternatively, keep your eyes peeled for features in CP.

■ Can you get hold of a MIDI interface for the Commodore 64 and if so, to which port does it connect?
Mark Scott, Sheffield.

■ A MIDI interface is available from Data Electronics Ltd, whose address can normally be found within this very mag (usually an page two), it plugs into the expansion port, or cartridge port, whichever you prefer to call it.



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SO WHO DO YOU?

Back in issue 30 we asked you to tell us what you thought of CF. You've already seen some of the changes we've made to the mag as a result, but we thought you might like to hear what the survey revealed about you lot. Dave has the stats.

WHAT YOU GOT?

A whopping 96 per cent of you have got the trusty old PC, while just three per cent are 128-bit owners. Which means that one per cent of you have got both, which, let's face it, is just plain greedy when all you have to do is press a button on the 128 to make it run at 4.5M. Or perhaps a few of you 64 owners are desperately worried a carrying handle on your computer you had to have both. It still makes a 64 without a carrying handle in a dark night, more portable. Caddy, none of you seemed to want the 54, proving that even the mighty 64 can't back it to a console.

Do you really use this machine? Probably not. It's an 8.6, by the way.



THE 64 GENERATION

Over half of you (51 per cent) are between 11 and 16, but we do have some more, or mature readers. A quarter of you are between 17 and 20. If per cent of you over 30 - don't despair! Our results very clearly show that anyone over 30 has trouble getting the video. 64 alone use a computer - just shows that the 64 appeals to a more intelligent user.

SO HOW DO YOU FILL YOUR DAYS?

57 per cent of you said you were at school. Er, but 93 per cent of you said that were under 16. That means two per cent of you are either under five (and probably with good reason), playing truant or lying about your age. Or perhaps you're a seven-year-old playing truant from nursery school?

TRAITORS!

Some of you turned up to owning other computers and consoles (SNES) but there were no one machine to which you seem to be deferring to an extent. The most popular other machine was the Nintendo Game Boy (12 per cent) but both the Sega Master System and Mega Drive also had a strong showing.



The Nintendo Game Boy - your preferred alternative.

THINK YOU ARE?

REGIONAL VARIATIONS

Look, okay, the largest percentage (30 per cent) of you do come from the south west, which just happens to be where Bath is, which just happens to be where *Connections* Format is published, but this result has nothing to do with Team and Cilla forcing all their relatives in till in the survey form. Northern Ireland (31 per cent) and the North of England (33 per cent) were where most of the rest of you come from, while Wales came out bottom with four per cent. Well that's just discovered electricity there, I suppose.

0.001 per cent of you have (thanks for the pointers).

SOUND AND VISION

You might be surprised to learn that 69 per cent of you are into German Thrash songs and Band European folk. So as would be because you're not, nope, a massive 33 of you are into rock music, while the next most popular form of noise pollution was techno and dance (28 per cent) closely followed by rap (26) are the 25 per cent who get the all the *Roadheads'* references.

Your favourite type of film turned out to be action flicks (75 per cent), though crime, thrillers and SF films are also very popular. Strategy, while 37 per cent of you liked foreign films, only three per cent went into *Denise* filmings. One person admitted to liking *Howard's End* - here's how seeking psychiatric help.



CFAX

Annual half of you (45 per cent) have got over 50 Duffin's games while 20 per cent have got over 90 full-priced games. How many people owned more than that?

TIME FACTOR

Nearly a fifth of you (19 per cent) spend over 20 hours on your CEs a week - you're up there with Clu, then. The largest portion of you (38 per cent) slave over your monitors for 15 to 18 hours a week. (Ranted me to buy some slippers in *Spac Savers*, will you? - Ed.)

PREFERRED PLAYING

We asked you to rate your five game styles out of 10. Here are the results in descending order:

- 1 Platform games (looks well for *Mythos* in *Masterplan*)
 - 2 Shoot-'em-ups (watch out for *Dev* 52)
 - 3 Puzzle games (Clu's forte)
 - 4 Driving games (what? Got Team's vote)
 - 5 Strategy adventures (which we don't see enough of in the CE)
 - 6 Sims (Some love 'em some hate 'em)
 - 7 Strategy games (premise)
 - 8 Sports sims (what? You don't feel Fable Games' stinginess)
 - 9 Real-time-ops (why did you all buy *Street Fighter 3*, then?)
 - 10 Fantasy role playing games (or board game physics too lazy to throw the dice)
- 11 I don't know (which a lot of you did give this - but the rest of you gave 0)

CFAX

You gave CE a more an average score of eight out of 10. Our regular item with the air brushes, *Pixel Piggy*, is brushed (but looking at the picture you'd know that).

CFAX

Reading from *Masterplan* is the best you got to load your games (it's popular in the right word). It's popular to love 99 per cent of you (that's how 99 per cent of you do it). Strongly, only 36 per cent of you had never got a date (what do you not think and the party)

SO JUST WHO IS THE AVERAGE CF READER?

From the results, we've come up with a rough idea of what the average CF reader is like. This is him (and, believe us, we're not being sexist when we say that). It'd sound like you, let us know...

AGE: 14

SEX: Male

COMES FROM: Bristol

OCCUPATION: Student (with a paper round)

FAVE GAMES: *Overrun 2*, *Bandoo Islands*

SERIOUS SOFTWARE: An art package and a music package.

ALSO DOWN: *A Nintendo Game Boy*

BOYS: A budget game a month and full price whenever it looks worth the dock

TECHNICAL SKILL: Well versed in the B&BC's (I don't believe you just said that - Ed)

FAVE FILM: *Cliver*, *Top Gun*, *Die Hard*

FAVE MUSIC: *Red Lipped*, *Big Big* (Ed)

FAVE TV PROGRAM: *Group And Pantom* (are you sure? - Ed)

FAVE FILM TITLEDING HELINA DOOMHARTER: Et... ore.

FAVE TYPE OF CUBE'S: *Promo* (what?)

MEMBER OF SATWATCH THAT'D MOST LIKE TO... (imp) - Ed.



There's no justice! Clint deserved his Oscar for Outstanding and Emma Thompson can just about justify her's in *Houses of the Parliament*. We thrilled at Suburban Commando. We laughed at Mr. Nanny, but his performance in *Slaughterhouse 5*™ — *That Dead Cat*™ *Awful!*™ (© Popcorn International 1997) rivaled the world to tears.

So it seems rather odd, bearing in mind the theatrical professions of WWF Wrestling that the game of that name is actually a best-of-five, and a darned fine one at that. In some an-imitating-it-parade, WWF the game is exactly the sport that the TV version pretends to be and isn't!

The *WrestleMan*™ is a joystick title. As either Hulk Hogan™, Bretton Duggan™ or the

Ultimate Warrior™ you've got to grapple WWF's other star battles into seven shades of submission using a subtle blend of psychology and extreme violence. Which, of course, means shating your 'sick to wither an inch of its life.

Wrestling, it seems, is all in the wit. There are two forms of attack: running tackle or close-up grappling. Two quick flicks send your make-up merchant spinning for the ropes. He'll bounce off and then you've enough momentum to leap up and knee, kick or butt anyone in your way — if you've got your timing right. All good fun, if rather predictable.

Grappling is another matter entirely, and this where WWF

The Ultimate Wrestling Game™ for mastering the best strategy.



"What you gonna do when the largest arms in the world™ and Hulkmania™ run wild on you?" Hulk Hogan™ exhorted! "Collapse in a confused heap, probably!" replied Trenton Webb™.

WWF WRESTLEMAN



Wrestling is all about strategy and power. These *WrestleMan*™ characters are the *WrestleMan*™ (which sounds up as the British sounding and sounds like the best).



It may be perfect, but can the 1st? The Ultimate Warrior leads the professional Wrestling on WWF's 1st.

KISS (AS IN THE 70s METAL BAND) AND MAKE-UP

The men who get to represent you in the ring.



Ultimate Warrior

THE ULTIMATE WARRIOR: Kicking from Paris (unknown) it's not entirely clear how Mr. Warrior got a work permit. Still, he's been chosen and his specialty is the Gentle Press, so any Serious OMA person out there had better avoid playing this game! Fortunately, he looks nothing like Yul Brynner, did in the first *The Ultimate Warrior*.



Hulk Hogan

HULK HOGAN: A renaissance man, Hulk is now into 'art'. Recently he's made as many movies as he has had matches. He was one of THE original stars of the WWF scene, though, and is strong enough to bend fruit machines with his six tubes!



Bretton Duggan

BRITISH BULLDOG: Coming from Leeds, BB has a disadvantage in WWF — he's not a Punk. He's overcome this problem by developing an incredibly "freak physical", apparently. British (as he's known to his friends) wanted, "to take a bite out of WWF". He obviously didn't like the taste, though, and left!

Good man. Even though he is, Kiss would have had an influence.

KISS



"I'M REALLY WORRIED THAT I AM THE ONLY WRESTLER APPEARING IN THE RING. SO WORRY I HAVE BEEN REASSURED. YOU WILL ONLY BE REASSURED AS A CHARACTER OF THIS

Are you going to end up actually off the board? Or should that be the Jewelford? He should just go on.

comes into its own. Get within grabbing distance of your foe and both wrestlers' arms fly into each other. Now it's time to wobble the graphics, as you've never wobbled before (and a real-life graphic appears to remind you). Reach the top of your wobble-o-meter first and you hold the other guy overhead, ready to bust him on to the canvas in the time-honoured 'spit-and-splatter' fashion.

If you lose this wobble race, your (soon-to-be) 'bleesee born' is held 'Plectro'™ fashion above your opponent's head and you're slammed to the canvas. Lying there winded, your opponent will leap on top of you ('Daww!')—Moooo! and go for the pin!™ Now it's time to get your fingers flogging those Fire buttons. The faster you press the quicker you get your breath back and the quicker you throw him off.

The action's furiously paced. One minute you're on top, then your foe will get the upper hand. The gameplay's limited, but it's such a fast mix of prowl-ing, sunning away and furious stick-slapping action that you never really notice. Whether you win or lose a bout, you end up panting and nursing an aching arm. A few seconds afterwards, though, the vibration of victory and the merric bells, and you're eager for a shot at the next meat-head in line.

WWF even accommodates this need for an occasional break. It, which is a polite way of saying that the game is a massive multi-tap.

The programmers have tried to keep the loading to a minimum by supplying a ring full of continues, but these alone can't stop the

War's blabbing real! Great again! Use CTRL, which flashes like notes, and breaks you (CTRL) in the future. Now that's pateral!



Before each bout, there's the 'traditional' belt-mouthing session.



...and we see the 'traditional' mouthing. This shows the pattern from cheating and also reminds those unconscious!

round nightmare. The prize for WWF's great-looking graphics, it seems, are tolerably long tape lines.

Historically speaking, gameplay and wrestling have never been happy bedfellows. WWF WrestleMania™ has changed all that. Now it seems they can tip quite happily alongside each other—even if 'wrestling does snow! In fact, the game's only real fault is the multi-tap™—it's huge. But if you want to grapple on your C64 (TM) then there's only one serious contender—WWF.

REMYON



But it means! The playable audience was slanted when both of the main characters were reduced to tears by a small, grey redneck with big back teeth!

CF VITAL STATISTIC

GAME.....WWF WRESTLEMANIA
PUBLISHER.....WGT GAMES
CONTACT NUMBER.....041 831 8800
PRICE.....£19.99
AVAILABLE.....OUT NOW
OTHER INFO.....A MASS MULTI-TAP

WWF WRESTLEMANIA

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Heavyweight action and colourful combat action (and those map shots).

SOUND

Loads of grunty, growny, growny effects and tearable music, etc.

IMPACT

The onscreen jynxish prompts make soft gaming easy.

GAME LIFE

It will take a while to beat, but should be worth the physical effort.

POWER RATING

88%

TIP OFF

WWF calls on both high-speed joystick wiggling and button pressing skills. But to give your fingers a rest by flicking the Sublime ON and then holding down Fire when rapid button pressing is needed. Remember to flick AutoFire back OFF afterwards, though, as otherwise it can affect some of your other moves.





SKOOLZ

OWT

**50 COPIES
OF FUN SCHOOL 4
TO BE WON!**

The world-leading Fun School 4 is serious software that serious (as in 'dull, dull, deadly dull', but serious as in the sense of a brilliantly effec-

tive-educational-program kind of way. Unlike school, you're not forced to sit there for hours while some ratty writer on about cultural highlights of 13th Century Florentine architecture. In Fun School you take control, you decide what and when you learn. How here's your chance - along with 48 other people - to win a copy!

Europress Software are giving away 50 copies of Fun School 4 - plus other nifty goodies bags - in our brilliant 'Sticks Out' compo. So don't sit there watching 'Why Don't You and Megan Moments this summer, get busy with Fun School 4!

To win, all you've got to do is, in the time-honoured tradition of GP compo

answer the three rather dull questions below (not necessarily correctly) and then pass up the SECRET teacher you've ever been featured by! The 50 most terrifying tales of classroom tyranny will win the software - because if they're as dull as you

see, you'll appreciate the help! So, you at the back, there, what are you waiting for?



TIE BREAKER

As a tie breaker, we want you to describe the very worst teacher you've ever suffered in 50 words or less! Go on let them feel your wrath!

Mr (your Teacher's name here) is the World's worst because...

Write your answers on a postcard (or use the old sealed-down envelope trick). Add your name and address, then send it to us at:

Sticks Out compo, Commodore Format, 30 Marston Road, Bath, Avon, BA1 2DQ, before 30th June 1993.

1

'You try!' Yes you at the back of the class! What are you doing? at Paving said attention Set to face telling
a) Flaming an armed revolt against the staff, comrades.

2

Why haven't you got your homework? at (But I handed it in last week, Sir)
b) The net was sink on my rough book!
c) A huge space alien ate my school bag! (How's parents?)

3

Who sprayed graffiti on the bike sheds?
A) It was him!
B) It was her!
C) It was her!

ARE YOU LISTENING?

And before we sing the school hymn, I'd just like to say that if any employees of Future Publishing or Europress Software, anyone who's ever appeared in Orange Hill, your statistics for the Golden Gate or Johnathon are caught entering this competition they will be made to stand outside the Headmaster's Office for general rebuke and a sound thrashing!

DARKMAN

There are a lot of jolly, cheerful crates scattered around the place. They're spread to lure the badniks and they're strong enough to stand on for...

A film licence with a difference? Surely not? (Okay, no, but we've got to grab your attention somehow). Clur illuminates us.

CF VITAL STATISTICS

GAME	DARKMAN
PUBLISHER	THE HIT COMPANY
CONTACT NUMBER	041 833 8833
PRICE	£3.99
AVAILABLE	OUT NOW!
OTHER INFO	TUCKY MULTIGAME

W

hat would you think of a man in a big brown mask, wearing a big brown hat and a face that glows like a glowing mask?

Well, if I was you I'd avoid his like the plague. Never trust a man in a hat that won't show you his face. That's what my mum always taught me. But that's who you're playing against in *Darkman*.

The game is a science-fiction beat-'em-up by numbers. Not that it's a bad platformer; it's just that it's there's nothing that makes it stand out from all the others. You walk along a bit, thump a few people, avoid a few projectiles then walk along some more and repeat the process.

Okay, I'm being slightly unfair — but only very slightly. There are a few holes in the game play as you progress but nothing in the Crying Game league. For example, there are the bonus levels in which you fight to take as many photos of the badniks as you can. The more photos, the better your bonus, so the longer you stand in with the camera on the next level, the more you'll earn. But it's all free in with the pot of the film which is far too complex and tedious to go into here.

The game progresses through a series of similar, clunky-looking levels, each with its own problem to solve. One level has you dangling from a rope attached to a helicopter, trying to avoid the rush-hour traffic, while another has you leaping across the rooftops. Each of the seven levels follows the same rules of, if you

wasn't avoid 'em, thump 'em. The writing is smooth enough but not stunningly speedy.

Darkman will probably last you less time to complete than it would to watch the film (just, to be fair, going down the video shop to hire it and take it back so well, even if

you're not a hardened game player. It's an okay beat-'em-up that's far too easy to square with hat a brain. There's some good stuff there —

CF

TIP OFF

This game's so easy that you probably don't need any kind of cheat or tip to reach the end. But here's one just in case you're completely hopeless. If you're using an Autofire joystick in the beat-'em-up sections, turn it off when you get to a photo-taking level, otherwise you'll end up creating a whole roll of film as early shots of walls.

Someone's been at the life-size Macintosh™ again.

Where are you going to find the most powerful game? The answer is simple: in the pages of G.



DARKMAN

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Yes, there are some. The graphics are definitely... er... there.

SOUND

The theme tune is suitably atmospheric (but is it from the film?)

IMPACT

It's so easy that the first level or two are great thumping fun...

GAME LIFE

...but it soon becomes a drag and doesn't stand up to repeated play.

POWER RATING

66%

WALKER

It's a Corker!

pre-destined, spin-windless, cup-headling-in-and-blast-everything-in-eight-platformer. Once you get used to the idea, the task of keeping Leo bravely unaware of his plight is incredibly engaging. I eventually had to raise the joystick suggestively upwards (Industry: Our dimensionalist is suggestively 'upward' the joystick with a Controller Bar - it's).

The progressively bizarre levels are brilliantly designed - they're

Let's face it, you're a dog, but a dog costume - what else did you expect to happen?



There are five bonus balloons hidden on each level. Find all of 'em and when you complete a level you go through to a bonus round. The 'T' outside on the first level is well hidden in a secret room. To get to it Ralph has to leap into the sewer water, swim to the bottom and then as far left as he can go. Then it's straight up to emerge into the secret room.

Being seen almost any way and sound like a very good idea, but looking aside to fly around the levels can be decent work.

And now for something completely different...

some money goes to Comic Relief. But unless those nibbly-throaty pop singles recorded by fading baby pop stars desperately trying to revive their flagging careers, Sleepwalker is actually well worth



not just Legend-Overactingly massive, but full of alternative routes and dead ends just to make things even more confusing. But it's worth having a good look

around every corner, because there are loads of pick-ups and bonus bonuses lurking about. Collect all the bonuses and you go on to the bonus level in which you have to collect as many giant red roses as you can while a time limit.

Red roses? Ah, didn't I mention that Sleepwalker is the official Comic Relief game? Well it is. And the game is, in places, slobberingly funny... well, okay, so it's not in the *Meaningful League of Comic Genius*, but you'd be stretched to find a CD-ROM that raises more

grins. There are some great animation effects that Leo (every adult) would have been proud of and even a guest

appearance by the Monty Python boot, how really never know what to expect next, but you can be sure that whatever it is, it'll be worth not expecting (if you see what I mean). (E), (A) - (E)

For every copy of Sleepwalker sold

buying it is its own right. Despite a couple of graphical glitches, a storage-looking Ralph sprite and a few less than awe-inspiring backgrounds, it's a brilliant game which tests and turns constantly, never gets dull and challenges all your game-playing skills to their limits. It's one of those truly original games that you come away from thinking, "Why can't they all be like this good!"

So Doc Sleepwalker, help save lives - read ones for a change - and experience one of the best new 88 games in ages at the same time. Doesn't it make you feel all sort of warm inside? Even more than just having eaten a gorgeous, or perhaps... **DAVE**

VITAL STATISTICS

NAME.....SLEEPWALKER
DEVELOPER.....COLECO
CONTACT NUMBER.....001 833 4833
PRICE.....£19.99 / £19.99
AVAILABILITY.....GET IT NOW
OTHER INFO.....OFFICIAL 888 HOUR GAME

SLEEPWALKER

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Great animation and loads of colour but Ralph could have been better.

SOUND

Spooky, but intelligently used. At least there's no annoying music.

IMPACT

A bit weird to get a handle on at first but it rapidly gets it hooks in you.

GAME LIFE

It never gets dull and the more you play the more you'll like it.

POWER RATING

90%



4-MOST WORLD SPORT

COMMODORE
CF
SPECIAL

When a baseball game comes into the office Clur's the first to get her mitts on it. This time we let her keep it (on condition, that she reviewed the other three games in the pack too...)

CHAMPIONSHIP BASEBALL

I love baseball. There's got a dirty great bruise on my left arm where I smashed into with the ball when we were played it in the park the other evening. And that was just a soft ball - imagine what you could do with a real, hard ball!

For those who've been living under a

cooch for the past decade or three, baseball is one of those all-American export sports that the British don't seem to be very good at like

American football - eh? It's a lot like playing a game of rounders but with bigger bats, harder balls and a team of forty men instead of young lasses in open skirts and those really big blue knickerbockers you know, the ones that

your mum always made you wear on PE days at school when you'd sneak off for

showing a glimpse of black lace in the socks in the sixth form (apart for yourself - Oh

Godolphin! It's basic but works well enough. The game is played on a horizontally-split screen, so you've got the advantage of see-

ing both the entire field and a close-up of the striking area simultaneously.

Everything is pretty controlled, playing (what for the uninitiated means throwing the ball), batting and fielding. Getting used to the batting system is a bit of a struggle at first but

once you get used to it you'll be whacking home runs 'til the cows run home - or giving it your best shot, at least.



You can view the field from this angle.



With you can concentrate on the bat and pitcher.



With you can see the pitcher's windup and the batter's stance.



See, it looks just like real baseball, doesn't it?

JUDO UCHI MATA

Goodness, how exciting! This one's introduced by the one, the only, the infamously famous Brian Jerks (aka Jet - most of the population of the western hemisphere).

Actually, to tell the truth, the game itself isn't half bad (but the instructions are).

The players obey your commands, communicated

through sequences of joystick movements, although they do seem to hover two inches off the ground (quite disconcerting at times). Some of the Judo movements are mapped out in the instructions, but some aren't (hey, what a great concept - not telling you how to play the game) so instead

wagging can work well at times. One nifty thing is that a player can get out of view if he's forced further than the edge of the screen by his opponent. So you're left guessing whether your frantic joystick twiddling is doing any good.

You mark your way slowly through the narrow gaits, facing increasingly tough opponents and adding new belts to your colourful collection. It's



Some of the positions you can get into playing Judo are quite bizarre!



There's no need to bow, I'm well used to bowing you that much. I'd stop if I hear any snoring sounds!



Oh, boys, I want you to kiss and make up. You need as many friends as you can get in this world.

CHAMPIONSHIP BASKETBALL

Championship Basketball is rather odd, simply for the fact that it's a two-on-two game. There have been a few areas around that use the full team, a couple that I've seen have had one-on-one matches, but a



Doesn't really compare to Jordan versus Magic, does it?

They may be small but they don't half handle the ball well.

basketball aim with only two players on each team—how that's what I call a bit weird. It's a game of ball skill, tactical excellence, team work and, at times, sheer luck. At the beginning of each game you're given a set of tactical plans from which to choose, depending on whether you're attacking or defending. Then, when you start



It's a bit easier to put the ball in the basket with two-one one on the court.

playing, you control one member of your team while the other reacts according to the tactics you've chosen. Scoring is a matter of releasing the Fire button at just the right moment.

In two-player mode you have an expense of sprees (come obviously left over from Star Trek). You can play on opposing teams, amalgamating your talents on the same team or play one of two rather odd sub-games. Despite the eye-staring, try again! It's a decent enough effort.



GRID IRON 2

American Football, but Tom of my favourite sports in one year! Unfortunately, I got excited just a bit too soon. This isn't just one of the most hopeless sports games I've ever seen, it's one of the most hopeless games I've ever seen, period. It's management sim with a twist—it's got no options. Well, there are a couple, but they have about as much effect on the game as shooting what colour shirts to play in. No fancy training sessions, no diary, no phone, just a lot of guesses and a load of organ-turning about on a pitch.



Put on early waders. (What looks really exciting.)



Believe me, these graphs matter the game. It's more about having them if look at

Some of the joystick movement combinations are shown in the manual, but here's one that they don't tell you about for a player facing right. (Just the Fire button down and you've completed the movement.)

TIP OFF

one of these, good at what it does-type games, okay if you like that sort of thing. If not, then after a couple of hours it all gets a bit repetitive and (well I say it) you couldn't really give a dam (I really wish you hadn't said that—dit).



Don't worry, he's not dead, he's just resting his arms, and the rest of his body.



games do it more like this one? These light on the diagram on the left, or look at the little like yours to check if you're wrong when you play the game, honest.

4-MOST WORLD SPORT

1 2 3 4 5 6 7 8 9 10

BASEBALL

A great-looking game with a novel control system but worth the effort.

GRID IRON 2

Possibly, maybe, almost certainly...okay, it's one of the worst games ever.

BASKET BALL

Er, well, it's not that bad good either. You certainly would buy it on the open.

JUDO

My brother used to do Judo, he was amazing (I could beat him up). This isn't.

POWER RATING

68%



SHADOW DANCER

It might sound like something shy girls do down the disco or the credit sequence to a James Bond film but apparently shadow dancing has something to do with martial arts. *Clur* investigates the sordid world of waitzing ninjas and their fluffy puppies.

Forget Master Ninja Turtle, (also-*aka*)-*Flur* versus the Ninja Dog. You might already with attitude? The former situation is the spontaneous hero of *Shadow Dancer* has more attitude than a sewer full of half-shed horses. Talk about war's been here! This faithful posture will risk his own life to save his master's. Just a pull on the joystick and a tap of the Fire button turns a normally harmless pet into a fast and sleek machine which will delay any opponent for at least a few seconds.

Shadow Dancer's split into five missions each with three levels. On each level there's a number of bombs you have to disarm before you move on to the next. The only problem is

but the tenacity that put them there aren't to keep on the idea of anyone running off their head work. They're so no-kill, in fact, that they're hanging around to make sure that no one interferes with their bombs until they go boom.

The trick here under your control in *Shadow Dancer* is so cool that he totally refuses to die anywhere. His attack strategy consists of stopping calmly into a room and tilting everything in sight. He's got two methods of dispatching enemies - all an immense variety, sure, but if they work, why

brook 'em? First there's his infinite supply of throwing stars (they're called shurikens, you know - Dave) which he throws at a press of the Fire button. Then you have a limited supply of "single might" - one touch of the Space bar will destroy everyone in view.

There are no real set-pieces in any of the levels. Get killed once and you're whisked back to the beginning of the level. Leave all three lives and you'll find out it's a one-way express ticket back to the beginning of the game. It doesn't matter if your suit is still alive

The baddies can be shurikened, mugged or mauled into non-existence

HE'S A MAN WITH A MISSION... ER, MAKE TA



MISSION 1: OBSTRUCT THE ENEMY'S DEADLY MISSION

Your first mission takes you and your canine pal on a staged journey through the airport concourses. One through the cargo area, ultimately ending up at the enemy's airstair.

MISSION 2: DISRUPT THE ENEMY'S SUPPLY ROUTE

Here you're taken along the railroad, across the main bridge, ending up in a freight station. You face three terrorist types get all their weapons delivered via Red Star, apparently.



MISSION 3: RAID THE ENEMY'S INDUSTRIAL UNITS

The third part of the game sends you into the terrorist's bomb-making factory unit. You have to sneak down to the basement in order to reach the top secret area buried deep underneath the industrial site.

and taking — if you snuff it, he won't battle on alone. But then it's time to whistle at his to tell him who to invade — or there!

If you memorize and finish all three levels, it's a mission you've achieved easy to a room's level in which you'll find out on you have big ledges of some equally weird designs. Missions three levels seem easy, simple at first because of the little to do about one before they hit the ground, but then the enemies start falling back and fast. And power, rather than later, you'll be beaten.

So the game consists of horizontally-scrolling means of platforms full of heavy terrorists (not looking bombs, all of which need dropping or pretty patterns. The bombs can be grabbed, respined or crushed by your dog into non-existence but the bombs have built defense by hand.

The enemy goes to scolding local, said smart, adding loads of enemies and the bonus levels are great. Shadow chance is an enjoyable mode that is up, up! It's amazingly different in loads of others out there I'll admit, but great fun and very addictive. Darned talk name. Tough.



Was your dog made to look like your character? Power quality (94) — B+.

TIP OFF

Don't waste your head on situations that look a bit tough but you could actually deal with yourself. Only send him away in the most dire of circumstances because once he's gone he's gone for good. This small fight "kill the death."

In other words, what's happening in this screen goes to WROGOT! Don't over, over, over (have I made myself clear?) send your faithful ferry friend to war in situations like this. What a waste of a loyal pet. Do it yourself.

You'll be reading it between lines 2, because you only a small time (the rest), there like a release yourself of suddenly, devoted to you.

The bonus level could stand by on its own as a complete level, though, in the bonus, it would be really be a bonus.



CF VITAL STATISTIC

GAME SHADOW DANCER
 PUBLISHER BROS.
 CONTACT NUMBER 021 433 3388
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 AVAILABLE OUT NOW
 OTHER INFO TAPE ONLY, MULTIGAME

SHADOW DANCER

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Excellent detailed backgrounds and smooth scrolling.

SOUND

The effects fit, the tune's cute but there's nothing special here.

IMPACT

It doesn't look that great at first, it's odd, and the controls are odd, too.

GAME LIFE

But it's more than a couple hours, for a fun odd while, anyway.

POWER RATING

89%

THAT FIVE MISSIONS, ACTUALLY

MISSION 4: ATTACK THE ENEMY'S UNDERGROUND FORCES

Now for the Ninja Turtles bit. You take a trip into the sewers in the fourth mission, where you and your faithful friend must find your way through the maze of caverns to the outside world.



MISSION 4



MISSION 5

MISSION 5: LIBERATE AND SECURE THE SHUTTLE BASE

Your final mission has you working your way across a waterfall and into a shuttle craft where you'll meet your final foe. Beat him and you can retire to a luxury penthouse with an suite tenant.

ROBIN HOOD - LEGEND QUEST

He's lean, he's mean and he wears green tights. Sherwood Forest's league-topping darts player is back in a swashbuckling platform romp. Dave went on a fact-finding tour of Nottinghamshire public house bar four in preparation for his review...

Karl Marx owed a lot to Robin Hood. You might not realise this but class-political reform in the 19th century was a major issue. Robin was arguably the first Lamman-Marxist political leader espousing some really rather radical ideas on the redistribution of wealth - rolling from the rich to give to the poor and all that.

But legend fails when it plays down Robin as the vociferous champion of the down-trodden working classes, probably because his ideas never really took off and lots of the year just kept getting arrested for handing stolen goods. Instead the popular image of Robin these days is that of an effervescent aristocrat who was a bit hand with the bit money, hung out with a load of overnight Mary, Mary in Sherwood Forest and fought against the evil rule of King John and his not-so-at-all handsome Sheriff of

Nottingham. In... at least, that's what it says on the back of the tin menu at the Jolly Archer.

Anyway, who wants to play a game about a political reformer? It's not by chance that we've never seen *Elly Patachua's* Side Quest on the 64. Much swashbuckling romantic heroes make for much better computer game protagonists.

Robin Hood Legend Quest is a 3-stage, sprawling platform shoot 'em-up, (or whatever the equivalent 'hit-up' is when you're slating with arrows). The entire game is set inside Nottingham Castle

where the Sheriff has Maid Marian held captive. You play Robin and the legendary quest of the title is - you've guessed it - to free the Maid's favourite equine. But while you're in there, you might as well take the opportunity to wipe as much evil as you can do as well - it is your trade, after all.

And you're on your own. The Merry Men are conspicuous by their absence (probably all too fed to get through those stinky windows). And there are hordes of the Sheriff's thugs out to get you. Luckily they've been excused from one step down the evolutionary chain, the most heinous combining their legs don't seem to have evolved properly, so they're restricted to the foot and five arrows from their fists (herself).

Other life-depriving nasties lurking about the place include some strange little red things

that mean you can fire - that means loads. And a few things you can't fire that have an obscenely long delay to get to R.

Jobs are so short that your arrows fly over their heads, the spitting gargoyles, red hot lava and bats. Luckily you start the quest with three lives and three chances per life. While most of the nasties just nuke your chances if they hit you, collision with the heavier thugs or falling into the lava means instant loss of life.

To search the castle you have to locate keys that open the locked doors and trapdoors. And you won't find them under the stairwell - they're invariably hidden under the doors they open, and I do mean miles. Because, y'know, the game is vast. We're talking hugely, humungously, enormous vast. In fact, it

We're talking hugely, humungously, enormously vast.



DESCENDING THROUGH THE RANKS

The main thing appears in different colors which indicate how many shots they'll take to kill. Gray and green things will take away a life if you collide with them, brown and purple things will just deprive you of one of your chances (you get three chances per life).



you'll never find
shells to kill—

...there's nothing
to kill...

I can shoot
to kill with...

...there's
nothing to kill...

...you
kill 'em!



Mr. Robin is
reluctant himself against the wall.
He's just waiting for some magic music to
appear so he can reach that key at the top.

redefines the meaning of wall. In years to come
people will all back after 20 course years and
say, "That was a real Legend Quest of a feat!"
It's so amazing... (get on with it—Eh. The
backgrounds also look superb and sprites
are generally impressive, though Robin's
stately gait and trancing walk are fairly
baffling a hero of his stature.

But the game has one fatal flaw. It's
darned hard! Without a cheat of some sort
you might as well give up. It's not impossi-
ble, but it's not varied or exciting enough to
reward the effort you need to put in. A muddy
control system which wastes tapping about bet-
ter than some fun doesn't help matters. Neither
does the fact that you can't find yourself stuck in
some form which there's no
escape— you can't back-
track to find the key you've
obviously missed.

Legend Quest is intensely
frustrating. It's a case of "don't
get mad, get even
madder." But
here's a bit
that's impres-
sive in the
game if you prefer
wins (or if you've got an AR
cartridge and you **PORE**
2001, 173 for infinite chances).
Otherwise it's a bit like trying to
explain the plot of
2001, A Space
Odyssey.



DAVE

**TIP
OFF**

There are some very tight gaps that the
rabbit! Robin has to squeeze through
at various points in the game.

The only way he can do it is to
take a few steps back, then
run up to the gap and duck
down just before he
reaches it. This way he'll
slide through. The longer the
gap he has to get through, the
longer you need to make the
runup. Similarly, some ledges that
seem too high for Robin to jump on can
be reached if you take a running jump.



It'll be a tight squeeze, but
with a bit of a runup,
Robin can make it.

CF VITAL STATISTIC

NAME.....**JOHN HOOD LEGEND QUEST**
PUBLISHER.....**IGORRMASTER**
CONTACT NUMBER.....**0122 814122**
PRICE.....**£3.99**
AVAILABLE.....**DOT NOW**
OTHER INFO.....**TRIP ONLY, DOWNLOAD**

ROBIN HOOD LEGEND QUEST

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Apart from a dead gamey Robin this
game looks absolutely gorgeous.

SOUND

The effects are a bit sparse but they
can be useful. Aural intro music.

IMPACT

Great good fun at first though the
control system takes time to master.

GAME LIFE

There's not enough variety to keep
you going back for more.

POWER RATING
73%



Why the heck does a fish swim inside a tank?



It's not a fish, it's a character!

I always used to eat the green and pink fish but leave the brown. It ate the fat - (Gawp)



JAMES POND 2

CODENAME

ROBOCOD



You can rack up more points in RoboCod than any Premier Business member could get in their driving license in a season.



from destroying Christmas as we know it. The industrial doctor and his minions, y'ess, have taken control of Santa's toy factory in the frozen north. The only way to save Christmas is to rescue all Santa's little helpers from the dastardly doctor.

Ultimately James must confront Doctor Mayke face-to-face (so that they can talk calmly about their differences, you understand). To do this he must enter Santa's underwear-closets and search each room. But he needs to be careful, because the malicious Mayke has turned the whole place into a deathtrap - swiping muggles off wally heads without impaling your top lip is a double compared to this. For a start, each room is protected by penguin-shaped bombs (and this originally came out again).



VITAL STATISTICS

NAME.....JAMES POND 2
PUBLISHER.....GAMES
CONTACT NUMBER.....051 633 3388
PRICE.....£13.99
AVAILABLE.....OUT NOW

OK, I did try to like it. Hated. But I never could work out what it was that millions of people feel so fascinating about sitting next to a public canal with a big stick waiting for some extremely stupid, slimy creatures to fall for the old maggot-on-a-hook trick. Let's face it, fish are less fun - all they do is swim and eat, and swim and eat and I can't see how you can derive any pleasure from watching a creature that's got a seven-second memory span.

But there is one fish that stands out from the others: his name is Pond, James Pond. And a fine fish you have never met. Here's what he

is: a very red gold fish (what do you do to gold fish P.Cook 'em? - GUP, harder than a cast iron pan and weaker than Christmas's gump).

James is an employee of P.I.S.A., the special counter-espionage department of the Secret Service-Special Services. His latest assignment is to stop the evil Doctor Mayke



This is where the adventure begins, outside Santa's castle. Proceed with extreme care.



John, Pond, George, in the top left: The big ones - I know you're in there somewhere!



Talk about product placement. This must be the opposite to industrial advertising.



Pragmatically, as a competitor I don't even realize they wanted a hit.

before (James Pond's name, remember) which James has to clear before he can leave that room and go on to the next.

But the really super-epic has a few tricks of its own including a specially-designed protective suit with a battery-powered extendo-tail. This means that if James needs to reach up further than his own jump, he just pushes a button and his tail becomes infinitely extensible.

You take control of the plastic platformer in this epic platformer. Basically you have to explore every nook and cranny of the castle, either avoiding or topping the nasties as you see fit. Thinking back into your suit when you jump protects you from any harm and takes the poise of any battles you bounce on.

The game has a wonderfully physical feel to it. Bounce up on the joystick

and you can make your life a lot easier on the cake level by picking up the golden pair of wings. Go to the last cake at the bottom right of the level and slip carefully off the right hand side. Before you will be in a small safety platform where you'll find the wings. Slack 'em on and soar.



and James doesn't stop dead, he slides to a halt. You have to take the momentum into account, otherwise you'll end up sliding off the edge of a platform and impaling yourself on the spikes below. More to your advantage, though, is the fact that James can change direction in mid-jump and that leaping on to something bouncy, like jelly, will make him soar up to even greater heights.

There are loads of secret pick-ups hidden behind platforms or in boxes. The ones behind the platforms are always goodies, such as extra lives, but you can never be sure what you're going to discover in the boxes. The only way to find out is by banging your head on their underside to



stretch, and relax... And stretch and relax... The James Pond 2 that is available at all good video stores.

Eligible for the Game of the Year award.



Oh these wonderful fish in their flying machines, they go up up up up...

open them (that sounds painful - I'd). So the game isn't just a find-the-egg-and-bear-everything-in-sight-on-the-way-past. There are loads of rooms to investigate and disguised enemies to explore along the way.

All this, combined with the fugacious of the levels and the sheer number of rooms to explore makes for a phenomenally long lasting game which will not only get its hooks in from the first screen, I can guarantee that when you see all your lives and don't have any of your three continues left you'll have no qualms about beating the game up again straight away (even though it does take its time).

If you didn't buy RebelCop a year ago as a full-price treat (buckle along to your local computer shop right now and buy it. And if they haven't got it in, then get them to order it. Well, what are you waiting for? I said **BUY!**)



CF
I said BUY!
CLAW
You'd see, I'm a Quarter master!

JAMES POND 2 REBEL COP

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Small sprites in a fine, bright and colorful world of platforms.

SOUND

One of the most sophisticated game soundtracks ever written.

IMPACT

Who could resist a fish in a wicker? Okay, you could, but not the gameplay.

GAME LIFE

Lots of secret rooms to explore and hidden bonuses to find.

POWER RATING

93%



COMMODORE

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Spelling Fair	£12.99	£9.99	CF1571

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and Son
An arcade adventure hack-slash-up with a distinctly Ninja flavour, First Samurai received one of the highest scores. CF has even awarded a game - 99 per cent. It's got the lot - great graphics, great sound, great gameplay, great whatever else there is left to be good.

Description	CF Price	CF Price	Order No.
First Samurai (2nd)	£11.99	£10.99	CF1580
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Europeans
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little business machine (and it's great to do your homework on, as well). Same serious software.

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What's strange and white, small and plastic and has 10 sheets of Commodore Format? The Commodore Format binder. How can you live without it?

DEAD SMART

Description	CF Price	CF Price
Format Binder	£5.99	£4.99
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CREATURES 2

Thalians
If you haven't got this game - WHY NOT? It's a Garden of awesome

proportions. Greater than an episode of Galaxy and more fun than watching Clor bear up Dave, this has to be one of the greatest games ever on ANY format. Platform puzzling at its very best with some superbly bizarre graphics.

Description	CF Price	CF Price	Order No.
Creatures 2 Cassette	£14.99	£9.99	CF1584
Creatures 2 (2nd)	£14.99	£9.99	CF1585

It's a Garden

SAVE UP TO £3





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HAVE YOU BEEN MISSING OUT?

Plug those holes in your CF collection (as long as they're not from before issue 55, that is). Order your back issues now before they run out (and with some of 'em that situation is threatened). If you haven't bought the magazine's greatest Commodore covers since issue 10 (the last 11 months here's what you've been missing:



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CF83: Cover logo - Full games: Defenders of the Earth, Atomic War 2, Ocean 2, Ray Bomber, Making The Mountain, Commodore's Maze Maze, Mountain Maze, Super Express, Sea Battle, Fantasy: Dual Core, Prince of Persia, Turbo The Fantastic, Mountain, Mountain Mountain, The Mountain.



CF84: Cover logo - Full games: Fantasy Fire, Ocean Adventure, Make It The Sea, Mole, Dual Core, Prince of Persia, Commodore's Maze Maze, Mountain Maze, Super Express, Sea Battle, Fantasy: Dual Core, Prince of Persia, Turbo The Fantastic, Mountain, Mountain Mountain, The Mountain.



CF85: Cover logo - Full games: Turbo Tiger, Agate Omega, Agate Omega, Rockstar Commodore's Murky Moves, Mountain Maze, Adventure James Pook, Robinson, Wolf, Space Invaders, Jimmy's Soccer Manager, Kid Puff's Highway Adventure, Light Bug Bomber, Gary Lowden's Collection, Easy As Pie!



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