

84 PAGES OF ESSENTIAL INFO FOR YOUR COMMODORE 64!

# COMMODORE

*The very best C64 mag money can buy!*

ISSN 09 15 88 007 1999

## POWERPACK**d**

ARAC FULL GAME  
INVISION FULL GAME  
SHELLSHOCK FULL GAME  
COYRA pi3 FULL GAME  
SPRITES TUTORIAL CODE

**MORE  
MORE  
MORE  
FOR  
YOUR  
C64!**

## HE SHOOTS! HE SCORES!

Liverpool kicks off on the C64. See the big match 'live and exclusive' on C64 p.76

**DROP  
THE DEAD  
DATASETTE!**  
C64's star-stuffed  
softies take  
the boards!

DOOPER! IF YOU CAN READ THIS  
TEXT YOUR POWER PACK 'D' MIGHT  
BE. ASK AT THE NEWSAGENT  
FOR FOR A REPLACEMENT RIGHT  
NOW!

**Top  
to disk  
SMART!**  
Turn to p.6.

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MASSIVE **24**  
PAGE GUIDE TO  
THE BEST C64  
GAMES AVAILABLE

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CGI



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CGI

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Our Office! Our Office! Our Office! Our Office!

Thanks to Brian Robinson (Editor), Richard Knight  
(Art Editor) and the rest of the staff.



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Gamec gets a  
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the TV show of the  
coming strip gets a well-  
come budget outing.

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A graphic adventure with a difference – a 1000  
price! But will it be the gameplay or the grand  
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Timber the phoer! Tengen sets up' avel, ya  
lollers... if can't take any more of this – Ed.

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Granatstein Vaino

Can the game live up to the club's illustrious  
rep? CF puts the analogy to the test.

## The Commodore

**BEATON WERE**  
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**LISA HUGLEY**

...and the rest of the staff.





# POWER PACK

## 34

Hold on to your horses, or any other available four-legged mammal (except gerbils, they don't count). Clur's about to whisk you off on a whistlestop tour of the 34th cassette to bear the name Power Pack.



One price of the only way to the west is through it.

### VITAL STATISTICS

GAME: Shellshock  
 ORIGINAL LABEL: July 1993  
 ORIGINAL LABEL: Commodore Format  
 PROGRAMMED BY: Systema Developments  
 GENRE: Shoot-'em-up  
 DIFFICULTY: Medium



Area can't walk on the water but you can walk through it.

### QUICKSTART INFO

Side One + Power Board 800 + Joystick port 1

- UP: Exit from menu; move up when Arco's a spider.
- DOWN: Move down when Arco's a spider.
- DOWN/UP: Jump.
- DOWN/FIRE: Enter menu.
- LEFT: Go left.
- RIGHT: Go right.
- FIRE: Fire out or menu; select option in menu.

From Beyond Belief, the makers of SR, Skare and the Jerry's soccer series, comes Shellshock, a brilliantly violent Commando clone. It's the sort of no-nonsense, get-in-there-and-blast anything that moves type shoot-'em-up that you can pick up in about two seconds flat (well, we had to provide



Power down menu is smart about them. Shell's not, though.

SCORE: 00000000

ACCO: 00000000

LEVELS: 0

DEGRADES TO: 0

something to provide a balance with the subtle complexities of Arco—that's got instructions of epic proportions.

The main difference between this and your log-stamped leader is that you've haven't got the military's latest, top secret super self-learning machine gun that never runs out of bullets. Nope, this is the real world. Well, the sort of real world where the enemies hardly leave behind arms when you shoot them, that is.

There are four levels in all, jotted together by a plot involving four parts of a stolen schematic diagram that have to be placed together. But the plot's pretty much irrelevant.

You might just as well be searching for the right clients to a firm and marketplace outside. Who needs a plot when you can have this much fun killing things? Enjoy the fighting while it lasts.

# ARACH



**C**ome on, come on. You've loaded Arach, had a quick blast, and you're totally confused. So you're coming crawling to the Power Pack pages hoping to find out what it's all about. Makes a change to find a game that you you actually have to read the manual book to, doesn't it? But it's well worth the effort, believe us.

You play Arach, a robot with a spider face. If you choose to play the long game, you'll have to turn out the arachnoid bits - two legs and a power glider - before you can turn into the spider thing, but in the short game you're already supplied with your bits. To turn Arach into his arachnid alter-ego select the far right panel in the main screen (which you access by holding down and pressing Fire). The spider has a very limited amount of energy so you have to change back into the robot by selecting the same panel, before it runs out.

As a legless robot, all Arach can do is fire a net to catch the various creatures which populate the game. As a spider, though, he's also armed with a stun gun. Another advantage of being an arachnoid is that you can walk on the ceiling - always a handy trick.

The aim of the game is to deactivate three reactors located inside a fortified citadel, but to get into the citadel Arach must have all his spi-

der bits. And you've got a maximum of 30 minutes (20 minutes in the short game) to do it all in - hold the joy stick down and the time remaining will appear in the bottom right hand corner of the screen.

To net a creature just press the Fire button, hold down Fire longer to shoot out the net further. Any captured creatures are displayed on the main screen. You can only hold up to eight of each type of creature at a time.

Each creature has its own special talent which can help you out. If you want to use make use of one of these talents, all you need to do is select the relevant talent from the menu, hit your Fire button, then push up on the joystick to exit the menu screen - hey presto, one benefit at your command.

This is definitely one of the best arcade adventures we've had on the Power Pack. Stayzet your heart out.

## QUICKSTART INFO

Side View - Scope Count 600 - Joystick port 2

	UP	Move up.
	DOWN	Move down.
	LEFT	Move left.
	RIGHT	Move right.
	FIRE	Shoot.
	SPACE	Throw grenades.

**Other info:** To pause the game press P while any joystick movement will restart it.

## CREATURE FEATURE

**Malevolent Man** - Hit him and you can only capture him when he's been stunned. He can't be having separate other talents.



**Blinger** - Arach can use the blinger's flying abilities to get out of tricky situations.

**Big Boss** - This little will give him may through solid walls for you.



**Weak Trigger** - Touching up and down on the pad to prevent you from ascending nearby.

**Ray** - you think you know enemy captured by robot.



## VITAL STATISTICS

Game	ARACH
Original Release	Sept 88
Programmer	Paul O'Malley
Original Label	Addictive Games
Genre	Arachid Adventure
Difficulty	Good 'n'rd



Arach, our arachnoid hero, is a spider-like robot flying through the maze.

The scope in which Arach moves his catches will be needed there.



One of the arachnoid's legs. Now all you need is another leg and the power glider.

This shows how many of your bits you've got so far (in this case, none).

Energy reserve level, set this drop to zero and you'll be out of action. Arach's energy indicator, 100 per cent means you've finished the game.

Select E if you've come plenty stuck and want to start again.



The number of each sort of creature you've got in your cage is displayed in this panel. Move the cursor over the one you want to use and hit Fire.

Select this icon to swap but won't make a spider or a top-standard robot.



# INVISION

To move that just strange, it's even stranger than strange! An invisible, jiggly, general ball almost invisible, you can see the ball and the flippers but that's about all - unless you hit something in which case it'll flash for a fraction of a second.

Some of the obstacles will stay visible for longer, and if you manage to light up combinations of them in the correct order, then you earn masses of bonus points. But apart from that



Let's give you the ball about now! Watch one of the small flippers in IT!

SCORE: 0 \*\*\*\*\*  
LIVES: 00000000  
FLIPPERS: 00000000  
POINTS: 00000000

being able to see nine-tenths of the table nine-tenths of the time, the game plays pretty much like normal pinball. You get five balls per go and the aim of the game is simply to stop the ball from going out of play by using the flippers at the bottom of the table (and there might even be another invisible flipper somewhere else on the table - but we're not telling on that for you to find out!). Like the real game, it's not as easy as it sounds, so give it a go - it's flippin' fun!

## WANNA SEE MORE?

Invision is brought to you courtesy of Kingsley Computer Services. If you'd like to see what more they have to offer then go to page 28 or send a large 3x5 to Kingsley, 72 Glencoe Road, Sheffield, S2 3RN (or 0742 758022) for a catalogue.



You can make the table edges are invisible (if you're that masochistic).

## VITAL STATISTICS

GAME: Invision  
ORIGINAL RELEASE: Kingsley  
GENRE: Pinball Simulator  
DIFFICULTY: Easy

## QUICKSTART INFO

Side View • Tape Count 060 • Joyystick port 1

- DOWN Decrease tension on the plunger.
- LEFT Increase tension on the plunger.
- RIGHT Right flipper.
- FIRE Release plunger and operate left flipper.
- F3 Change colour.
- F4 Change no. of players.
- F7 Start game.

## SPRITE AND CHEERFUL



## SPRITE CODE

Impressed by the fast sprite demo? We bet you are. Here's a listing of the Basic program used to create it. The listing is rather long so when you see a bit that you want to look at scrolling up the screen hit Run/Stop. The scrolling should then come to a halt. When you've got bored with that bit and want to set it off again just type LIST and you're off.

## QUICKSTART INFO

Side View • Tape Count 126 • Keyboard  
Hit Run/Stop to pause the listing. Type LIST to get it scrolling again.

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## LEARNING BINARY

Another entry to the Sprite feature this month is the small binary tutor. Simply type in the letter or number you want to know the binary code for and hit Run. The program will respond with the binary code and ASCII value of that byte.

To find the value of another key hit Space and then type that letter. If you want to see how the program works hit anything other than the Space bar and type LIST to get the basic listing for the program.

## QUICKSTART INFO

Side View • Tape Count 125 • Keyboard

Type in a letter plus Return to find out the binary code of that letter. Space then lets you input another letter. Type LIST to get a basic listing of the program.

## FAST SPRITES

Following in the footsteps of our feature on page 18 we do the sprite thing on the power pack. This first demo is an example of improving on the simple program we showed you last month, the big difference being the speed of the sprites. Spritely, or what? (I don't believe you just said that - G!)

## QUICKSTART INFO

Side View • Tape Count 060 • Joyystick port 2

- LEFT Move left.
- RIGHT Move right.
- FIRE Have a game.







# CHARTS

## TOP TEN

- 1 **STREET FIGHTER 2** ▶  
US GOLD £13.99 **CF39 80%**
- 2 **TERMINATOR 2** ▲  
Hi Speed £3.99 **CF30 73%**
- 3 **DIZZY: PRINCE OF THE YOLKFOLK** ▼  
CodeMasters £3.99 **CF17 91%**
- 4 **HEROQUEST** ▲  
GSH £4.99 **CF36 94%**
- 5 **STREETFIGHTER** ▼  
NIKE £3.99 **CF19 34%**
- 6 **THE SIMPSONS** NEW  
HIT SQUAD £3.99 **CF32 92%**
- 7 **RICK DANGEROUS 2** NEW  
KIXX £3.99 **CF31 94%**
- 8 **F16 COMBAT PILOT** ▼  
ACTION 16 £3.99 **CF33 63%**
- 9 **F15 STRIKE EAGLE** ▲  
HIT SQUAD £3.99 **CF31 78%**
- 10 **TEST DRIVE 2 THE DUEL** ▲  
THE HIT SQUAD £3.99 **CF27 83%**



## CHART FACTS

In this month's C&A Top 50 software chart there are:

- 5 full price games
- 2 games called ARCADE 2 (can you find them?)
- 18 games from Mike making this this month's top publisher
- 4 football games
- 10 games that CF has awarded 5-stars
- 12 games that sold less than *Terminator 2* (do there are just too?)
- 6 games with updated titles in their



## IS THAT IN THE DICTIONARY? TOP 10

- 1 MSH (Global Software)
- 2 AARSH (Melbourne House)
- 3 JIMZABAM (Melbourne House)
- 4 DEEDEE (Melbourne House)
- 5 ARKANOID - THE REVENGE OF KON (The Hit Squad)
- 6 ALMAZZ (The Edge)
- 7 TERRODOMINO (Melbourne House)
- 8 MOONTORO (Melbourne)
- 9 GPOPS (Pop Apple)
- 10 OSOPS 6P (Melbourne)

## 10 CARS THAT NEVER SEEM TO APPEAR IN DRIVING GAMES

- 1 Trabant
- 2 Richard Robins
- 3 Lotus
- 4 Citroen 2CVs
- 5 Mercedes
- 6 Morris Travellers
- 7 Sinclair C5s
- 8 Unigate Milk Floats
- 9 The one down the road that's always got somebody's upper torso buried deep inside the engine and a jack permanently under the right rear wheel.
- 10 Mologans.

# SNIPPETS

Wanna know the latest gossip? Then read on...

## COMMERCIAL PD?

Some Game PD are set to join the ranks of commercial CD-I publishers. The first release on their new Psytronik label will be Jon Neale's long-awaited arcade adventure, The Scrooper of Baghdad. Starting in February, the game will be available through mail order in July, so keep your eyes peeled for ads. CD-I reviewed Scrooperbook in February, when it was due to be released by Atlantis, and given it a Poweraid rating of 75 per cent. Since then, Jon has added better graphics, more sounds and revamped the entire game structure.

For more info about Psytronik, The Scrooper CD-I magazine how to order send a large SAE to Psytronik Software, 26 Portland Road, Drogheda, Wexford, W93 2YR.



## ARE YOU HUNGRY?

Guru, a second Hungarian computer mag that has feeds of CD-I titles, found its way on to CD-I's shelves this month. Unfortunately we can't read it: it looks good but all we know about Hungary is that it's very cold. That's one head-bolting Budapest! So if you can read Hungarian, get it! It will tell you how to know what Guru was whiffing on about. Oh, yeah, sorry for the awful pun in the headline.



## HA-DO-GUN?

You've played the game, now play the, er, game again with little plastic models. Toysmasters Hasbro have been commissioned to produce a series of Street Fighter 2 action figures. The only problem is, if the promotional pics are anything to go by, they could hardly be called replicas.

As Tam said when he saw them: "If they've got guns, why don't they shoot instead of kicking and punching each other?"



## LEARN TO PROFIT

Recent Educational Media have introduced a new software-for-schools policy. Now, for every pound that you spend with them, they'll give you a voucher worth 20p off software for your school. And, as market leaders, Planity's

Educational Software Review boasts a library of 64 programmes, like the fantastic Fun School's and Wild Planet Circle and Wild Planet Circle.

To find out further details, ask your school to contact Paul Miller at Planity Educational Media, Blue, Business, Somerset, TA10 9NS (T 0450 371933 for a brochure).

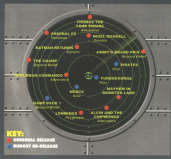


## GONE FOR A SONG?

Shopping Song have taken the plunge into the computer software biz and have bought up the early-warning publisher Peggimex. A representative from Peggimex said that "The Song deal will not affect the development of any software in any format", which is good news for their latest CD-I project, Learning, which is scheduled for release this autumn.

## EARLY WARNING SCANNER

Your at-a-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.



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Now this is what we want - lots of space ships and lots of shooting—



Er, well maybe not this much shooting. Thanks on ship, and fast!

# SUBURBAN COMMANDO

Hulk Hogan scored a huge C64 hit as one of the three 'superstars' in WWF Wrestlemania. Now he's going solo in the movie licence Suburban Commando. Clur checks out his chances of a claiming a second Coker.



Hulk, big and bludge as ever, but with an even more substantial name (what, Terry? - Ed).

**C**ome on, even up, which advertiser decided to call a mega super (well-fal alien) Shag?

Whatever it was destined to be ridiculed in the streets. Even worse is the fact that they gave him the surname 'Rainbow'. He sounds as if he belongs led by his color to a post box in Mudge from 'Neighbours' front garden.

In fact Shag's an alien played by Hulk Hogan, and he's got big problems. First, he's crash-landed his space ship in the suburbs of Los Angeles. And secondly, the evil General-Ruler-Of-The-Universally-guy has ordered his troops to earth in order to bring (got down) Shag back.

The General's a bit miffed at Shag via sat, because before he crash landed on here

lovely trapped his bottle-couster. So to escape the dreadful fate that awaits him should the General's men catch him, Shag had to search the city for the big repair his ship with.

This is where you come in. You have to guide Shag through LA leaping up the General's men when you bump into them, and collecting a bunch of spare parts for your flying machine along the way. Which all sounds dead (well - just the way I like it).

We've told the game's going to take the form of "five levels of non-stop action" taking you from the depths of space to the heart of LA, and apparently the plot sticks closely to the story of the film. Fine, but let's hope the game doesn't stick too closely to the quality of Hulk's acting - face it, the even-ago C64 sprite has a much wider range of expression!



## VITAL STATISTICS

NAME.....SUBURBAN COMMANDO  
 PUBLISHER.....ALTERNATIVE  
 CONTACT NUMBER.....0977 707777  
 PRICE.....£9.99  
 AVAILABILITY.....ONLY



What odds are you giving? I reckon I'll have a winner on the big one. Then again this is based on the American film, and the odds are always odds in favor. Right, it's up to you there also.



This machine looks like it might well be very useful and full of life. What's the old Hulk doing down here, then? I bet they get a refund on this, but it never let his little girl griddle.

"Pirates and Turbocharge? How I am I supposed to work both of those games into a Kixx preview strapline?" Clur asked. "You just have," answered Dave.

# PIRATES

**A**roy me mates and other bearded bubble bath clichés. It's time to prepare your rigging, and toast the masthead and head for the high seas. Or, in other words, get yourself ready for the re-released of



Now that's what I call a ship. I'd trade in my shopping bag any day.

"All hail to the great Lord Benny Arnie!"



Blue seas, blue skies, white clouds, yellow trees, purple fish, green leaves, black rocks, orange animals, blue grasshoppers, pink things.

MorePirates is a sally old sea-faring game. Pirates. I suppose you'd put Pirates in the strategy genre if you really wanted, but why pigeon-hole things that don't need to be? Pirates is a re-released re-imagined game hybrid that successfully co-exists with touches of real adventure and a bit of a beer-ten-up. You can choose who you want to be, where you come from and even how charm-

ing you are (that must be a novelty for you, Clur... Clur... Clur, all of which affect your fate in the game). There's a set of difficulty levels too, and that's almost good news for all us level snobs, because the bits I've seen so far look dead tough.

The aim is to steady back up a fleet of ships and loyal crew in order to gain fame, fortune and happiness in the Caribbean ports. The game involves you being entirely selfish and doing everything for the good of number one and only being nice to people if you can get something out of them (so if Pirates rewarded \$, he'd give it about 100 per cent - EEP).

So next month I'll be having feeling my sea legs at the Expert level - whose presumably at least one wooden leg is a job-requirement and you don't have to worry about dandruff because your shoulders are covered in pirate droppings.

## CF VITAL STATISTICS

NAME	PIRATES
PUBLISHER	KIXX
CONTACT NUMBER	021 622 3288
PRICE	£49.95/\$49.95/\$7.99
AVAILABLE	OUT NOW
CHECK OUT	MALTRUDAD

# TURBOCHARGE

**A**s one of the recommended driving games in our Modern Classics Put out, it's obvious that Turbocharge is a pretty slick piece of programming. And now it's all set to come out on budget, so as long as they don't fiddle around with it too much in order to fit it on

to a budget-priced tape. Turbocharge looks destined to become a smash hit of epic proportions! It was my baseball cap if it doesn't take to the top of the charts when it hits the shops at £3.99.

Turbocharge on full price tape gives a Corning 100 per cent ray back in CD3 and it was a well-deserved score. The game was simply the best racing shoot-'em-up of



its time, but can Turbocharge's one-player firepower help it take off the two-player threat of Lotus Expert Turbo Challenge in the budget arena? Watch out for the review (real life).

## CF VITAL STATISTICS

NAME	TURBOCHARGE
PUBLISHER	KIXX
CONTACT NUMBER	021 622 3288
PRICE	£3.99
AVAILABLE	OUT NOW



Amidstness here up particularly opportunity!

When your wheel around gets busy and it's time to call Turbocharge!



# DROP THE D DATASSETTE

Clur's always moaning that nobody ever appreciates how hard she works. To shut her up we've let her have three pages to whitter on about herself (we have to suffer it all day so why shouldn't you?). So, get ready for a day-by-day breakdown of Clur's contribution to the very issue you're reading right now...

## SATURDAY 8th MAY

Couldn't wait on our way to Wembley... Visit the Wembley Exhibition Centre, anyway, to help the Amiga Format Live-prom team give CP a plug at every opportunity. You've got need CP30 in the picture—in fact, Clur, Tenz and Dave were joining the finishing touches to it this morning before I left for London. I end up working a lot of weekends anyway so this isn't so

much different from usual. At least I got to go on the Virtual Reality machines when all the punters had gone home. But it's back to the grind on Monday. So far

The Amiga Format Live Show: I'm in there somewhere.

we've only got one game delivery in for review, The Addams Family, so I'm going to have to do some mad shuffling around the database companies when I get back to work.

## MONDAY 10th

Why do I have to be Monday morning? The world would be a much better place if Monday mornings were abolished for good and you could have a long holiday.

Clur's over the moon because its monthly phone account revealed that Grandem has finally got Liverpool news. Clur may be a bit faty one but he'll probably have a lot of input into the review being such a football fan. Some more budget stuff is now also on the way and Deer 32 should also be worthwhile this month.

The major dilemma of the day is which game to review first. The problem is usually solved with a coin. It's strange Wood

country custom. Today Dave lost, which is great 'cos he makes a good cuppa.

## TUESDAY 11th

It's strange how Tenz's always out of the office on Tuesdays. He assures us it has nothing to do with it being reader call day. We've had a long chat about the Modern Classics pull-out and I've

been given the oh-so-interesting task of collating lists of available games. Okay it's going to be extremely useful for you lot, and an essential part of the pull-out, but compiling it isn't going to be the most exciting piece of writing I've ever done.

But I immediately rang all the software companies to quit them about the availability of their games. Unfortunately most of

them weren't it because they were still recovering from the aftermath of Amiga Format Live.

By about four o'clock my concentration waned and The Addams Family slipped into the database and landed all by itself. Spooky huh? Seeing as it was then I thought I might as well pay it—purely in the course of duty, of course.

## WEDNESDAY 12th

When we've decided what's going in the mag Tenz draws up a fat plan, which is



Taking to my editing routine on reader call day.



The Amiga Format Live Show: I'm in there somewhere.

**FIVE INCREDIBLY DIFFICULT STEPS (EACH REQUIRING HUGE AMOUNTS OF SKILL AND EFFORT, WE'LL HAVE YOU KNOW) TO CREATING A PAGE OF CP...**



1 First, Tenz draws up a fat plan, which shows what will be going on each page. The Addams Family pages are highlighted.



2 Then, we've decided what's going in the games (CP's so much fun how come you made so much when you're doing it - 80?)



# DEAD

screenshots. We use Apple Macintosh computers to put the magazine together so I have to convert the picture signal from the CD4 into data that the Mac can understand. It's a lot of a long-winded system but it's much better than photographing the screen from the monitor which is what we used to do.

Meanwhile, I'm not going around the office, still no news on Lorraine, although Prognosis confirm that we have an exclusive on a playable demo of the game.

## MONDAY 17th

I grabbed The Adams Family yesterday so there's nothing left to do but finish writing the review. I use a standard word processor at the fancy staff meeting.

Olivia and Lisa on their first promotional tour. Usually once I've written it I think I leave it over night and check it again in the morning for mistakes when my head is fresh. You never catch all your mistakes - it's better that someone else looks through a too-poor guide who ends up with that gargantuan task! - Dave.

There are 11 half to decide what was going on the cover tape, which means playing yet more games. It might sound a dross, but it can get very tedious sitting through tons of humdrum games looking for a few that are up to the high standards that the CP Power Pack demands. When we've made our choice the programs are sent off to be completed and duplicated.

## TUESDAY 18th

I gave The Adams Family one final check then Dave took it straight to the Mac and 'bubbled' the copy. As other work we read through what I've written, corrected any spelling or grammatical mistakes and put everything, including the pictures, into a file into QuarkPress for the Desk Top Publishing (DTP) program to use.

Meanwhile, I spent most of the day dealing with reader calls. Most of them have queries about games and want to speak to Andy, but he doesn't work in the office, so they have to make do with me. Anyway, it's probably much more of a thrill for the callers (are you sure?) - Ed.

About 50 came back from the printers so we had our monthly meeting with Jane, our publisher, to discuss what was good and what was not (to be fair what was good, she points out).

We have our monthly chats about the cover with our publisher... You can tell by those nasty gasp, she's serious.



For some reason I always end up in dark places during the photo shoots while Trent, as always.

Basically a map of the issue so that we all know what's going where. The first plan for CP4 is particularly huge and worry with 18 more pages than usual! So I panicked and started on my Adams Family review (before time ran) - Dave.

We also did a photo shoot today for the contents page and I am assure you that being a model is no glamorous job. I spent all morning in a cold studio sitting stiff, uncomfortable poses in a very unflattering foote top and a pair of oversized leavers that made me look like Gooly.

## THURSDAY 13th

From 10 till six today I was stuck in a small room with six lads and a middle aged newspaper journalist. We spent most of the day slugging off each others' writing and discussing the validity of the headlines. 'Freddie Starz Atz tily Hamster' Apparently this was supposed to teach me about writing good news stories. Check out Snippets and see if you think the course did any good.

## FRIDAY 14th

I've been playing The Adams Family on and off for a few days now so the last thing to do was grab some



No comment - Ed

## WEDNESDAY 19th

I want to visit Dave! Birth or Deathline in Kroydon (you got to go to all the most glamorous locations in this job) to pick up a copy of zowpood. When I got back I gave the review to Dave to do, 'tis his best me three-in-it all. Let's hope it goes better for the Dave tomorrow.

## THURSDAY 20th

Asah! Bae 50 worth to be in for review this issue! Richard Billy from



I sat with the dictionary and Thesaurus, the best word begins with - writing the review in my word processor.



I Dave... Dave the review into a standard English - Dave! I'll ignore that - You've the words off the words into a DTP package.



I finally Olivia and Lisa design all the fancy graphics (as for Gooly do! The Adams Family 'tis with lots lovely banners).

CoolMasters gave us a ring to say they were holding up release of the game until the 1993 version is ready. Can't you hate consoles?

It was Dave's birthday today so we all clubbed together and bought him a present. You know he doesn't deserve paid like us. (You can say that again! What have I done to deserve paid like you? - Dave) (Predictably, we're all going out for a meal tonight to celebrate.)

Trent was glued to telly all day for news of the FA Cup final as I played *Rolland* till it came out of my ears.

## FRIDAY 21st

Ollie started laying out *The Addams Family* reviews today. All the art's done so Apple Macs and Ollie's got a particularly sweet time. It can take up to five solid hours to design a page. It's not as



Wimp on, who took this picture? I took them in a copy of *Games* and *James Maddox* featured there, however... Well, I've been accused!

easy as it first looks I can tell you that for nothing (but you're not, you're getting paid) for writing this - ditto, life and Ollie always try to have a chat about the design before he starts, it makes things a lot easier if you've got specific ideas about how the page should look.

Time to start work on *Previews* and *Snippets* today. Writing the pages is easy. Getting the stuff in is all there with that. That's where all that phoning around pays off; you need to be constantly in touch with the writers to make sure you don't miss out on anything important.

## MONDAY 24th

Reviewing and grabbing *Rolland* was priority number one today. Ollie finished the design on *The Addams Family* over the weekend so Dave has one last check over it for mistakes and quirkiness that may have appeared. Sometimes (usually) - Dave! there are the wrong number of words to fit in the space that Ollie's left between the pictures. So Dave either has to write some more or cut some words out. I still have to do all the captioning, though.

## TUESDAY 25th

Trent didn't come in today. He said he had to get his car MOT'ed. Which is rather odd, seeing as he hasn't got a car. Ollie and Dave fogged the 88 all day while I continued typing in the bits of games for the pull-out. I knew I should

have taken typing at school instead of A level Pure Maths.

## WED 26th

Trent gave *The Addams Family* one last check before it was sent to our in-house laser machine - that's where the page is put in to the film that will ultimately be sent to the printers.

I just haven't finished typing in those bits; this is taking me much longer than I thought it would. I should have looked at the *Skull* and *Crossbones* review by now but it's going to have to wait.

## THURSDAY 27th

Finally those damned tests have been finished. I hope you do appreciate them. Anyway, as it's getting close to deadline as, I stayed late last night, doobies - ditto to get a start on the *Skull* and *Crossbones* page that should have been finished two days ago.

## FRIDAY 28th

It looks like it'll probably have to wait this weekend. We've got a lot of extra work to do, because of the extra pages, and every one does their bit to help.

I had to grab bits of *Skull* and *Crossbones* out for the system's playgroup again. For some reason it's blowing out all the red in the pictures. We got *Ali*, *Futaba's* main

technical bug, it says a look at it, but he couldn't find anything wrong and accused us of breaking it and being a bunch of incompetents (that is not one of *Ali's* strong points). So I hid it (which obviously got made the best an *Ali's* for better).

## MONDAY 31st

We've fixed the problem for it successfully grabbed *Skull* and *Crossbones*, net and off, and handed the review over to Dave.

The *Argon Conspiracy* has turned up, so I've got to make a start on that, not to mention the fact that Trent has off.

## WHO'S FOR ASPRO?!



Speaking is what the CF crew wants to when we need to decide which's going to have to undertake some extra tasks (like making the box), it's an allocation game that involves guessing how many mates everybody's holding in their twenty games and I can take an eye



That's it's time - *Rolland* 88ms really does get our money back stable. What a remarkable surprise!

loaded the PC page set to me this month. An evil that's your by when you're a body staff writer (the bottom rung of the evolutionary ladder, really - ditto).

## TUESDAY 1st JUNE

The tape duplicators sent five, randomly selected copies of the *Power Pack* back to us today. When they arrive everything else I'm doing comes to a full stop because I have to read and check every one. If I can't read even one game on one tape the batch is rejected.

Thankfully all the tapes worked for two this month, so it's back to *The Argon Conspiracy* and captioning the stuff that Ollie and Lisa have finished laying out.

## WEDNESDAY 2nd

I grabbed the tape games yesterday so my job for the day was to write the instructions. Some of the old classics we get have long since been abandoned from their instructions, so it takes quite a while to figure out the controls completely.

Once I'd done that I became general dingy body for the evening. "Take this to do and so... just type that in... Get a piece check on this... Use your feminine touch in... Oooh... Okay, forget that..." Dave and Trent proof pages like mad things, while Ollie and Lisa show out planning pages later than a Canon colour photographer (that's copying a page of *CF*, of course).

## THURSDAY 3rd

The Day before deadline. I've done everything I can do and there are still ten pages to design and proof before six o'clock tomorrow. Trent,

Dave, Ollie and Lisa all slave away. But I'm already working on the next issue, trying around the offices and starting work on the next round of reviews.

## FRIDAY 4th

This is it, DEADLINE! It's best to steer clear of the office on deadline, one wrong move and you'll have your head bitten off! Unfortunately, I can't find any excuse to steer clear, so I have to brave the elements and, predictably, end up making all the tea (my intention of the word proof would be life-threatening).

Finally, about half six, all the pages have been sent to the firm. Ollie's pick them all up and send all the film to the printers. But for now we're all off to the pub (for an intensive discussion about the next issue, of course).

# DO THE SPRITE THING

## PART 2

**30 days ago** *Do The Sprite Thing Part 1* revealed the shocking truth about how sprites are created. Now in the sequel, *Do The Sprite Thing 2 (The Coder's Revenge)* Bones tells us exactly where to put your sprites - and how to move them there in the first place!

**C**reating a sprite is one thing (ahem, by some strange spooky co-incidence, we tell you all about last month) but sticking it in your screen and getting it to move is about as another thing altogether (which by an even spookier co-incidence is what we're going to tell you about this month). But fret not, because we're just about to let you in on the secret of getting your sprites to do their thing. Secrets like the fact that *SH* stands for Sprite Number in all our abbreviations (don't worry, they do get a for letter).

### SPRITE POSITIONING

The VIC-II chip - which is a processor at the heart of the C64 that does a lot of hard number-crunching work - is used to control where on screen a sprite will be displayed. If this information is updated rapidly enough, then sprites can be seen whizzing around the

screen (well, in machine code, at least, in Basic they have an annoying tendency to clear out the area around the screen - Eek, the VIC-II chip uses three registers to store each sprite's position, and they are:

1. Sprite X-Screen Coordinate - Delta 0 (DX) Register
2. Sprite Y-Screen Coordinate - Delta 1 (DY) Register
3. Mask Significance (8-000) Register

A byte can contain any value from 0 to 255. As each of these 'D' registers is a byte, this means that the DX Register allows a sprite to be placed in any one of 256 horizontal screen positions, while the DY Register allows a sprite to be placed in any

one of 256 vertical screen positions. This sounds fine until you consider the C64's screen. The screen's resolution is 320 by 256 pixels. Positioning a sprite vertically is not a problem as there are more than enough positions in a register, but the horizontal DX register is some 68 positions, or pixels, short!

This is where the MSB Register comes into play. If you were wondering where it entered the frame - or should I say screen? (No you shouldn't - Eek) The eight bits of this register act as eight switches, one for each of the eight

sprites. When a sprite travelling horizontally across the screen reaches a position where its DX Register value equals 256, then for it to continue moving in the same direction some method of starting a larger number is needed. This is achieved by resetting the value in the DX register to zero and turning ON the bit representing that sprite in the MSB Register.

Turning this bit ON sets the VIC-II chip that this sprite is at position 256

### THE RIGHT SPOT

The position of a sprite on the screen is always calculated from its TOP LEFT corner, no matter what data, or image, it contains. So even if there's only one bit lit in the bottom-right corner switched ON, the sprite's position will have to be calculated from the TOP LEFT.



plus whatever the current value of the DX register is. Effectively this allows the DX Register, in conjunction with its bit in the MSB register, to describe up to screen positions from 256 to 512, more than enough for the C64's screen.

The area of the screen which the MSB affects is the far right of the display. This is because the banks, maps and virtually everything else in western culture the screen works from left to right. For a clearer picture, see fig 1.

This 512 x 256 'way' does mean that some of the locations are hidden behind the screen's borders, but they can prove useful when you want to make sprites appear to emerge or disappear smoothly on or off of the screen.

Each sprite has its own pair of DX and DY registers, and uses the appropriate bit in the MSB register (bit 0 for sprite 0, bit 1 for sprite 1,

### EXPANDED SPRITES

At the top of a screen loader, your VIC-II chip can expand a sprite vertically, horizontally or in both directions at the same time. It simply makes each



star in the display (MSB on, wide or tall) as tall as normal. Of course this merely increases the size and not the resolution of the sprite.

This is achieved by using a special memory register as a bank of eight switches. For horizontal expansion use register 10277, 10278, used for vertical expansion use

register 10271, 10272. Try this for size:

```
POKE 10271,999:POKE 10272,0:GOTO 10273:POKE 10271,0:POKE 10272,999:GOTO 10273:POKE 10271,255:POKE 10272,255:GOTO 10273:POKE 10271,255:POKE 10272,0:GOTO 10273:POKE 10271,0:POKE 10272,255:GOTO 10273:POKE 10271,255:POKE 10272,255:GOTO 10273:POKE 10271,0:POKE 10272,0:GOTO 10273
```

etc.) to its horizontal extremes. Table 1 lists, among others, the locations of all the sprite positioning registers. If it's those registers which are used (via either Basic POKE statements or machine code Load/Store instructions) to move sprites around the screen.

## VERTICAL (Y) POSITIONING

Although it may seem a little odd-eyed, it's best to handle Y positioning first as it isn't complicated by our old friend MSB. MSB Sprite 0 is used in all the following examples. Its Y coordinate is stored at location 51016 (DEB0).

If you write 51016,0 then you won't see your sprite on the screen because it's hidden by the top border. It will remain hidden until you POKE a value greater than 29 (this is how many pixels wide the border is) to that location. POKE 51016,30 with a value of 30 and the bottom row of pixels of the 21 rows which make up the sprite will be visible. POKE a value of 50 and the entire sprite is visible.

If you now POKE a value greater than 208 the sprite will disappear behind the bottom bor-



der. All values from 0 to 208 can be POKE'd into the register; this means you can smoothly scroll a sprite out from under to the top and bottom borders.

Things are a bit different when you use vertically expanded sprites because they are twice as high. So only POKE's which are less than one will result in the sprite being hidden entirely behind the top border. POKEing between 50 and 208 will display the entire sprite on-screen. In fact, 208 gives the appearance that the expanded sprite is resting on the bottom border. Greater than 208 and the sprite will start to disappear behind the bottom border.

## HORIZONTAL POSITIONING

Positioning sprites horizontally is more difficult because there are more than 256 locations and so the MSB (you have been paying attention, haven't you?) counts 256 plus.

To obtain a number greater than 255 a better byte, the MSB, is needed. However, only a few extra positions are needed so it isn't necessary to grab a whole second byte.

Let's just one bit per sprite will suffice. When this bit is set ON (1) then the usual 0-255 value stands. When the bit is set ON (1) then 256 is added to the value field in the Sprite's Y register. This means that you can access from 0 to 511 locations. For example, if a sprite's Y register contains the value 50 and the MSB has the relevant bit set ON then the true value, or screen location, is 250 + 50 = 300.

The locations horizontally visible on screen run from 24 to 343. Any other value means the sprite is either fully or partially hidden behind the border. Each sprite uses a bit from the MSB register. Sprite 0

it may help to load on CP's own sprite creator **PROST**. This package was given away on Power Pack 80 and is worth to have running as you read this feature.

uses bit 0. Sprite 1 uses bit 1, and so on for all eight sprites and bits.

To set (1) or reset (0) a bit in the MSB Register:  
POKE 51014,POKE 51014 OR 1270  
to turn the bit ON, OR  
POKE 51014,POKE 51014 AND NOT 1270  
to turn the bit OFF.

When moving sprites around

keep a constant check on the sprite's DC Register and be ready to either set or reset the X's Most Significant Bit.

MSB. If you add 1 to a byte that currently holds a value of 255 then it will wrap back around to 0. Likewise subtract 1 from a byte holding the value 0 and the result will be a value of 255.

## ON THE MOVE

So, now you know how to get a sprite to show itself on screen but how do you get it to move? Simple really. You just write a short piece of code in which the values of the DX fields are constantly being altered. To get a smooth left-to-right movement, for example, you would keep adding, say, two to the DX value. Constantly subtracting two would make it move from right to left. Up and down movement (surprise) is the result of altering the DY value. And, just like with an ETC-A (Sketch™), fields with both values at the same time and you get diagonal movement.

## DISPLAY PRIORITIES

Sprites can appear to cross each other's paths, to move behind each other, or behind other on-screen "objects" (such as bit-mapped screens or characters) which can add a feeling of 3D to your games.

The priority between sprites is fixed. If you display all the sprites so they overlap slightly — like a pack of eight playing cards — then sprite 0 will be in front of all the others, sprite 1 will be immediately behind sprite 0 but in front of the rest and so on with sprite 7 buried right at the back somewhere.

Sprites to Background priority is not fixed. So you can control whether a sprite appears in front of or behind background data. Different sprites can also be given different priorities with some sprites appearing behind, and others in front of background objects. This can be used to create the illusion of sprites going in front of and behind the game's scenery.

Control is achieved by setting or resetting the appropriate bit in the Sprite to Background Display Register at location 51176 (D116). A value of 1 means that the Sprite has priority over background, while 0 means the background has priority. The process for turning the

## POWER PACK PROGS

There have been several programs in our cover pages over the last couple of months which demonstrate sprites in action, so to speak.

**1 SPRITE DEMO.BAS (Power Pack 85)** — This is a demonstration program in Basic showing the full use of all eight sprites in a game-like situation. It is not intended to be a game, it's simply to show what can be done using all eight sprites.

**2 SPRITE DEMO.TST (Power Pack 85)** — This program is a tutorial which explains, almost line by line, the major coding used in SPRITE DEMO.BAS.

**3 BIT DEMO.BAS (Power Pack 94)** — This program shows a somewhat different approach to the use of sprites in that it uses all eight sprites to graphically represent the binary bits of the ASCII keys selected by the user from the keyboard.

**4 SPRITE DEMO.MC (Power Pack 94)** — This is virtually the same program as SPRITE DEMO.BAS except it has been re-written into machine code. It gives a good comparison of the efficiency of the two languages and is around 2.5Kb shorter than its Basic equivalent.

**5 SPRITE DEMO.SAC (Power Pack 94)** — For machine code programmers this is the Assembler source code for SPRITE DEMO.MC. It was written using the 6510 + Assembler, but can be read, though not run, as a Basic file. This was written to simulate the Basic program as closely as possible.

Sprites appear in motion on the Power Pack.





**MEMO** is packed with handy features. Each screen shows the address and pointer values.

Priority Register ON or OFF is the same as that outlined in listing sprites (or bits) on or off.

## COLLISION DETECTS

The VIC-II chip has a built-in facility to detect when a sprite overlaps other sprites or background data. 'Collision detector' proves useful for tasks like determining if the game's laser bolt sprites have hit or missed the player's space ship sprite.

A collision between two or more sprites is detected by reading the sprite-to-sprite Collision Register at \$D010 (\$D010). The bits in this register (once again) are used as a bank of eight switches (one for each sprite). Bit 0, say, sprites 0 and 1 are touching each other then bit 0 and 1 will be set to 1. In other words the value held in the register will be 01. Why? Oh, well check this little list out:

7	6	5	4	3	2	1	0	Collision
0	1	0	0	0	0	0	1	on sprite 0
128	64	32	16	8	4	2	1	bit values
0	0	0	0	0	0	0	1	01

What this all means is if the value of the byte is determined to be either 1, 2, 4, 8, 16, 32, 64 or 128 then no collision will have happened. If it's any other value (as shown in the example above) then a collision is deemed to have occurred.

If you write a collision detection routine it's best to read the register with something like `INP = $D010:LDV1` and then to work with this `INP`, so once the register is read it automatically resets itself to zero. It's also good practice before exiting from this routine to read the register once more with `INP = $D010` just to ensure that the register has been cleared.

## THAT'S YER LOT

So how you know all about sprites. Don't you feel a better, more rounded person, happier with both the world and your life? If there are any specific points that you're confused about... well, that's what Jason and his Techie Tips are here for.

If you've enjoyed, found useful or wrapped your chips in Do the Sprite Thing, then make use and let us know. And when you do make use and vote down the areas you'd like to see explored along with your level of technical expertise.

**POWER**



# Sprite Table Manners

Throughout this feature we've been giving you important memory locations, if you've been conscientious you will have noted them all down. If you haven't, then have a good laugh at all these listing conscientious squares. 'Ooh here's a summary table of the whole darned lot of them:

HEX NO	DEC NO	DESCRIPTION
D080	\$D080	Sprites 0 X position.
D081	\$D081	Sprites 0 Y position.
D082	\$D082	Sprites 1 X position.
D083	\$D083	Sprites 1 Y position.
D084	\$D084	Sprites 2 X position.
D085	\$D085	Sprites 2 Y position.
D086	\$D086	Sprites 3 X position.
D087	\$D087	Sprites 3 Y position.
D088	\$D088	Sprites 4 X position.
D089	\$D089	Sprites 4 Y position.
D08A	\$D08A	Sprites 5 X position.
D08B	\$D08B	Sprites 5 Y position.
D08C	\$D08C	Sprites 6 X position.
D08D	\$D08D	Sprites 6 Y position.
D08E	\$D08E	Sprites 7 X position.
D08F	\$D08F	Sprites 7 Y position.
D090	\$D090	Sprites 0-7 X position (MSB of X Co-ordinate).
D0115	\$D0115	Sprite display enable (a enable), 0 = off.
D0117	\$D0117	Sprites 0-7 expand 2's vertical (Y register).
D0118	\$D0118	Sprite to background display priority 1 register. Default.
D011C	\$D011C	Sprites 0-7 multicolour mode select 1 (MSB, Colour).
D011D	\$D011D	Sprites 0-7 expand 2's horizontally (X register).
D011E	\$D011E	Sprite to Sprite collision detection.
D011F	\$D011F	Sprite to Background collision detection.
D0120	\$D0120	Sprite Multicolour register 0.
D0121	\$D0121	Sprite Multicolour register 1.
D0122	\$D0122	Sprite Colour register 0.
D0123	\$D0123	Sprite Colour register 1.
D0124	\$D0124	Sprite Colour register 2.
D0125	\$D0125	Sprite Colour register 3.
D0126	\$D0126	Sprite Colour register 4.
D0127	\$D0127	Sprite Colour register 5.
D0128	\$D0128	Sprite Colour register 6.
D0129	\$D0129	Sprite Colour register 7.

## MOST STRENUOUS BIT!

If you wanted to move sprite four across the screen from left to right, location by location, then when you reach location 256 the value in the DR must be read to zero and bit four of the MSB must be set to one. The result is the value 257. Continuing to add one to the location value would then continue to move the sprite across the screen.



If you imagine this is the MSB column of pixels from the left, any sprite to the right of this will need its MSB set to one, indicating its position is 256 plus the current X value.



# THE MIGHTY BRAIN

Can it be true? Is there some-

thing that The Mighty Brain doesn't know? Well no actually, it's just a blatant lie to grab your attention. You never know, though, your question could be the one that catches Old Big Head out! So send a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and try!

## SCHWARZENEARLY?

Dear TMB,

Yes, it's the again (as it is - TMB). You cannot be a Mighty Brain if you don't know what I mean (you're referring to a spelling mistake, I'd imagine - TMB) then my proof is that you made a spelling mistake (did you? - TMB).

Do Morgan Fogarty's

letter you spell his name wrong! Anyway, we will fix the questions and other bits.

- 1 The pieces in *Unlaid Parcell* are called segments - I think!
- 2 *CVSL*, brilliant!
- 3 I gave *ARMS* 2 months before it was due to come out - how come?
- 4 Add the Ed for a rise (a half a one too!)
- 5 Tell *Winky* to stop being so nasty to the rest of the CF crew and to

let them finish what they are sayi... (that's enough of that - Ed)

6 Does any of the team own a Scobastic track? If so, do they know about the National Scobastic Collectors' Club? It is really good. Around Clarke, Berham.

7 Cheers. In the manual for the board game they're called wedges, but over the last few years - as you can imagine it's a popular choice for Future's Full Contact Toy Team - I've heard them called all manner of things. Personally, I see them as pieces of pie.

- 1 We see it's please. To me old style.
- 2 Scheduling a release date for games is a tough business. For starters, programming is hard to plan. A free-free coding session can put your days ahead of schedule, but one small problem can add weeks to the project. When *ARMS* 2 was finished - even though it was earlier than expected - Zappala would have had all the packaging prepared, ready to rush it through duplication and to the shops. Obviously publishers want to get a game out and earning its keep as soon as possible.
- 4 Can I have a two pie... (No! - Ed)
- 5 And will you stop... (No! - Ed)
- 6 None of the team have a Scobastic set. James Leach (a former CF'ite) used to have a pretty nifty 1982 Jaguar though. The lot to break lights worked and everything! TMB

## AND SO WE ENTER THE RAPID FIRE ROUND

4 After years of playing *Polymania* I have finally managed to complete it. The message at the end says to look for a game called *Lily Of Italy*. I was wondering if anyone at the CF office has heard of it?  
Jason Robinson, Clebury.

The game you want eventually ended up being called *Evermore*'s a little but it do old now that it's do-lead!  
TMB

5 I would like to know if the game *Space Invaders* was ever released for the Commodore 64?  
Mick, Birmingham.

You need a version of the arcade original on disks. Arcade published by Alternative Software in 0077 707777 or their's The Big Squid's updated version of the game. *Super Space Invaders* (P 001 002 0000).  
TMB

6 In *CPW* you said that all the *Demarc* games were published by *Orion*. At Christmas, though, I received a game called *Demarc* that was published by The Hit Squad. What was wrong?  
Lory Colchester, Cambridge.

The Hit Squad is actually Orion's own budget label. *Demarc* first appeared as a full price published by Orion a few years back. It's a great game, though!  
TMB

7 How much does Dave Dicker weigh?  
Chris Bowen, Dym.

David Dicker suggest that Dave may actually have a Dicker Ape for a digestive system. Only a matter-behaving scientist in space would explain why he's only chubby and not fat. Why does a strange gravitational effect that why his weight fluctuates from 100 to 120 metric tons?  
TMB

## SPRITE FIGHTER 2?

Dear TMB,

1 I don't believe in either you or Roger France because all anyone ever sees of both of you are drawings, never photos!  
2 If I'm correct, the OSA can handle eight sprites on screen at any one time. In this case, if a Championship Edition of *Sprite Fighter 2* was to be coded then three sprites could be used for each person and one sprite for their projectile - fly plus his fireball, for example. And four sprites could be used for the bigger characters (such as

Jungel and E. Harde) with no projectile. This is in reply to the letter from Craig Walker and Davis Davis in CP32. Kevin McHewen, Elm.

1 Taking your point of view is a logical extreme nothing was real and photography was invented. But seriously, we use cameras for the simple reason that while I am considered something of a 'freak' among my species, it humans could hardly be considered photogenic.

2 It's a neat idea and it would work, but at the moment there seems to be a plethora of new Street Fighter variations - Final Fight has just been released and is Turbo Version is in the pipeline - so the Championship Edition is no longer 'top of the class'. We'll have to wait and see if anyone takes up the license when the dust has settled. **TMB**

## BANANAS

Dear Commodore Forum,  
BANANAS! This letter is about FOOD - so don't show it to Mr David Garber (and) I've got an improved recipe for Garber's Banana Mousse. It's wicked! You need:  
3 Teaspoons drinking chocolate powder  
1 1/2 teaspoon hazelnut chocolate spread  
1 Scoop vanilla ice cream  
1 pot semi-skimmed milk (a dash of cream is optional)  
Put everything in the liquidiser and blend for 20-25 seconds. Pour into glasses and drink. Michael Stafford, Dewdney.

Thank you for my recipe.

Dave, 'Ya can talk again now?' I hope they weren't too many people involved in this CD, and about his cheque now. **BBT**

## WHICH DOCTOR?

Dear Sir,  
In Dave Attek, on his CD, it says that I can select from three choices of Doctor: Sybilson, Tan and Parfitt, and two choices of assistant: Liz and a UNIT soldier. I am having difficulty selecting which characters.  
From Davidson, Glasgow.

In the CD version you're stuck with Liz and Alex. Not a bad choice in my opinion. **TMB**

Parfitt's having a milk beverage isn't found in the CD version of David Attek.



## POLL THE OTHER ONE!

Last month I had an impressive feedback poll in a bid to find which flavour of Star Trek CD readers preferred. I asked you to fill out a poll concerning an one of two Trekker pictures and then to 'show' your vote.

Well, I said, I summarised and I outlined the results, but the summary was fairly stunning, hence the result I have calculated is a bit one-sided affair. The 'winner' was Star Trek - The Next Generation which enjoyed by 27 per cent majority. This result cannot be taken at face value, as it seems Dave regarded the votes of Star Trek loving people by 'their' like votes - he would have got away with it too, except that he used a bit too far. So, 'Wp' the people watches Next Generation, as I have, don't take the vote!

## GERM-FREE

Dear Brian,

Do you have any virus cures that are user-friendly? The tape supplied with issue 21 of your mag contained a virus. It replaced Dave on the tape (if the interested program did not load). The result is that all the characters have been swapped around on the keyboard, in pressing J produces JOUJOU etc. Games will partly load but they stop. Your tape was the only one I was using at the time.

This is the first time I have had virus trouble so it could not have come from my other games. So what I want from you is a solution. How do I beat a virus?  
Ben Lenthin, Co Cork.

First let me stay calm at all times. Viruses, while feasible on an 8-bit system, are all but unknown. Viruses, you see, are small independent programs that subvert computer systems. These programs hide themselves in RAM and carry out their work - which can be anything from simple self-replication to damaging data.

As viruses are programs they can only exist when they are either in RAM or have been saved on to tape or disk. For a program to remain in RAM the computer has to remain switched on. Once the power is turned off, everything in RAM will be lost instantly (as the virus erased. So if you think your machine has been attacked - which is highly unlikely - just put the plug.

If - by some fate - you do have some saved data/programs, then loading them again will 're-etch' your system. So if you're feeling really paranoid, then leaving your CD turned off for about 30 seconds between using any tape programs will make any that infection doesn't spread!

Even if your system had become infected with a virus which was still active, it would not be able to permanently damage your machine. Your CD's system is stored on ROMs and there is no feasible way that a program could alter the information on them. It sounds more likely

that your CD has developed a few problems. After leaving your computer turned off for at least 30 seconds, try loading one of your tapes that you KNOW loads. If the problems persist, you need to get your machine looked at by an engineer. **TMB**

## THREE R's

Dear TMB etc,

- 1 Why is Clor no childlike? I am referring to her going Spelling Fair (CF32) a Cocker. It's disgusting!
  - 2 Why do we have more programs like PROBT?
  - 3 What has happened to Agent Kittyhawk?
  - 4 Why are you so fat?
- Jason Rodriguez, Dytel.

1 First Clor is childish. Fact: Spelling Fair becomes a Cocker. Fact: Desperate doesn't have a K in it! Fact: You need Spelling Fair.

2 Probably, we were waiting to see what the response to PROBT was, and so far it's been very positive.

3 She was working on a 'feature' project near Highgrove House when a few of her tapes were discovered - you may have read about it in the national papers.

She is now working for Mags's (I think) and will last soon heading for Jakarta. We'll keep you informed of any developments.

4 Must be natural talent, I suppose. **TMB**

## WANT A FIGHT?

To TMB,

- 1 What is your favourite issue of CF?
  - 2 Have there been any other WWF games on the CD other than WWF WrestleMania and European Rampage?
  - 3 Where do you come from?
  - 4 How come WWF European Rampage has no tag team mode?
  - 5 Is the CD worth swapping for a SMST?
  - 6 Do you have a first and last name?
- Jason Fabian, Victoria, Australia.

1 Well I was a real big fan of CF, I'm quite fond of CF17 but my fav is date has to be CP32. Although CP34 is growing on me.

2 There have been no other official WWF games. There have been loads of wrestling games but without the WWF you they really haven't made the grade.

3 E, perhaps that's something you should really ask your mate.

4 The manual for the game is a multi-format



WrestleMania - Buy for Me - Buy for Me - Buy for Me - Buy for Me



job, and so I did mention a tag-team competition. On the C64 this option wasn't allowed. We did mention this fact in the review.

- 2 Not unless you're prepared to spend £40 on each game!  
3 The best bits.

TMM

## THE MEANING OF LIFF

Dear Matthew Orango,

I desperately need to get hold of *Great Games* disks. If anyone out there has it, I'll pay (almost?) - TMM just says for it!

New, some questions:

- 1 What about doing a book review for the trusty old C64 in your mag?  
2 Are PD games only on disk? I read your article last month and was pleased to see

that I could get some cheap good games.

- 3 Someone out there is into *RETRIBUTION'S Guide To The Galaxy* for I see proof! All over your magazine like: *Dingo's Galaxy*, 42, *Don't Panic* and *Lambda*.  
4 *Parade*, *Somewhere*.

It's such a shame that if anyone does have C64, they won't know where to send it!

1 What sort of books would you want to see covered - novels, tech manuals, chess guides, the *Microbrew* scribbles?

2 It all depends on the library. Some already offer tape as well as disk software and most of the others are going up in offer a tape option. Keep an eye on our PD Format page for full details of which PD Library does what.

3 Oh, into *Hatchback's* *Cubiquitous*? That's like saying *Star* is into *Scooter* *Wife*, or *Clie* into *Black* and *White*! *Movie* *honor* *list*! TMM

## SOLD GONE

Dear Mighty Brain,

Eighteen months ago I had a short period of madness. I sold my trusty C64 and bought a dull rival games machine! Realising the error of my ways but to the price of that machine's games, I soon wanted my excellent C64 back. But my mind said I would just have to live with my terrible mistake. So I have re-purchased a C64 and have some questions for your most excellent mag.

- 1 How many base releases does the C64 have?  
2 On *Stage* *Land* *Chay* how do I fight the fire leader the without casualties?  
3 The C64 I purchased is an old model. So can I still play carts and use the Action Replay cart on it?  
4 What is the difference between the C6402 and the C64T? Also what is the difference between the C128 and the C128D?  
5 Last but not least, do you stop at Tesco? Please, please, please, please, print this letter, my life depends on it!

Alex Jacoda, Aylesbury.

1 What there's that yabby dark brown. Colour don't come much more basic than that!

2 What and say. We'll be doing something for 'yeh! See you in CPM. So be patient and all will be revealed.

3 Why yes, if look of the back you'll find a nice marked Expansion Port. Your carts - of all flavours - should slot happily in here.

4 The C6402 was the console version of the C64. It could only load software from cartridge and had no keyboard (and, to be frank, was not a commercial success). The C128D was simply a C128 with a built-in disk drive.

5 No, I shop at Sainsbury's. It's convenient as my way home.

One interesting detail successfully completed. TMM

## CODE YOU HELP?

Dear TMM,

It's Jon Wells here, author of *The Scepter Of Slaughter*. Firstly, if you're wondering where the game is, the release was delayed by publishing problems. It will be soon be available through a new service offered by Binary Zone (see *Snippets* on p.13).

I would, though, like to enlist your help in recruiting some programmers for some new games projects. Basically, I'm looking for competent coders who can write machine code routines for use in game development. These titles will be published through the PD company Binary Zone, so any royalty payments will be generously shared in percentage terms. Anyway, if you could ask any of your readers who are good coders to get in touch that would be smart. Jon Wells, Wales.

Well, sir. If you'd be interested in getting some game writing experience and are practised in machine code, why not drop Mr Wells a line, via *Computer Format*. Mark the envelope 'Jon Wells' and send it to the usual address. We'll pass all the replies on to Jon. TMM

## SEUCK IT AND SEE

Dear TMM (Truly Magnificent Brain),

How much is SEUCK?

2 Is SEUCK worth the amount you pay?

3 Is CP21 why did the charts only have 40 games instead of 60?

4 I agree with Robbie McKenzie from *Quintus*. *Street Fighter 2* deserved 90 per cent. See James, Binkham.

PS I think Roger James is excellent. He's the best, the greatest, the star of your mag! PPS I am a computer fan (see above).

1 Shoot-'em-up *Construction* *At* costs £2.99 from GSN (tel 0743 750435).

2 Since you get a number of sample games with the test, yes, it's brilliant value.

3 We decided to focus more on the best-sellers. We will continue to give you details of the top 100 in our info boxes on each chart page.  
4 Once again the *3D0* battle starts to rage. Any more opinions anyone? TMM

PS Oh - I'm shocked, my apologies!

PPS Why would you want to bring a small, hand-held string instrument?

## DAMP ORANGES

Dear TMM,

*Paper Frames*, what a terrific ad! Do you think that you could lend him one or two of your basic cells? He certainly needs them.

I love the colour grey. I

mean you wouldn't want a yellow and green *Pella* *Reyes*, would you? Anyway on with the questions.

1 Could you give me the address and phone num-

# READERS CHARTS

Now, for one month only, it's the fabulously amazing reader's chart, as compiled by Gareth J Brown!

- 1 *Days* *Hughes* *Inventor* *Soccer* Touchdown  
2 *Blavorn* *Masochistic* *Plus*  
3 *Bubble* *Bobble* *Hit* *Squad*  
4 *Jack* *Armadillo* *Cart* *Accolade*  
5 *American* *3D* *Pool* *Boopie*  
6 *Lander* *Box* *Star*  
7 *Power* *Hit* *Squad*  
8 *Cybernetic* *Group* *Tronik*  
9 *Slack* *Cadillac*  
10 *Super* *Sport* *Alternative*

...and on the spreadsheet most C64s have uses this lot as the best ever:

- 1 *Colony* *Europe* *Level* 2 *Kix*  
2 *Star* *Wendell* *Star* *Screen*  
3 *Popularity* *In* *game* *Hit* *Squad*  
4 *Advanced* *3D* *Screen* *Hit* *Squad*  
5 *Fantasy* *World* *Day* *Cadillac*  
6 *Ray* *Up* *In* *game* *Hit* *Squad*  
7 *Short* *Circuit* *File* *Screen* *Hit* *Squad*  
8 *Robot* *Cart* *Screen* *In* *game* *Power* *Peak*  
9 *Future* *Arctic* *In* *game* *Image* *Works*  
10 *Turkey* *Annals* *History* *Image* *Works*

Wells Simon Hills thinks that the best CP/Power Plus games start out some-thing like this...

- 1 *Zenore* *CPM*  
2 *Pink* *Star* *CP21*  
3 *Stadium* *CP21*  
4 *Pink* *Patrol* *CP10*  
5 *Spindrop* *CP10*  
6 *Monkey* *Mask* *CP1*  
7 *Mean* *Street* *CP6*  
8 *Cyber* *Castles* *CP7*  
9 *Assembly* *CP10*  
10 *Blue* *Max* *CP7*







# PD FORMAT

FEATURING

## KINGSWAY

This month's featured Public Domain library tells you all about the best software it's got on offer.

Address - Just one of the games included in this Kingway magazine CD.



Group that is worth a look, so well.

## TOP FIVE GAMES

### 1 SORTED GAMES

Catalogue no. 0046  
22 games on one disk, including Pat Pat Golf, Froggy and more.

### 2 KID GAMES

Catalogue no. 0047  
Tons of games that'll test the younger CD4 user well.

### 3 ARCADE GAMES

Catalogue no. 0038  
22 arcade-style games on one disk. Now that's what I call a bang!

### 4 CROSSWORD 7.0

Catalogue no. 0055  
Create your own crosswords on the CD4. Puzzles can be saved on a disk and printed out for your mates to try out.

### 5 PINBALL #1

Catalogue no. 0036  
Five hit pinball games: Super Ball, Jump To Advance, The Cliff and Star Blasts.

Keywords: spreadsheet, books, statistics and programming education.

### 1 KINGWAY STATISTIX

WHAT IF YOU WOULD PREFER TO SEARCH AN  
ALL OR JUST PLAIN "GOLF".  
AN ONLY WANT A FIVE LAMBLER IT  
CAN ONLY WORK THIS FOR TO USE THE  
GET A GOOD ONE A FIVE LAMBLER (SHEETS  
THE "STATISTIX" WILL SUFFER AND  
THEY FOR TO USE THEM.  
AN FIVE LAMBLER "STATISTIX"  
A "1" WILL SUFFER!

PD  
REVIEW

## KINGSWAY STATISTIX

Library's full name: Kingway Computer Services (KCS for short)  
Address: 72 Denmore Road, Sheffield, S2 2PR  
Telephone: 0742 700825  
Software Available on: Disk only  
Price per disk: £2.00 or ten for the price of nine!  
What Kingway's good at and why: We keep a wide selection of software, not just games (in fact we have very few games). We report in detail on applications & programming,

## PUBLIC ENQUIRY

Public Domain software (or PD as it's known by people the way to type Public Domain) is non-professional software, written by CD4 enthusiasts and released with no copyright restrictions. It includes all sorts of software, including games, utilities (the various stuff that is) and device (which exists for no other reason than to show off the programmer's coding abilities and your disk and should very impressively) and PD software is also free - you can copy a PD program from someone quite legally. But PD software is more usually obtained from PD libraries, like Kingway, who will charge you a minimal fee to cover duplication, disk and postage costs.

general utilities, GEDOS utilities, etc. - as well as an extensive selection of games. We also deal in software dedicated to the CD2. And we make getting hold of PD even easier by accepting credit card orders over the phone.

## HOW GOOD IS GOOD?

Wanna see what PD programs are capable of producing?

Then look no further than this issue on this month's Power Pack. This lucky little program ain't an example of what Kingway has to offer.

## TOP FIVE EDUCATIONAL PROGRAMS

### 1 TYPING TUTOR

Catalogue no. 0120  
30 Lessons with timed exercises covering all aspects of the keyboard.

### 2 ASTRONOMY AND HAM RADIO

Catalogue no. 0126  
Over 20 programs for the budding Patrick Moore and over 30 for the HAM radio fanatic (well, we can't test of a fellow HAM with Great - 05).

### 3 SPELL CHECKER

Catalogue no. 0128  
Put your PD team with ease. Quizzes include The Tanspector of Justice and Who Am I? (see Answer - 04).

### 4 PRIMARY MATHS

Catalogue no. 0122  
Over 30 maths problems aimed at the 7-9 year old age group.

### 5 COMPUTER TUTOR

Catalogue no. 0005  
A collection of educational programs dealing with computing programming.

## TOP FIVE UTILITIES

### 1 BEEP FOR PROGRAMMERS

Catalogue no. 0000  
Useful utilities for anyone learning programming, and more besides.

### 2 SUBMITTED AND ACCOUNTS

Catalogue no. 0006  
Over 30 programs which'll help you take full control of your finances (and we showed you Mr Clarke's!).

### 3 HOMEWORK

Catalogue no. 0003  
A complete master, a home inventory, a building materials calculator and loads more stuff just like that.

### 4 GEDOS UTILITIES

Catalogue no. 0000  
A plethora of utilities available to all GEDOS users - you even the Greek ones.

### 5 DISK DOCTOR UTILITIES

Catalogue no. 0002  
A superb non-down collection of 24 (count 'em) disk utilities - a must for every disk drive owner.

# Let's make a MONSTER

It's getting there. All the vital routines have been written. All the levels have been started. Now it's a case of tweaking, refining, playtesting and squeezing in the last few ideas. John and Steve

**PART NINE**



as Mayhem charges up a slope and reaches the top he could take off for a short while if he's going fast enough. So by the end of the week he could, and it looks well cool! If you time it right he doesn't even touch the top of some slopes, he just lands on the other side as he falls.

Rowlands are getting so excited about Mayhem in Monsterland now that we virtually had to force them at gun point to write this month's diary.

## THE STORY SO FAR...

Remember *CyberDyne Warrior* *Disturber*? *Crashers in Wheel's* the ones? There are two actually. They're all brilliant and they were all written by Apex. Now *The Apex Story*, John and Steve Rowlands, are writing a new game, *Mayhem in Monsterland*, and we can promise you - it's going to be a monster!

**S**ome of you might be thinking by now, "I wish these Rowlands would get on with it!" But we had got an excuse for taking so long over *Mayhem*. Here's, "I take

because *Mayhem* is Monsterland's original game we have no set guidelines to follow. The advantage of this is that we can take our inspirations to the full and add whatever we want (and any we want to). Having said that there are disadvantages, the game takes longer to develop as we have to come up with dozens of ideas, some of which will be discarded along the way (infinite due to memory limitations, processor limitations or just because they were lame).

Another disadvantage is that whatever we do design is constantly being tweaked. The game is never finished until it's finished. IBM is approaching the stage where the essential routines and graphics are nearly finished, so now we're spending most of our time adding new ideas to enhance the gameplay and adjusting existing ones. But that's about the joy of creating games, as opposed to covering them, it is to be found.

## AWESOME APRIL WEEK ONE

**JOHN** All my attention is focused on the monster enemy sprites at the moment. I've spent a

lot of this week preventing them from wrapping around the screen (vanishing off one side and appearing on the other) while *Mayhem* walks left to right. Testing these routines involves a lot of running around and checking that the monsters didn't reappear. So *Mayhem* has spent most of this week charging up and down dozens of slopes in *Planet* (but then, that was what he was meant to do).

All this action has given the art team -



while I was tweaking *Mayhem*'s movement routines (for what seemed like the millionth time) I thought it might as well ramp up. The next thing to add were the "springboard monsters". These are beasts that won't kill *Mayhem* if he runs into them, but they will make his journey to impossible heights. So I coded

this routine and included a quite loudly sound effect as well. The idea seems to have paid off as it looks really nice (you can even see

*Mayhem* taking up as he gets flung into the air, then falling down as he falls back towards the platform).

**STEVE** The graphics for the levels in *Monsterland* do not need of overwhelming attention. This week I decided to try and get *Planet* into a near-finished state so that I could put it into the new magazine editor (which takes the faggot version of the level and saves them all glory).

I've added some large blue and white platforms to go in the background of an enclosed part of the level (which looks a bit like a fog bank). These rooms used the bricks that were already in the level to form the walls. I thought the whole of looked quite cool (in a considerable can of way), but John thought otherwise. So what happens when I want to do one thing and John wants to do something else? No, we don't beat each



mapping system. Once I had sketched them down I had to test them (for fun, really). I don't want to type in the new mapping system created only to find that it has a major design fault, so another day was spent testing (and adjusting) the flow charts. The rest of the week was spent typing in the new system, then testing it for real. Yes, it did contain a few bugs, but it doesn't take. The only down-side is that, like most of my previous word-washed systems, it only works one-way. So next week I've got to get it working when Mayhem wakes up as well (snore).

**STEVE** I thought that having all these different levels-on-the-go at the same time was a good idea, but the simple fact that all the levels need loading lines had slipped my mind. What this means is that I needed four characters in the same position in each character set, because there need to be two finishing lines on each level, one for Mayhem and one for Bob, both using two characters each. On the last version, when Mayhem reaches the finishing line he will fall through the platform to a character below (i.e., ah! fat, that would be funny). Consequently two of the characters also need to be the sort that Mayhem can't walk or fall through.

I guess, Mayhem treats different characters in different ways - and we don't treat that to take some of them out for a jolt while leaving his back on others and ignoring them. We're talking characters as in 'character sets' here.

There are three different types of characters: ones that stop Mayhem's path for walk and some platform; ones that Mayhem can jump up through, but land on and walk along (used for other platforms); and ones that Mayhem can pass through (used for the backgrounds). We have two bytes per level to change the amount of characters in each of these sections for that particular level. So if we wanted 40 characters Mayhem can't go through 10 characters he can jump through and the rest of the character set as background graphics, it would set the first byte to 40 and the second byte to 50. This gives us three sections in the character set 00-30, 40-50 and 50-99.

So for the finishing lines, two of the characters would be in the first position and two in the last. At the moment, however, most of the characters in all the sections have been used, which means I'll have to go through all the levels, swapping characters around (to coin a phrase - snore).

### WEEK THREE

**JOHN** Why's still working on a monster sequencer. Isn't Bob, that's who. Bob's

been wireless with his monster sequencer, isn't? No, that's who. Looking back at the story, I can't believe how long it's taking. It's deliriously stupid in the top of my 'systems' which take a ridiculously long time to code' (ah, well, let's face it, the fact itself is pretty ridiculous, I suppose I have been

*The cast of bad guys will need to be in the twenties at least*

side-tracked, and done several other things since I started it. Anyway, meaning about it won't get the job done (there's a moral in these circumstances).

So back to my monster sequencer. As you'll remember, last week I finished it, but there was a slight hitch. Mayhem could only run to the right. Obviously he's going to need to run left as well, so I have to write another set of routines to cope with this (which, coincidentally, is what I spent the majority of the week doing).

First I created a few flow charts (like the one below), tested them, then typed them up. The top of the week was spent testing, adjusting and releasing them. Now I have a rather nice bi-directional monster sequencer which is

## GO WITH THE FLOW



after someone (ah, not? There's

what 'Type and' (in which we handle a difference of opinion - ah!) we just call on the expert (I) (snore) of Andy Roberts (ah, snore - ah!).

In return for a lot of cash and a lot of funny Andy gives us his invaluable opinion. In this case I've totally wasted my time doing those graphics because the majority decision was, 'rip-it-out'. However, it's still missing around with the slopes of Pipeland, trying to superimpose them over something other than the background colour (which hopefully will be more to John's and Andy's tastes).

### WEEK TWO

**JOHN** I looked back at my monster sequencer we finished (which I haven't touched in two weeks) and decided that I can do it an entirely different way. So,

putting pen to paper, I designed a series of flow charts which will give us a better monster



only missing a few routines which will handle certain ideas not worth to put into the game at a later date (more on those when we do them).

**DEVE** It's about time I did some serious aliens, single and multi sprite ones. The first thing to do is to get lots of ideas on paper, then convert them to pixels. I go about this by looking at the level graphics and the rough maps I've done, then deciding on what sort of aliens are needed for each particular lesson. For example, if we have a water section (which we are actually planning) we would need fish and other equally underwater adversaries.

The sketches I now have include a baby dinosaur (called Dino, a monster with a spiky shell on its back (that will kill you if you touch it) and a giant mole-type monster (look out Chewy Mole!), I then proceed to convert these few ideas to see how they will turn out. Paul perfection plays a primary part in pretty pictures in this program so a lot of our aliens are amazingly animated (i.e. Warming Alienators). But having done the first few aliens, walking and so, I realize that the cast of bad guys will need to be in the twenties at least.

#### WEEK FOUR

**JOHN** The game is getting to the stage where we find ourselves playing it when we should be working on it, which is always a good sign. This not only means it's getting



## WHAT'S IT ALL ABOUT?

Just to state you haven't been paying attention, here's a quick resume of what *Mayhem in Monsterland* is all about:

- *Mayhem* is a cute dinosaur.
- He lives in Monsterland. (Okay, nothing surprising so far.)
- Monsterland is not a happy place, it's all grey and rains all the time (a bit like Port Talbot, really).
- *Mayhem* has to make Monsterland a happy place once more.
- He also has to collect bonus stars and stuff up a few enemy monsters.
- There's a brilliant 68 sequence where *Mayhem* battles amazing slow-moving monsters made up entirely of glass, gas... and jet... maybe not.
- But, no kidding, this game is going to set new standards not just for the 64 but for platform games everywhere (now's that for a bath-tub!).

more and more playable, but gives us the opportunity to playtest it as we go along. The one thing we've noticed is that while each level is 20 screen long, it seems much less.

This is because of the sheer speed of the game, if it was possible for him to change from one end of a level to another (which it won't be in the finished version) it would take about 20 seconds. For reference, Clyde Kibbittie goes

*Creatures* and *Creatures 2*, obviously would take about two minutes 22 seconds to run the same distance.

To combat the map-length problem we've come up with a technique which allows us to produce massive maps. It effectively lets us re-use parts of each level to give a long enough map for *Mayhem* to traverse and is basically what I've spent all week doing. I thought it would only take a day, but due to the structure of

the compiler, it turned out to be a lot more complicated than I first thought it was going to be - in all, no change there then.

**DEVE** So far the game has no underwater sections, mainly because we thought of the idea only recently. Most of the levels have now been started and their character sets almost completely used up... except Spookyland.

As well as water on Spookyland we can now include underwater scenes (soon!). It goes without saying (and it doesn't) you're just about to say it - E2 that *Mayhem's* control mode will change when he's underwater, slowing down his speed and making obstacles appear instead of smoke when he slides. *Mayhem's* sound effects change to bubbly ones too, to make the underwater atmosphere just that: little bit more... er... underwater.

The water is in a part of the level that has a checkered background - below the water surface everything gets darker (as it would). This section uses some nice new colours above and below the water which are mixed up using our special methods explained a few issues ago. A selection of platforms used in Spookyland that also appear above the water sections have been duplicated for underwater use.

To make them look submerged in water I used a manual colour addition technique - going from a blue tint. This is quite effective and does actually make the whole lot look sort of... underwater. In fact, the graphics came out looking so good, they even surprised me (well, don't they?) - E2.

Once we've looked *Mayhem's* control mode for the underwater sequences and included the necessary colour shifts, it should look pretty amazing (especially for the humble C64). Hold on a moment - maybe we should rename the game *Super Mayhem in Monsterland*? Aren't

## NEXT MUPP

What's going to be a major month for *Mayhem*, not only will more monsters be created, but more monster features will be added. So tune in next month for another monster installment.



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# MODERN CLASSICS



**A 24-PAGE  
COMMODORE  
FORMAT  
PULL-OUT  
SPECIAL!**

**The complete guide to ALL the games  
currently available for your C64!**

● What's available ● How to get it ● Who to contact

**It's all in the complete C64 directory!**







# MODERN CLASSICS

can be found. That's why we've assembled our Modern Classics pull-out spectacular!

In this special section we've detailed every C64 game (tape, disk and cart) currently available in the UK. From these we've selected the very cream of the current crop, named some notable near misses and giggled wistfully at some of the very worst for each genre/type.

Picking the best from such a vast range of games wasn't as easy as we first thought. Which is why we enlisted the very best Commodore brain available – the CP crew RAST and PRAISEM11! And now, after hours of debate, squabbling and name calling, CP is proud to present The Modern Classics – the best games money can buy!

## YOUR GUIDE TO THE BEST...

- **Shoot-'em-ups** p.4
- **Platform games** p.6
- **Beat-'em-ups** p.8
- **Simulations** p.10
- **Sports games** p.12
- **Arcade Adventures** p.14
- **Driving games** p.16
- **RPGs** p.18
- **Strategy** p.20
- **The complete C64 games availability index** p.22 - 24

**T**here are thousands of games available for the C64, but knowing exactly where to get a specific title can prove tough. Every week this call and write to CP asking if we know where you can get hold of particular games. That's why we know you wanted a definitive games guide, a comprehensive list of what's available and where it

## HOW DO I GET HOLD OF THESE GAMES?

At the end of every volume in this pull-out and with every entry in the 1,800-plus games list at the back we tell you where you can get hold of the games. Of course, some of them are still available in the shops, but the majority of them aren't. So we've concentrated on other ways of buying games:

**1** Mail order – some games we've suggested you get some specific mail order companies, but others are generally available – this doesn't mean they're available in every computer shop up and down the country, but it does mean you should be able to order them from most C64 mail order companies (we just don't want to show favoritism, you see).

**2** Most software publishers are more than happy to sell you games direct – as long as they're still got them in stock, that is. In the mega-list at the back of the special we've indicated which publishers still have whole games. If they've got one you want, give them a ring, state clearly and succinctly what you want and they'll be able to tell you how to go about ordering stuff. But remember, actually selling games is not a publishing company's main business, they're busy people, so be polite and concise if you ring them.

**3** You can also get software from EDOCS which is a system which... er... which needs a box-out or to itself, really.

## THE EDOS BOX-OUT

EDOCS (Electronic Distribution Of Software) is a solution to the problem of software shop-shelf clutter, which offers a massive choice of 270 different C64 titles. You'll find it available in Middles and a few other independent retailers, and it's best used. Instead of ready-duplicated disks and tape versions of games on the shelves, you'll find empty boxes showing what's available. You choose what you want, take the box to the counter and they duplicate your personal copy of the game on the spot. Individual duplicating means that the game will be a high-quality copy and also that the shop will never run out of any game. The game code is all stored on a large hard disk in the shop and then the relevant data is copied off on demand. It's altogether a very efficient way of buying games.

All the games available on EDOCS are listed in our complete games guide on p.21-24 (they're the ones marked E, with T and D used to show Tape and Disk versions). For more info, check out your local Middles or give EDOCS's creators, Software On Demand, a ring on 017 5762666.

## SHOOT-'EM-UP

## ANDY DYER

(CF1-14)

**Y**eah, head them all up to a field and boost the bigguns – the Salacious Zeps from

Evilstar Plus. But let's let a few honest blast-'em-up titles tell a tale. With today's laser-fire ratcheting death from above, power-ups

floating across the screen, massive and all-level-guardians waiting to turn you into space rubble, the most amusing range of weapons ever conceived by man (or little green blob, for that matter) and never-ending waves of evil aliens chasing you down, these are truly intense gaming moments, hard to be honest, I just like the explosions. Big or small, who cares as long as there are loads of them and it's not my fault that's doing the exploding. Anyway, here's my pick of the best explosive action you'll find on the CDi.



## SMASH TV

(40 Squad) Originally released: 1992

The result of a head collision between the alien forces and the 4-Team Smash TV team on the CDi. You sit people and win a car – what a concept! A savage social satire and a stunning shooting mess. Smash TV gets you against hordes of 'farting' modified zombies and a range of major league mutants. Luckily, you're the one with the superior firepower. The control system isn't all it could be, but when the balls start flying you look outside to care. Generally available.



## SPEEDZONE

(Mezatronix)

Originally released: 1990

It's fast, too fast, why too fast, in fact it's so fast that the game is unplayable! It takes the Galaxian theme with wavy aliens heading down the screen in pre-set patterns.

They're too easy to kill if you could sit still long enough to shoot the bigguns. Oh and it looks awful too.

Available from Wizard Games.



## CHECK 'EM OUT

(40 Squad) Available from Direct

Oh god! There from the grave. Blast from the past. All it's above applies to Salamander, one of the most iconic space battles in CDi history. There's a lovely continued plot about the five planets of Lala, but you don't want to know that, you want to know it's excellent – and it is!

**It-Out (Dive)** Available from Amiga Software. They've stood with It-Out. Its underwater and use your custom craft and various killing implements to wipe the evil alien slugs from the murky sea bed. Ripping stuff indeed!

**Super Space Invaders (40 Squad)** Generally available. Tactics planes attacking Invaders make a comeback in 1993 in a cunning con-vo. The conversion isn't great, capturing the magic of its original and then spicing it up a bit with some new capturing abilities. An excellent trade in a game that's the granddaddy of shoot-'em-ups.



# L-UPS

## SWIV (Atari)

Originally released: 1991

The effective sequel to *Blizzards* (which was a room-op), *SWIV* (which was a sports game) is the best blasting action ever seen on the OCA. The transition isn't as complete as on some other formats — the jump looks mobility is lost (big) — but the rocky amounts of weapons, not to mention the huge one-line, massive power-ups and superb graphics, more than compensate. All of which ensure *SWIV*'s position as one of the best shoot-'em-ups going.

Generally available.



## ARNIE (Doppel)

Originally released: 1990

There's a big, and he's dead hard, and he's got a gun, and he's on the rampage, and he's not very happy. What do you do about it? Take control! Just to make sure that he DOESN'T miss, that's what! Taking an unrealistic angle on the killing, *ARNIE* brings his gut from side to side, making sure that anything that moves won't be moving for much longer. Bigger, better guns are also on offer for the seriously psychotic.

Generally available.



## ST DRAGON (Atari)

Originally released: 1991

Oh look, another brilliant leader from *Sumo*! This sideways-scrolling board filler is a happy lot of pixels clearly and sheer nerve. You play a dragon hero, for some reason has been renamed who can spit fire and whip his tail around himself for protection. He flies through a horizontally-scrolling world above metalic, separate rooms.

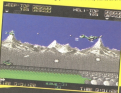
Altogether it's very tough stuff with some almost impossible levels, but the abundance of policy power-ups just manage to shade the after of your failure — if you're really, really brave!

Available from Arena Software.

## SILKWORM (Masteronic Plus)

Originally released: 1991

Cueing two-player step-on-chopper action! The wild amounts of fire power and herds of super-fast baddies are great, but the star of this show is the vicious creature that eats the bad guys clean where they stand, sit or fly. It's the mid-level



gamecock guardians that offer the stiffest resistance and the biggest power-ups when you kill them, but unfortunately the end-of-level guys are empty.

Available from Wildcat games.



MODERN  
CLASSICS

# PLATFORM

## BUBBLE BOBBLE

(Atari/Intell)

Originally released: 1987  
Long before they grew up and discovered Rainbow Magic, Bub and Bob were turned into Bubble Bobble by an evil wizard. To return to normal they had to enter a monster-filled cave and rescue their sweethearts. But forget this sub-Mario: Disney sprays tomatoes and just go on with the game, which is brilliant. (and the sequel to Rainbow Islands. Basically, you try to trap the monsters in bubbles, then bust the Gobbles for points. You earn add-on lives, you're got it. It may be ancient, but it's still superior to most games released today.

Available from HM Squad



## RAINBOW ISLANDS

(HM Squad)

Originally released: 1990  
This has been one of the most popular games ever on every format on which it's been released. Bub and Bob, the heroes from Bubble Bobble, return to, er, shoot rainbows at enemies and reach the top of the each level. It's a deceptively simple premise that's the basis of one of the most generously playable and colorful games ever. There are pick-ups and bonuses galore plus some of the toughest and off-kilter guardians you'll ever face on the CM. Generally available



## NEW ZEALAND STORY

(HM Squad)

Originally released: 1991

This has to be one of the weirdest concepts for a game ever. I mean, New Zealand's hardly the most thrilling place on the planet, is it? But against all odds, New Zealand (Elysia is a damned funny game. The title control of fun the river (okay, that registers eight out of ten on the subliminal scale) who has to flutter, leap and pilot a flying thingy around hazardous levels trying to rescue the Antipodean (uhm, it sounds colourful graphics, fast paced action and totally fabulous music into a perfectly balanced, no-nonsense platformer of the first degree. Generally available



## CLUR HODGSON (1979 - )

**M**y first games are platformers. You can't leave 'em... well, you can... if you couldn't mean it'll be pointless playing them. Despite you'd never win, but anyway, there have been some truly classic platformers, and I've worked out the criteria of the crop for you here. First, yes, I know there are quite a few 'retro' ones, but I don't care. I'm confident enough about my self-image not to worry about recommending so many 'retro' games. It's no gilly waltz. Honest. (But just in case you have any doubts I'll just go off and beat up Dams before we start... j. 20%. That's much better! How did the games begin?



# WARRIORS



## NOBBY THE AARDVARK

(Thalamus)

Originally released: 1992

Seven levels of pure bliss, and every one like a game in itself. You play the living art nouveau as he sucks his way around the world and into deep space searching for the pieces of a matter transporter that'll take him to Antopia and the feast of a lifetime. Each level has its own distinctive style of play, including a ballooning section, an underwater pursuit and a fair-riding race in a training valley. The graphics are essentially gorgeous and colorful and the gameplay is fantastically addictive. It's a game by John Fenale, so beware — it's a toughie. Available from Thalamus.



## SLEEPWALKER (Cinem)

Originally released: 1993

It may only be a month old, but Sleepwalker is already rightly regarded as a classic. It introduces a hobby new twist to the genre we have come to know as 'the platformer'. You control Flash the dog who has to make sure that his sleepwalking master, Leo, gets through each humungously massive level without waking up. The cartoon-style sprites, colorful backgrounds and excellent animation are only outclassed by the unpredictable, inventive and refreshingly original gameplay. And it's dead funny in places too. Generally available.

## CAPTAIN DYNAMO

(CodeMasters)

Originally released: 1992

The last title of the world's oldest superiors wins the prize for the most ridiculously difficult beginning to a game ever —

there are some 'pinner' weirdy cog things that are impossible to negotiate. And there's not much point bothering, 'cos once you get past them things just get veee, veee, veee, veee, veee, veee, veee tedious indeed. Yawnsome gigs.

Generally available on The Cartoon Collector from CodeMasters.



It's a Crocker!



## CHECK 'EM OUT

**Robin Hood** (Kix) Generally available

The name's Ford, James Ford, and he's quite possibly the greatest sprite ever, armed with a special suit of armour and a steady tail. The game's pretty funky too.

**Spinnytop** (Epic/Jolly) Generally available

You're a spinning top called GERALD. But don't worry things get better. Much better. All the platform-action you could ever hope for, and then some.

**Robotnik** (Kix, 1991) Generally available.

Platforms, needles, strange weapons, more needles, bonuses, even more needles and, er, yet more needles. Gloriously presented with Japanese anime art it's just a shame Robotnik's a bit easy.





# BEAT-'EM-UP

## TRENTON WEBB

(CFB - NOW)

**B**eat-'em-ups may be merely dodge but they're sure fun. It doesn't matter if you're giving a computer-controlled foe a vicious slapping or knocking out a fiend's great puncher, a good beat-'em-up provides fast, tense, action. Sadly, the majority of Commodore punch-outs are stuck in the extreme. But occasionally there's a brawler that really makes the grade. Use this list here that really get the blood going.



## STREET FIGHTER 2

(MS-DOS)

Originally released: 1991

This is not a perfect conversion of Capcom's classic arcade. The sprites are too small, the opponents too soft and the multi-load massive. Despite this, SF2 remains the most adventurous snapper-to-date. With 12 different fighters, bags of attacks there's enough subtlety to see off its gameplay peers. **Generally available.**



## INTERNATIONAL KARATE +

Originally released: 1982

This is it. If you've been looking for a seriously quick brawler, then *IK* is the game for you. Three warriors battle each other with a vast number of kicks, punches and blocks. The last man standing wins, the second man down stays in and the first to hit the floor is out. That's it. *Drivel*, knock-kicking fun of the very highest calibre. It's a classic in anyone's book... and this is my book, as it's not as if one fight you really ought to pick - if you're brave enough. **Available from the Publisher.**



## WWF

## WRESTLEMANIA

(Kick)

Originally released: 1991

Gameplay, glee and grunting combine in this so-called brawler grapples fest. With the weight of Hulk Hogan, Ultimate Warrior and Brian Pillman behind it, *WWF Wrestlingmania* blows all other wrestling sims away. Two players can either go head-to-head or solo fighters can take the tournament trail towards the World Championship. However, committed couch potatoes should take note, this wily gling spectacular gets so intense that it doubles as a fitness-aid. **Generally available.**



## CHECK 'EM OUT

*Final Fighter* (Discontinued) **Generally available.** This qualifies because of its sense of humour. Clearly a direct *Fighter* *Yoshinori* there are some really amusing nods to the side up but the fighting itself doesn't really live up to 'inspirational' original.

*WWF European Rampage* (Discontinued) **Generally available.** With *Wrestlemania* to build on, *Discon* should have had themselves a sure fire winner here. They didn't and it wasn't. Carefully at the best bits of *WWF* are missing and they are captured by intense fighting. It's not to their back, but it certainly isn't as good as it could have been.

*IK-Fighter* (Kick) **Generally available.**

The last conversion of this beloved arcade.

Old *IK-Fighter* still suffers from *Rider* and is still too unimpressive.



# UPS

## RENEGADE (MAME)

Originally released: 1986

In this concrete jungle one man has had enough. Instead of Fading Down his sweater is to get physical. The controls are a little weird, but the fights are lively balanced and it proves to be a rugged brawler. Renegade must fight his way through levels filled with exasperating bad guys. Renegade later spawned two equally violent sequels – and the second's two-player mode is still – but the original's the best. Available from Software-City.



## FINAL FIGHT

(Super Fighters Compilation) (MAME)

Originally released: 1992



If you loved the arena from you'll love this. This was great coin-op to a shadow of its former self. James finished his one with the Autabro on and with his eyes closed (no kidding).

Generally available!



## BARBARIAN 2 (MAME)

Originally released: 1988

A sequel to the marginally violent Barbarian this game introduces bladed weapons into the arena. There are some vague adventure overtones – you'll need off to hunt the evil wizard Orin – but these are just an excuse for a fight. Although an excuse is really needed for such fast, frantic sword play. Overhead chops and swinging vapors are just some of the spectacular stunts, beats and heads being hacked off – just some of the gory effects. You can even play a homicidal

Princess (if the mood takes you!)

Generally available.




**MODERN CLASSICS**

# SIMS

**STEVE JARRATT**  
**EDITOR (CF1 - 14)**

I f games cost me cash I want my money's worth. That's why I picked the simulation section, since games have a single solution but sims recreate an entire world, that can be explored extensively in

expensive amounts  
 tanks/boats. And  
 once you've

learned how to  
 control your ves-  
 sel, the world is  
 your oyster... or  
 some breed of  
 semi-imitated shell-  
 fish, at least. Besides,

blowing 'real' things apart is far more  
 fun... (Oh! It's like a word with you -  
 Special Award)


**SILENT SERVICE** (Kiosk)

Originally released: 1996

Staring at the bottom of an Ocean in a motor lake cannot be considered a visually stimulating experience. Despite this handicap, Silent Service floats to the top of the simulation pile. It combines strategy with good, old-fashioned shooting. Top-down strategy action and the result is an addictively slow but totally gripping game. Silent Service may look fairly dated but give this one a chance and it's soon to be selling top-notch sea stores. Generally available.

**AeroJet**  
 THE  
 ADVANCED 3-D FLIGHT  
 SIMULATOR

**ACRO JET** (Kiosk)

Originally released: 1996

Standing for Acrobatic Jet, A.J. is really a trainer for computer pilots. The chase along behind a chase plane (what? ... that) is a jargon, all manner of legs, dives, and other potentially scary things. Wings sufferers will not be surprised to hear that it's not the flying, but the ground that kills you. Unfortunately that's all that can. There's not a gun, bomb or missile anywhere to be found in the whole game. Technically Acro's excellent but it lacks 'edge'. So it's one for the more passive among us. Generally available.


**GUNSHIP**

(Air, Sea Supplementary Computation)

Originally released: 1987

Warning! If you want a top-grade chopper use then get the CD4 version. If you want the equivalent of a one level demo get Gunship-on tape. Stealing the wonderfully goody AR448 Apache attack helicopter you can fight in four foreign fields, against four levels of computer opposition. On disk it's the best there is. On tape... oh sorry, keep me. Generally available.





## BATTLE COMMAND

(Dosem)

Originally released: 1991

Battle Command comes on out, as findings fast and the game's huge. A side-super tank is yours to take on a series of increasingly tough missions. There's assault and destroy, sabotage, surveillance, rescue, everything. In fact, a tanker could wait for. Planning in slot 3D this is the ultimate battlespace for folk who want to find out what it's really like to be in a metal box when it's hit by high explosives.

Generally available.



## STARGLIDER

(Supreme Challenge Completion)

Originally released: 1987

Apparently Starglider was initially criticised for being little more than an into-the-screen-shoot set-up with fancy polygon graphics, but there's more going on with that. The graphics chop a little but this is probably due to the strain the massive wire-frame world puts on your machine as you head and turn in desperate dog fights to the death (there's enough attrition if you start mind - F5).

Generally available.



## CHECK 'EM OUT

F-15 Strike Eagle (Kixx)

Generally available. Not the classic it's meant to be (F-15) all flies a fairly breezy sky. The graphics are fast, the plane flexible and the missions happily chaotic. It's rather hard to lose control of the F-15 - a feat we could surely achieve in real life without even trying!

F-16 Combat Pilot (Digital Integration)

Generally available. Surprisingly fast. Its complete life number puts you behind the stick of one of America's top fighters planes. Fighting both air and land targets F-16 Combat Pilot is a good one, but its 'depth' means you're always feel slightly 'removed' from the action.



## GUNSHIP

(Kixx)

Originally released: 1990

Why? As a simulation Gunship is accurate in as good as the disk version. It's the length of the game that's different. On tape you can only play a single mission and are unable to save the pilot you've selected before re-loading. This 'overage' makes the RPG one seem like a broken record - pointless (1: Stockade 4 purchases).

Generally available.




**MODERN CLASSICS**

# SPORTS

## OLLIE ALDERTON (CP6 - NOW)

**A**s Commodore/Femake resident sporting expert, it was only natural that I should introduce our selection of sporty sport sims. I've selected the Premier Division leaders from the South West County Sportsmen's Sixes Plus League. In the interests of variety (in other words, if Ollie have his way then all of the Top Five would have been football games - Ed) we've chosen five different types of sports sim, so there should be something here for everybody (except those weird people who hate sports sims, I suppose - such strange people do exist).

## BULLY'S SPORTING DARTS

(Alternative)

**Originally released:** 1987  
 Weirder... I'm still not convinced that darts can be described as a sport (you don't even need to be fit to play it) but there it is - playing this Bully's is a great little game, so I'll ignore my natural bias against all things extra-related for the moment. Anyway, there's a lot more to Bully's than playing big standard 501 starts (although you can if you want) and Jim Downer doesn't make an appearance (ah! that must be to its advantage). You can also play Football, Tennis, Snooker, Golf and Round The Clock... or at least darts versions of them anyway. The control system is suitably darts-like and the package as a whole is great fun.  
**Generally available**



## MICROPROSE SOCCER

(Kick)

**Originally released:** 1988

Thirty-one titles. There are at least three well-worth football sims already available on the C64, but Microprose's effort beats off Siryn Hughes International Soccer and Kick Off 2 (which really has a better reputation than it deserves in the humble opinion of the CP crew).

Written by Sensible Software, who

went on to write the near legendary Sensible Soccer on the Amiga, it looks good, is easy to control and is the nearest thing to real football you'll find on the C64.

**Generally available**

If you're into computer soccer check out our *Leedsfoot* review on p.76!

## AMERICAN 3D POOL

(Cueball)

**Originally released:** 1981

Of the great table contenders, American 3D Pool came tops by a small piece of blue chalk. It's not the flattest of cue and ball combinations but it sure is the most playable (although being American Pool some of the rules are a bit odd at first). You line up your shots from a 2D perspective and then the view switches to 3D for the action. You can play against the computer, or better still, against any number of friends in a

tournament. There are also a number trick shots you can try out if you want to look really fancy (or foolish) - Ed.

**Available from Amiga Software**





## NICK FALDO'S CHAMPIONSHIP GOLF

(Khandster)

Originally released: 1992

Golf works brilliantly on computer as long as the programmers get the physics right. And they certainly did with Nick Faldo's. Admittedly, in terms of the control over the variables (strength of stroke, direction, choice of clubs) and the hitting system there is little to choose between this game and *World-Class Leaderboard*. But Nick wins out in one major respect – the speed at which it releases the fantasy after you've hit the ball. In fact, it's so closely presented that it's got immense crossover appeal – it's the one sports sim that people who hate sports, like it could have. Available from Software City.



## IT'S A CROAKER: INTERNATIONAL ICE HOCKEY

(Zeppelin)

Originally released: 1988

Assign? You feel like you've got about as much control over this game as you would over a car that's had its brakes cut, steering wheel wrenched out and gear lever jammed and is now quite happily careening down a hill. The ONLY decent point about it is that you can change all the players into penguins (just hold down F10 and the back arrow). Available from EGOS.



## RBI 2

(Old Squad)

Originally released: 1981

Come on. Own up. Has anyone ever actually seen a copy of RBI? Did it even exist? It's one of life's great mysteries. But what the heck when we've got RBI 2 which, logic suggests, must be the superior of the two. Based on the Old has never been better. RBI 2 is smoother than a cream in a Twinkie with the kind of control system that a particular die another could understand. But don't reckon that makes it too simple, no time, no way. Played against the computer RBI 2 is a rewardingly challenging, and better still against a friend who's as good (or rubbish) as you are. Generally available.



## CHECK 'EM OUT

(Klok) (Klok)

Available from Wizard

Well, it's okay, but oriented. There are some amusingly annoying bugs and it's hard to tell which man you've got control over but it's still heavenly fun.

*Ember Flight International Soccer* (Toshiba)

Available from Software City

A weird perspective (you view the game from the side of the pitch) and a decent control system, but it's all a bit slow.

*Rugby The World Cup* (Domark)

Available from Wizard Games

Tried to be the Kick Off of Rugby, and it succeeded. Fun, but not an awful lot of depth.

*Jehangir Khan World Championship Squash* (Khandster)

Generally available

Certainly the best of the squash games around, but that really isn't saying much.

*International 2D Tennis* (EGOS)

Available from Amiga Software

If you can also laugh at the stockier players, this is actually an immensely playable sim.




**MODERN CLASSICS**

# ARCADE ADVENTURE

## DAVE GOLDER (CP23 - NOW)

**A** reader writes in to ask if there's a 5. The bit in Commodore 2 when Arnie and the T1900 slug it out in an amazement arcade. 2. A game in which both your joystick direction and pulse-sensing are tested, many would say the ultimate computer game format. I certainly would. I mention that the games recommended here aren't just the best arcade adventure games for the C64, they're the very best games ever in any genre. Period. So if you haven't got all of them (except the Creator of course) do yourself a favour and get 'em right now!



## FIRST SAMURAI

**(26) (50p)**  
Originally released: 1991 or 1993 (depending on your point of view)  
There was a gap of over a year between CP reminding that game and you felt finally being able to buy it. It wasn't our fault. Floppy Maxwell fell off a boat and sank Minnowark, but it was well worth the wait. An oriental adventure in which you're pitted against a Demon King (aren't you always?). First Samurai has gorgeous graphics, gorgeous gameplay and an addition factor that raised questions in the House of Commons. But then you'd expect nothing less from Commodore stalwarts like Eric and John Teaddy, the men who also brought you Last Ninja and Time Machine.  
Generally available



## BATMAN - THE CAPED CRUSADER

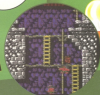
**(Pit Squad)**  
Originally released: 1990  
Pit, the last of the game of the film, and it's not really the game of the TV programme either, but stylistically it's certainly based firmly in the film camp (goose - 68). It has a comic strip feel to it, with screens framed like comic strip panels that stack up on top of each other and very near-the-top sprites (Batman's chest badges more than Tim's wallet). There are two action-packed adventures to play, one against the Penguin the other against the Joker, and they're both really rather good and really tricky.  
Available from Amiga Software

# P



## RICK DANGEROUS 2

**(Kiss)**  
Originally released: 1990  
I admit that I'm biased here and would have stuck both of Rick's games in the Top Five given the chance. But as CP is a democracy - ie, Tim forced me to choose one or the other - so Rick got the vote. Because, for snobs, bigger does mean better. It was Core Design's last project before they went solo and a pretty damned good job of a swansong they did too. The time they set all inspired by Italian Jones-fused-guy hero blasts into outer space to save the Earth. Superb graphics, loads of bonus items, smooth controls, lots of playability - Rick Dangerous 2 has got the lot.  
Generally available



# VENTURE

## EXILE (Audiogenic)

Originally released: 1991

Forgotten classic: The cast star fighter, Star Caps, Homer, Big Orbits, Exile. All of them deserve recognition, but there's only room for one hero. No... library. I used to love those cheese flavoured... (Limp - Ed) Okay... Exile is a complex, multi-layered game with a deceptively simple plot. As a jet-packing space marine you have to reach the subterranean laboratory of the evil scientist Tixax. What makes it so brilliant is that the jet about everything on screen accurately obeys the laws of physics. Add that to an incredibly versatile hero sprite, a huge map and more deft little touches than a Brazilian cap-fuel and you've got a game that deserves to be in everybody's collection.

Exile's complex controls take some getting used to, but the rewards are great. Available from Software City.



## LITTLE PUFF

(Codemasters)

Originally released: 1990

Okay, *Dr Puff* was a great game but don't over-awer, ever, ever be fooled into buying its predecessor. As with the original *Street Fighter*, you wonder how *Little Puff* ever managed to spawn such a brilliant sequel. It's stunningly, awfully, awfully, terrifically bad and altogether not very good.

The animation's rough, the puzzles sub-Dizzy standard and the character too busy for all but the toughest of battles to identify. Look I know I'm having a bit of a go, but it's just that in comparison *Dr Puff's* Molester-Caper was so good!

Available (if you're really desperate) from Codemasters



## CREATURES 2 (Tatung)

Originally released: 1992

Is there anything left to be said about this game? Who cares if there isn't? You can never praise *Creatures 2* enough. It's an awesome game from Apex, the team responsible for *Cyberbots* (written and the original *Creatures*). But *Creatures 2* is the prince. Oh, I couldn't bring myself to say apex) of their output so far, see p.27). It's a great offer in which you, playing Future Gaze MacCaffie, have to rescue your People fellows from evil torturers. The puzzles are ingenious, the graphics are amongst the best you'll ever see on the 48 and there are some deliciously silly sub-games.

Generally available



£

## CHECK 'EM OUT

*Rock (Dangerous) (Kixx)*

Generally available

The original *Rock* is still startlingly good fun. Fast action and excellent graphics throughout. *Dizzy Prince Of The Fools Park* (Codemasters)

Generally available

Okay, generally here at CF we breathe the word awe, but we (whoops) have to admit that the episode in his adventures wasn't half bad at all, actually.




**MODERN CLASSICS**

# DRIVING GAMES

**LISA KELLET**  
**[FC90 - NOW]**


**H**mm, I'm not sure how I ended up facing the section. I haven't even got a driving license. The nearest I got is when I drive people round the Derbyshire moorland or about all the latest gear.

By the way did you know that Trent - (and - dit, -dit, -dit). I feel honoured to have been asked choose my five top racing games (though I suspect it has more to do with Tiger being in the US and Rear-Masterman having vanished off the face of the Earth). And here they are starting with... what was it? That's right! (Real Lotus Esprit Turbo Challenge - dit... dit... dit...)

**LOTUS ESPRIT TURBO CHALLENGE (1990)**

Originally released: 1990

One of the best-selling games ever on the C64, LETH offers one of the most exciting two-player modes around. But that's not the only impressive thing about the game; not so interestingly difficult tracks grab you? Or what about the options for manual or automatic gear boxes and three difficulty levels? And if that hasn't convinced you, the fact that the action is staggeringly fast, the graphics are regally impressive and the control system is

about as responsive as you could hope for should. Lotuses are such easy (or tough) - dit, cars they deserve a game this good.

Available from Software City

**LOTUS ESPRIT TURBO CHALLENGE**

**OUTRUN EUROPA**

(Kirk Star)

Originally released: 1989

This was the third game in the Outrun series (following Outrun and Turbo Out Run) and the only one not to be based on a coin-op. It's a most dash-averse Europe using all sorts of vehicles - a Porsche (oh, definitely my type of car), a motor bike, jet skis - in a bid to recover some stolen documents from Germany. It's a slick, stylish game with a plot that adds an edge to the high-speed action and the different vehicles you get to control keep the gameplay fresh.

Generally available


**STUNT CAR RACER (Kirk)**

Originally released: 1989

This bears about as much resemblance to reality as an episode of Neighbours (especially the one where Sophie gave birth with her breasts on), so you can't exactly call it a bit. But slow realist, this is the most amazing driving experience you can have on the C64.

You drive a reinforced huggy around a luscious, feisty and feckily very dangerous circuit that's a few hundred feet up in the air, at without the aid of a safety net. If you go off the side it's

straight down for you, matey - there's no car-crash cutters here. Stunt Car Racer is fast, addictive and exhilaratingly challenging action (at the top, but then what else would expect from the programming genius that is Capell Computers?)

Generally available



# AMES

## CISCO HEAT

(Image Works)

Originally released: 1992

One of the high-speed chases through the streets of San Francisco that is sure to be one of Monday morning's best is a ten-mile battle-jam on the 405 between junctions 12 and 13. The frame rate is slower than the Embassy Scudbar trials and you seem to be racing along the world's longest jobsite, tearing.

Available from:

Amiga Software and Wizard Games



## TURBOCHARGE (System 2)

Originally released: 1991

Renowned to be the fastest game ever on the C64, Turbocharge doesn't compromise any graphical detail or gameplay to accommodate this feat of speed. You're a mystery officer in a modified Mercedes sedan on the international trail of terrorists who have swept some arms from the US army. You race through various countries avoiding everything that gets in the way while being boosted by enemy cars and aircraft. Oh! There's also a fast short race to contend with! Turbocharge features incredible attention to detail and most action from all the Rambo films put together. An unusual feature that works brilliantly in the steering - the car stays in a fixed position while the road appears to move. This may sound odd but it helps a great deal when it comes to avoiding obstacles.

Available from: Wizard Games



## CHECK 'EM OUT

Slivers (CodeMasters) Generally available

A reasonable enough overhead racer with small but perfectly formed cars.

Super Monaco GP (Kixx)

Available from Software City

This is a fairly decent conversion of the

rolling that put you in

the cockpit of a

Formula One car

Clap, but not an

excellent buy.

Chase HQ 2: 50 (Kosak)

Available from Software City

The sequel to Chase HQ, and

the better of the two,

but it still lacks

excitement

people

being able to

blast away at

the other

cars. It's

fun but

only

really

fun for

the

serious C64

player from only



## SUPERCARS (G&H)

Originally released: 1991

Playing like the chequered flag for overhead-viewed racers, it offers nine tracks of motorised mechanical mayhem. As they used to say in Italy: Flared, in which the cars don't just race against each other, they also try to demolish each other into mounds of mangled metal. These cars, you see, appear to have been customised by the same people who did the body work on the cars in Mad Max 2: some of them are more like exceptionally nippy tanks than rally cars. You start off with a big, lumbering vehicle with gas sadders for engines, but the more money you win, the more enhancements you can make to your car. And you'll need them, because each track is more difficult than the last. It's a blast!

Generally available



# FRP & RPG



## JAMES LEACH (CF18 - CF26)

**C**omputers take the work out of Fantasy and Role Playing Games, which is just as well because when it comes down to it it's a lousy job and so. When you play these games for 'real' they're a mass of tables, weirdly-shaped dice and possum skins called Barry. Your C&A can do all that for you, leaving you free to explore, Oh, and keep a reasonable map. Oh, and pay attention to every single detail. And not name your ranger Barry!

## LORDS OF MIDNIGHT

(Julian Rignall's Top Ten)

Originally released: 1980

Time's not been kind to Mr Midnight. Eight years of advances in graphics make your Lord-looking deeply sad, if not clinically depressed. In eight years, though, the games have even come close to CP's level of absorbing gameplay.

Mike Singleton's classic graphic adventure (one of the very first, in fact) sets you up as a warrior Lord who must use his wits to capture, conquer and other things (beginning with C the world. It may look blander 'white', but it's still brilliant to play).

Generally available.



## DRILLER

(Virtual Worlds Computation)

Originally released: 1988

Somehow, nobody's ever allowed yourself to be blown on to a mining planet which is just about to explode. The only way to stop it is to position a series of rigs that will safely vent the planet's rising gas levels. Sculpted

in Fraxscript™, this game has you flying around the massive, tiered buildings and it's

real spooky. And thanks to the 3D effects you get both beautiful gameplay and atmospheric alien graphics right in your face!

Generally available.



## ELITE

(Atari)

Originally released: 1984

Okay I know that Elite isn't strictly an RPG, but what other category would it live in? (And we really wanted to recommend it somewhere.) It may look like a fight sim but you fly through space. It may look like a strategic trading game, but you get involved in laser duels. The fighting may make it seem like a shoot-

em up but there are huge missions to complete. Elite basically has it all. It creates a wire-frame universe in which you can pursue a career of either good or evil. It develops slowly but is worth the wait.

Generally available.





# HEROQUEST

## HEROQUEST

(IBM)

Originally released: 1991

Based on the world-leading board game, *HeroQuest* brought outside adventures to the PC world. 32 missions await the four warriors. Monsters must be slain, traps, spells cast and forbidden practices avoided fearfully. It looks simple but the speed at which the game can be played soon lets you rush in where

angels fear to tread (and we're talking the large leather-clad gentlemen with Harry

Dawthorn's hair to break). And for the dedicated *HeroQuest* fan, the *Return of the Witch Lord* expansion Pack is kept in adventuring. Generally available.



## CHECK 'EM OUT

*Space Crusade*  
(Comcast)

Generally available  
The description: *'HeroQuest* with guns' sounds a little harsh, but it's a compliment. Just the PC? Also has and has, only with a cyberpunk atmosphere.



Space Crusade



Now, are you?

Lord Of The Rings

Lord of the Rings

(Multimedia Focus) Generally available in the Tolkien Trilogy.

Taking the classic tale as its inspiration, this graphic adventure allows you to explore Middle Earth and interact with famous fantasy folk. The fact that it's only available as part of a trilogy is actually good news, as you also get

the excellent *Aldarion* and the fairly average *Shadows Of Mordor* to play as well. In fact the Tolkien Trilogy is almost as big a challenge as trying to plough through the books!



Lord Of The Rings

## ELVIRA 2

(Flair)

Originally released: 1992

Queen B productions' latest instalment is marred by the kidnapping of its biggest star (in more than one respect) and boss, Elvira. Some schmuck has to go and find her.

Queen who that might be? Brilliant player's point-of-view graphics bring the game to life. Corpses fall out of closets, bats beam out of the dark and a seemingly oblivious procession of folk who would like to kill you is one way to another populate the game.

Elvira is big, bigger than big, bigger than

bigger than big, bigger

than bigger than big...

Yeah, we get the idea.

James - Bill but there's

a price to pay for such

weird rights - this is possibly

the weirdest multi-media

nightmare imaginable. Few

such leading-edge, weird

you with such gameplay or

graphics, though!

Available from The Publisher.



## It's a Croquet!

Adventures are a weird genre.

It's easy to find games that everybody recognises as classics but it's almost impossible to find ones that everybody hates - crap, loads of people hate all adventures, period, because they are such an idiosyncratic style of game. But this version wasn't designed for them (it's there to a about ten up sections, as my old mate Shaky used to say). So I'm sorry mate, I can't do this for. Do you want to put a silly pic of a frog in here instead? No...? That was the kind of humour we used to include in when I was on the rag.


**MODERN  
CLASSICS**

# STRATEGY

## COLIN CAMPBELL (CF14 - CF17)

For me the best games are those which force you to think. Games that force you to recognise tactical patterns, balance disparate forces and use limited resources for maximum effect. When you win, you know why. It's good for the ego, but it also leaves you pondering other possible outcomes or permutations. Strategy games give you to work for your victory, but who says an easy life would be fun anyway?

## JOHNNY REB 2 (Lightning)

Originally released: 1981

In a spunky art-mimesis-the-BA Cup kind of way the North and South of America, that'll be football a little bit war. Forget all that 'boom! lightning boom!' and 'Red Badge of Courage' malarkey, this is a serious wargame, and so like a cheap - or at least easy-to-look-at, you're the general who's charged with winning wars by deciding if one each unit should move and what they should shoot at. (Don't play against a friend. It's a fast wargame that really makes you feel great about sending those tanks to their death. Generally available.



## COLOSSUS CHESS 4 (CD32)

Originally released: 1987

What if it's Chess, it's colossal and it's the fourth in the series. There's not really a lot more you can say than that, it's the classic strategic board game brought to life on your CD4. The graphics are fairly stunning - what would you expect? - but it plays a mean game. Do your brain a favour and give chess the old. Generally available.



## ZOIDS

(Big Box Zoiden Signal's Top Ten)

Originally released: 1985

Doesn't matter to droids - might seem the weirdest thing to base a strategy game on, but don't fret that against the superb stock of software. Two opposing forces of Zoids (red and blue) are going at it hammer and tong, fighting for control of a dwindling supply of minerals. You must manage your small Zoidrocks so that it can withstand the awesome onslaught of Red Mountain's launch. For once someone took a chance and tried to do something a little different with a licence - and it works. Generally available.



## FOOTBALL MANAGER 3

(Addictive)

Originally released: 1993

Controlling a football club is no breeze - just ask Messers Gough and Venables! Football Manager 3 gives you all the power and responsibility but takes away the pain of repercussions of unemployment card being publicly humiliated in the tabloids. Assailing your every whim, word and wondrous decision is an ailing third division football club. All you have to do is win the Premier League. Easy really. Just use controls and good match info make this win a mud for a serious power-hokey. Generally available.



MODERN  
CLASSICS

# ODDITIES



## THE MIGHTY BRAIN (CFI-NOW)

**T**ypically, I get to do the reviews, the games that don't fit into any other categories. This is the way I always get treated by my Indiana fellow boss. I was going to use a lot of telepathic manipulation on him, but when I thought about it, there are some mighty fine games that try out to be recommended but aren't, well, recommendable. So yes, I will treat this section, but still under protest - it's the principle of the matter that counts. Besides, telepathy requires your 'victim' to have a brain.

## PIPEMANIA (Puzzle/Adventure)

Originally released: 1993

Long before Mines became an international superstar computer puzzling was championed by the Color of a puzzle. You try to keep the ever-advancing ooze flowing by placing wacky shapes, randomly selected pieces of pipe on a grid. Fast, furious and frustrating it's the puzzle game that even non-puzzle fans love. Generally available.



## UGH! (Global Software)

Originally released: 1992

Not so much a case of Ugh! as Cool! About as historically accurate as you can get with a low-800s-constructed tank-helicopter who has to seek up tanks and defeat them. It sure and precise touch is the key to success in this one. Available from Software City.



## KLAX (Tangerine/Boomer)

Originally released: 1990

The big puzzle how-hat about this renowned Bo- hat that it was supposed to be the first ever game that was released on home computer and into the acadies on the same day. Guess what? The computer version was a tad late, but it was worth the wait. Works all along computer ball forward you and you have to catch them on a path and deposit them in the grid in the hope of making point-scoring lines. Okay, it's another Tetris variant, but the variations make for a refreshingly original start on the genre. Available from Desert Software.



## ARKANOID (The Hit Squad)

Originally released: 1989

Back in 1989 I also took one of the most around arcade games forays... Break Out, renamed it up a bit, called it Advanced and it was a massive arcade hit on their hands. Not long after that, the CGA version came out and like what, it was huge success for. And it's all worth searching out. The basic idea of bouncing a ball off a wall to destroy the bricks level is objective - it's over and the sub-comments to the disk. Do yourself - you're not giving you double with balls, extra lives, laser fire and other goodies - make it worth your good. Available from Wizard Games and Software City.



## PUZZNIC (Coeur)

Originally released: 1990

Of Coeur's pair of Pyrofield puzzle games it came in 1990, Puzznic left. Poring potting around in the middle of this one. It's gotten with-reducing gameplay involved getting similarly-marked blocks to collide with each other and vanish before the screen fills up. Okay it sounds like Tetris, and it is similar, but we reckon it's a lot more fun, and certainly better-looking. Available from Amiga Software and Wizard Games.



## KENTUCKY RACING (Alternative)

Originally released: 1990

A fair-ground side-view slot which has been paid to its existence than the zip out! Trenton's wader. Decidedly following balls into high-rolling holes you move a horse along a track. It's got a two-player mode, but you'd be hard pressed to find anyone else enough to join you in a game. Truly dreadful. Available from Wizard Games.





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8 And if you know of any other sites selling CD games give us their address and we'll add it to our list.

# GAMEBUSTERS

## CAULDRON 2

Power Pack 31

Richard Beckett is back again, doing what he does best—solving our trouble-some Power Pack games. If you'd like to succeed on this massive arcade adventure, read on. OK, wait a minute, fire a go sign, U is go up and D is go down in case you were wondering. That's it, start and quit the game until you're at the screen with the table and the dog's head. There are five different starting positions, but this is by far the easiest. Press **Home**, **L** = collect **OBJECT 1** + **L** + **D** + **L** + **D** = collect first **MAGIC OBJECT 1** + **H** + **H** + **L** = **SWITCH** to raise **H** + **H** + **H** + **U** + **L** + **L** + **L** + **U** + **H** + **R** + **R** + **D** = climb onto higher platform + **L** + **D** + **L** + **L** + **D** + **R** + **L** = collect second **MAGIC OBJECT 1** + **U** + **L** + **U** + **H** + **R** + **R** + **D** + **R** = collect first **MAGIC OBJECT 2** + **L** + **L** + **D** + **L** + **L** + **U** + **L** + **U** + **U** + **U** + **H** + **R** + **U** + **H** + **H** + **U** + **L** + **L** + **D** + **R** + **R** + **D** = collect second **MAGIC OBJECT 2** + **D** + **D** + **D** = destroy the **EYE WITH MAG DEMON** with the magic objects to complete the game.



Out of the frying pan and into the Cauldron.

collect the remaining diamonds to complete the first level.

**LEVEL 2** Drop up the skull nearest to you, then run round the passage created by the skull. When you reach the end of the passage, the blocks around the diamond will have been lit. Turn left, or collect it to complete the level.

**LEVEL 3** Collect the two diamonds and to the right diamond, then go up through the gap. Collect the red line diamonds and hit the right diamond. Go up through the gap and to the bottom-left diamond. Now collect the rest of the diamonds to (and for!) finish the level.

**LEVEL 4** Collect the right one block, then push a stationary area left to the center position of the screen. Move up the wall block to bridge the two openings, which creates a new path to the diamonds—collect them to complete the penultimate level.

**LEVEL 5** Rather than try to discover which five blocks fit up your time, just collect the diamonds and avoid the three enemies which are released when the first one out. And that's the game complete!

## SNARE DEMO

Power Pack 31

As you might have predicted, here's the full solution to our tough-solving demo. Nothing carved out of the blue! Inspired by Frank's very own Richard Beckett.

**LEVEL 1** First, blow up the bombs behind the left station (on the top row of the screen), then go to the top-left of the screen to avoid the explosion.

Collect the four diamonds from the bottom-right corner, then blow up the remaining skull and avoid the explosion. Move to just above the detector, set the strategy to your right, then collect the diamond from below it. Finally,



## ACTION REPLAY POKES

Here's a rather luddite collector of Action Replay cartridge POKES courtesy of the hard-working Richard Beckett. To use them,

freeze the game closely on the title screen, press **F1** to enter the pokes, then restart the game using **F3**.

### SNARE DEMO

XXXX 31295, 313 — Level

### CAULDRON 2

XXXX 31812, 319 — Intro level

XXXX 31215, 315 — 25¢ Free

XXXX 31503, 315 — High-Score

XXXX 32114, 319 — Snow animation

### SUBSTRAMES

XXXX 414, 311 — No enemies

XXXX 3289, 300 — Turbo level

XXXX 3289, 323 — Wooden level

### AMEE 2 DEMO

XXXX 4244, 312 — Intro level

XXXX 32445, 315 — No enemies

**Skill, accuracy, speed, intelligence... you need all these to be a champion gamer. On the other hand, you could just cheat and read Gamebusters every month instead...**

## REGULARS

### TIP OFF

55

The pick of the hints, tips, cheats and solutions sent in by you lot.

### SOS

59

You write in with gaming problems. We answer them. You look stupid. We look intelligent. What a wonderful concept.

## LISTOMANIA POKERAMA

64

Er, some more settings and things.

## MAPS AND SOLUTIONS

### THE SIMPSONS

56

### LETHAL WEAPON

60

### STEEL

65

## THE OTHER GAMES

### BUSTED THIS ISSUE...

Amazing Spiderman, The

APB

Animal 2 Demo

Avenger

Cauldron 2

Cystal Kingdom Crazy

Little Computer People

Mad Android

Mad Antelope

Mad Kongz

Snake Demo

Splitting Image

Steel

Substrames

Thrust

Wallbreaker

Wave Dreams

## WELL, WHAT DO YOU KNOW?

There's a much sought-after software cracker up for grabs each and every month, awarded to the winner of the finest tips, POKES, maps, and cheats. If you'd like to win one of these treasures, and maybe some extra goodies, send your tips, tips, solutions, POKES and extra rules to Andy Roberts, Gamebusters, Cornerbow Farm 50 Mermaid Street, Bath, Avon BA1 2BQ.



# PART 1

# THE SIMPSONS BART VS. THE SPACE MUTANTS



*Springfield's been invaded by refugees from a 50s B-movie. Only you can save the Simpsons as we know them, and their chances of survival will improve considerably if you follow Andy Robert's complete solution.*

**F**ollow the start: when the mutant jumps right, jump on to the train car, jump up to collect the extra life at the top of the screen. Now head right (under the mutants) until you reach Moe's Tavern - climb up on to the left window and jump left to collect the spray can. Go back to the left and spray the first trash can, as well as the purple window on the cinema. Head right until you reach the phone booth. Jump up to it and use a coin to talk to Moe. When the conversation ends, let's come outside - spray the purple shed. Using the phone booth as a step, jump up on to the existing line and walk right to reach





off the garments, which will cover up the purple objects underneath. Incidentally, the touch below you at this point contains a special treat – jump up on top of it to reveal an extra life.

Head right, spray the trash can, then use it to jump up on to the window ledge. Collect the spray can, drop down, and go right. Jumping over the mutants is tricky, so take care. When you reach 'Tear Work', go inside and buy a wrench. Leave the shop, then use the wrench on the fire hydrant – the water jet will wash away the RET PAINT sign. Oh, and don't forget to spray the fire hydrant as well.

Jump on to the window ledge, jump left on to the top of the door (which is tricky, so keep trying), jump right on to the top of the window, then jump up on to the very top window ledge. Spray the plant pot, jump right on to the roof



window at the far right of Candy Candy. Jump left and knock over the plant can (which, handily, will cover the purple

lantern), then jump left over the mutant and spray the plant pot. Drop down to the pavement, go right to the trash can again, then jump up on to the window ledge to the right. Jump right again, spray the plant pot, then drop down to the pavement. Stand on the bottom window ledge of the pet store, face right (so that Bart's head is almost touching the P of the shop sign).



of the building – fire is excited towards the sign to make it red. Now head to the right, avoiding under the mutants (they're not very alert). Continue right towards the next building, run under the mutants, then face left – if you can fire a rocket to hit the center of the yellow sign (above the object) you'll earn an extra life.

Now go to the right and spray the next fire hydrant (which requires very precise timing). Continue right, dodging mutants as you encounter them. Whenever you see a purple window, fire a rocket at it (if you've followed this solution to the letter, you'll only need to shoot two of the windows).

That task complete, run to the right where Nelson's waiting. If you've managed to spill out MADDIE during the course of the level, she'll be waiting here to help you out. Stay at the left of the screen, firing constantly at Nelson. When he fires at you, jump to avoid



window ledge, then do a super jump to reach the first window of Mel's Novelty Hut. Spray the plant pot, jump right over the mutant, then jump right again and collect the extra life.

It's time for another super jump to leap across to the first window of the Toys 'n' Stuff shop. Spray the plant pot, jump to the right, jump to the right again (over the mutant) then collect the spray can. Drop down to the pavement and go left into Mel's Novelty Hut – buy a cherry bomb (which is a type of firework – CF's resident expert on all things GAG, Clue) and six rockets. Leave the shop and head to the right, spray the trash can and then jump up to the

roof for the cherry bomb, which should, with any luck, scare away the purple bird.

Now go right until you reach the statue. Stand on the paving stone away from the base of the statue and fire a rocket to scare away the purple bird. Now head to the right, jump over the barrier on the skateboard and prepare to jump over several sets of Scottie dogs and walking mutants. When you reach the next barrier jump over it to leave the skateboard section.

Go right and spray the first bush, then continue right until you reach the Bowmasters. Sneak under the mutants and stand at the right

side bullets. When Maggie fires a bullet, jump up to head out if towards Nelson. Keep calm, and you'll be off to level two in no time. But that's another story which, by some strange coincidence we'll be telling you all about in issue 58 (there's the GAG Speak – nice the Sam's Corner Speech – next month).



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# LETHAL WEAPONS

## PART 3



### LEVEL 4.1

#### POLICE STATION

From the start, shoot terrorist • get ENERGY • go right • shoot terrorist • collect AMMO • go right • get FIREPOWER • go right • get ENERGY • right • shoot terrorist • collect AMMO • go right • get up to next floor • left • shoot bomber and terrorist • collect ENERGY • go left • get ENERGY • left • kill terrorist • collect ENERGY • go left • shoot bomber • left • kill bomber • jump left over gap • collect AMMO and FIREPOWER • go right to the left • get on air and go up to the next floor • shoot knife thrower and terrorist to the right • collect ENERGY • get on air and go up to next

floor • up ladder to the left • kill terrorist • get ENERGY • go left • get both FIREPOWER • left • shoot terrorist • collect FIREPOWER • go left • shoot terrorist • collect ENERGY • go right to the ladder • drop down to the level below • shoot terrorist to the left • collect AMMO • go left • shoot terrorist and knife thrower • get ENERGY • left • kill knife thrower • collect ENERGY • go left • drop down gap • shoot knife thrower and terrorist to the left • shoot terrorist to the right • get ENERGY • go right • shoot knife thrower and terrorist • go right • get ENERGY • drop down gap • go right • use lift to jump across lift shaft • go right • shoot bomber and terrorist • go right • kill bomber • right • shoot bomber • collect ENERGY • go right • shoot bomber • use lift to jump

across lift shaft • go right • shoot bomber and terrorist • right • shoot bomber • collect ENERGY • go right • kill bomber • collect AMMO and ENERGY • get on air and get up to the floor with the ladder • up ladder • shoot terrorist opposite • get on next lift and go up to the top floor • go right • jump right across the gap • continue right • then push up in front of the EXIT door to complete the level.

### LEVEL 4.2

#### THE GARAGE

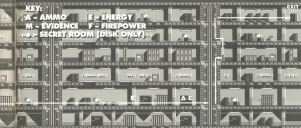
From the start, shoot terrorist • collect ENERGY • kill terrorist • go right • shoot terrorist and knife thrower • get AMMO • go right • shoot terrorist • collect AMMO



# PON

## THE SOLUTION

With three successful missions under his belt, Andy Roberts returns to bust open the two final levels. Isn't he brave? (No, just stupid - Ed).



right • shoot terrorist and knife thrower  
 • go right • shoot terrorist • go right •  
 collect ENERGY • kill knife thrower • go  
 right • shoot terrorist • collect AMMO •  
 go right • shoot knife thrower • continue  
 right • get FIREPOWER • shoot terrorist  
 • right • get AMMO • shoot terrorist and  
 knife thrower • go right • collect  
 ENERGY • shoot terrorist • go right •  
 shoot knife thrower • right • kill terrorist  
 • continue right • shoot knife thrower •  
 right • collect AMMO • kill terrorist • go  
 right • shoot knife thrower and terrorist •  
 collect AMMO • right • go step to next  
 level • shoot knife thrower to the left •  
 get AMMO • collect ENERGY • get  
 AMMO • left • get FIREPOWER • go left  
 • shoot terrorist • get EVIDENCE • go  
 left • shoot knife thrower • left • shoot

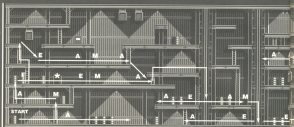
terrorist • get ENERGY • left • get  
 AMMO • shoot knife thrower • get other  
 AMMO • go left • kill terrorist • get EVIDENCE  
 DEMO • left • kill knife thrower • shoot  
 terrorist • collect AMMO • go left • shoot  
 knife thrower • get FIREPOWER • left •  
 kill terrorist • get FIREPOWER • go left •  
 shoot knife thrower and terrorist • con-  
 tinue left • get ENERGY • collect  
 EVIDENCE • kill knife thrower and terror-  
 ist • go left • kill knife thrower • go left •  
 shoot terrorist • left • shoot knife thrower  
 • continue left • collect ENERGY • up  
 steps to next level • shoot terrorist • get  
 ENERGY • go right • kill terrorist and  
 knife thrower • right • shoot terrorist •  
 right • kill terrorist and knife thrower •  
 continue right • shoot terrorist • get  
 AMMO • go right • shoot knife thrower •

right • collect ENERGY • go right •  
 shoot knife thrower and terrorist • right •  
 kill knife thrower • get ENERGY • go  
 right • shoot terrorist and knife thrower •  
 continue right • shoot terrorist • right •  
 shoot knife thrower • collect AMMO • go  
 right to meet the fourth boss villain

### BIG BOSS BUSTING

Again from firing bullets at you (which will pass safely over your head) this chap also drops grenades at regular intervals. These blow out spherical in three directions. Stay at the far left of the screen and shoot repeatedly to dispose of him. When he's dead, go right and push up in front of the EXIT door to complete the level.



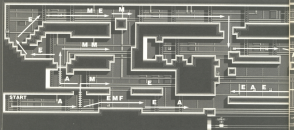


## LEVEL 5.1

### STATION BACKLOT

From the **START**: shoot terrorist • collect **AMMO** • go right • shoot terrorist • get **ENERGY** • go left • go ladder • shoot terrorist • get **EVIDENCE** • go left • get **AMMO** • up ladder • shoot terrorist • get **FIREPOWER** • go right • get **ENERGY** • shoot terrorist • right • collect **EVIDENCE** • go right • get **AMMO** • go left • up ladder • get **ENERGY** • shoot terrorist • to the right • up ladder • collect **ENERGY** • drop down • go right • get **AMMO** • right • shoot terrorist • get **EVIDENCE** • right • get **AMMO** • drop down • go right • up ladder • shoot sniper • go right • get on lift and go down to next level • shoot terrorist to the left • get **ENERGY** • left • get **AMMO** • go

right • use lift to jump over lift shaft • shoot terrorist • collect **AMMO** • right • get **EVIDENCE** • drop down • shoot terrorist • to the left • collect **AMMO** • go left • get **AMMO** • right • get **ENERGY** • go right • shoot terrorist • right • get **ENERGY** • shoot terrorist • continue in a rightwardly fashion (only about that — I get a bit lemming in the police role there — *haha*) • up ladder • get **AMMO** to the right • go left • shoot terrorist • left • collect **EVIDENCE** and **AMMO** • go back to the right • drop down • go right • get **AMMO** • right • collect **AMMO** • get **EVIDENCE** • right • shoot terrorist • right • get **FIREPOWER** and **EVIDENCE** • go left • up ladder • get **EVIDENCE** • shoot terrorist • shoot the purple thug (before he turns into a space mutant — *hah*) • up the ladder • collect **FIREPOWER** • shoot terrorist • go left • drop down • get on the lift and go up to next platform on the left • shoot terrorist • get **EVIDENCE** • left • get **AMMO** • go back to the right • get on lift and go up to next level • go left • shoot terrorist • get **AMMO** • left • shoot terrorist • left • get **EVIDENCE** • go left • get **FIREPOWER** • left • kill terrorist • go left • get both lots of **AMMO** (you can never have too much ammo, you know) • go back to the right • up the ladder • kill the terrorist to the left • get **AMMO** and **EVIDENCE** • go left • get **AMMO** • right • drop down to level below • use lift to jump across lift shaft • go right, then push up in front of the **EXIT** door to complete the level.





## LEVEL 52

### VENTILATION SYSTEM

From the start, shoot terrorist • get AMMO • go right • shoot bazooka blob • get ENERGY • go right • get EVIDENCE and FIREPOWER • right • kill terrorist • collect ENERGY • go right • get AMMO • go back to the left • up ladder • shoot terrorist • collect EVIDENCE and AMMO • up ladder • shoot bazooka blob to the right • go right • get path EVIDENCE • go left • get ENERGY • up steps • go right • get ENERGY • right • get EVIDENCE and ENERGY • jump right • get EVIDENCE • jump right • right • drop down (hold right) • right • jump right • get AMMO • right • shoot terrorist • collect AMMO • go right • kill terrorist • drop down (hold left) •

## BIG BOSS BUSTING

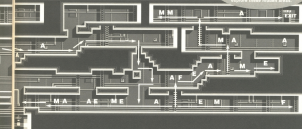
To defeat this chap, stay at the far left of the screen and shoot repeatedly (as before). He will occasionally fire rockets at you • these will pass harmlessly overhead. He also drops water bombs periodically which explode like the grenades dropped by the previous boss. Once you've killed him run right and push up in front of the EXIT door to complete the level and the game!

drop down (hold right) • shoot terrorist • drop off to the left • shoot terrorist to the right and left • get AMMO • go left • get ENERGY and EVIDENCE • left • get ENERGY and AMMO • left • shoot terrorist • get AMMO and EVIDENCE • go left • jump across gap using air from fan • kill terrorist • get ENERGY and

AMMO • go left • get ENERGY • go back right • collect ENERGY and EVIDENCE • go right • shoot terrorist • right • shoot terrorist • collect FIREPOWER • left • up ladder • get AMMO and FIREPOWER • go right • get ENERGY • get AMMO • right • shoot bazooka blob • get EVIDENCE • right • get ENERGY • go left • up ladder • get AMMO • shoot terrorist • collect EVIDENCE • shoot bazooka blob opposite (you can't see field) • left • up ladder • left • get both lots of EVIDENCE • right • get AMMO • go right to meet the Min (and Max!) Boss (Wain)

## THE END?

Not on your life! If you own the disk version, you may have noticed a few extra rooms • join us in *CFB* when we explore these hidden areas.



# LISTOMANIA POKERAMA

"O! you! What're you looking at? Do you wanna get a poke in the eye or something?" "I'd rather have an infinite lives POKE, thanks."

## VINDICATORS

**All Squared**  
Here's a juicy infinite lives listing for this great arcade conversion which should work on the original full-price version.

- 1 800 VINDICATORS CREDIT BY 800
- 1 FOR 2475 TO 335-8800 010-CV-0002
- 5, 0-0007
- 2 1P 01-0070 7000 7000 \*000 00000\* 000
- 3 0000 157,220,000 070
- 10 0070 002,000,247,000,200,000,041,130
- 11 0070 000,000,001,140,200,000,070,200
- 12 0070 000,000,000,000,140,200,001,000,000
- 13 0070 100,000,001,070,200,001,000,000
- 14 0070 100,000,000,000,000,001,000,000
- 15 0070 070,000,000,100,000,001,000,000
- 16 0070 100,000,000,000,000,000,000

## SHE VAMPIRES

**A Moral Horror**  
Waking up with a female vampire clinging to your neck can really put a crimp on your day, so why not try this listing POKE to get rid of those nasty blood-suckers for good (no glass, in Texas).

- 1 800 SHE VAMPIRES CREDIT BY 800
- 1 FOR 2475 TO 335-8800
- 010-CV-0002 0, 0-0007
- 2 1P 01-0071 7000 7000 \*000 00000\* 000
- 3 0000 157,220,000 000
- 10 0070 002,000,245,100,000,041,000,000
- 11 0070 100,000,001,000,000,001,000,000
- 12 0070 000,000,000,100,000,000,000,000
- 13 0070 100,000,000,000,000,001,000,000
- 14 0070 100,000,000,000,000,000,000,000
- 15 0070 100,000,000,000,000,000,000,000
- 16 0070 100,000,000,000,000,000,000,000
- 17 0070 100,000,000,000,000,000,000,000
- 18 0070 100,000,000,000,000,000,000,000
- 19 0070 100,000,000,000,000,000,000,000
- 20 0070 100,000,000,000,000,000,000,000
- 21 0070 100,000,000,000,000,000,000,000
- 22 0070 100,000,000,000,000,000,000,000
- 23 0070 100,000,000,000,000,000,000,000
- 24 0070 100,000,000,000,000,000,000,000
- 25 0070 100,000,000,000,000,000,000,000
- 26 0070 100,000,000,000,000,000,000,000
- 27 0070 100,000,000,000,000,000,000,000
- 28 0070 100,000,000,000,000,000,000,000
- 29 0070 100,000,000,000,000,000,000,000
- 30 0070 100,000,000,000,000,000,000,000

## NEIL ANDROID

**A Moral Mavro**  
Okay, I'll come clean. I'm not quite sure what this listing actually does, but if you own a

- copy of the game you should see a list worse than this if it is 54K in and 16.0K in the watching Home and Away, for example.
- 1 800 NEIL ANDROID CREDIT BY 800
  - 1 FOR 2475 TO 335-8800 010-CV-0002
  - 5, 0-0007
  - 2 1P 01-0070 7000 7000 \*000 00000\* 000
  - 3 0000 157,220,000 000
  - 4 0070 002,000,245,100,000,041,000,000



## CRYSTAL KINGDOM DIZZY

**Countdown**  
Infinite lives, infinite cheats - all you need is infinite skill for the biggest omelette in culinary history.

- 1 800 CRYSTAL DIZZY BY 800
- 1 FOR 2475 TO 335-8800
- 010-CV-0002
- 5, 0-0007
- 2 1P 01-0070 7000 7000 \*000 00000\* 000
- 3 0000 157,220,000 000
- 4 0070 002,000,245,100,000,041,000,000
- 5 0070 000,000,000,000,000,000,000,000
- 6 0070 100,000,001,000,000,001,000,000
- 7 0070 000,000,000,000,000,001,000,000
- 8 0070 000,000,000,000,000,001,000,000
- 9 0070 100,000,001,000,000,001,000,000

# POWER PACK

## STEEL

Not only can we offer you infinite energy, as awarded, but only can we offer you the option of infinite energy in the sub games.

We can also offer you the option to pick your difficulty level from one to eight so that, for example, if you choose ten you need only complete two sub-games and take two cartridges in the cartridge room.

Can't pass this one up - it's an offer you can't refuse!

- 1 800 STEEL CREDIT BY 800
- 1 FOR 2475 TO 335-8800 010-CV-0002
- 5, 0-0007
- 2 1P 01-0070 7000 7000 \*000 00000\* 000
- 3 0000 157,220,000 000
- 4 01-0070 7000 7000 \*000 00000\* 000
- 5 01-0070 7000 7000 \*000 00000\* 000
- 6 01-0070 7000 7000 \*000 00000\* 000
- 7 01-0070 7000 7000 \*000 00000\* 000
- 8 01-0070 7000 7000 \*000 00000\* 000
- 9 01-0070 7000 7000 \*000 00000\* 000
- 10 01-0070 7000 7000 \*000 00000\* 000
- 11 01-0070 7000 7000 \*000 00000\* 000
- 12 01-0070 7000 7000 \*000 00000\* 000
- 13 01-0070 7000 7000 \*000 00000\* 000
- 14 01-0070 7000 7000 \*000 00000\* 000
- 15 01-0070 7000 7000 \*000 00000\* 000
- 16 01-0070 7000 7000 \*000 00000\* 000
- 17 01-0070 7000 7000 \*000 00000\* 000
- 18 01-0070 7000 7000 \*000 00000\* 000
- 19 01-0070 7000 7000 \*000 00000\* 000
- 20 01-0070 7000 7000 \*000 00000\* 000
- 21 01-0070 7000 7000 \*000 00000\* 000
- 22 01-0070 7000 7000 \*000 00000\* 000
- 23 01-0070 7000 7000 \*000 00000\* 000
- 24 01-0070 7000 7000 \*000 00000\* 000
- 25 01-0070 7000 7000 \*000 00000\* 000
- 26 01-0070 7000 7000 \*000 00000\* 000
- 27 01-0070 7000 7000 \*000 00000\* 000
- 28 01-0070 7000 7000 \*000 00000\* 000
- 29 01-0070 7000 7000 \*000 00000\* 000
- 30 01-0070 7000 7000 \*000 00000\* 000

## THRUST

What a Dorker of a listing this is. Not content with providing you with infinite lives and loads of fuel, it also offers split cheats (which make you immune to every thing except) Hellfire, plus an option to skip the planet countdown timer. What more could you need?

- 1 800 THRUST CREDIT BY 800
- 1 FOR 2475 TO 335-8800 010-CV-0002
- 5, 0-0007
- 2 1P 01-0070 7000 7000 \*000 00000\* 000
- 3 0000 157,220,000 000
- 4 0070 002,000,245,100,000,041,000,000
- 5 0070 000,000,000,000,000,001,000,000
- 6 0070 000,000,000,000,000,001,000,000
- 7 0070 000,000,000,000,000,001,000,000
- 8 0070 100,000,001,000,000,001,000,000
- 9 0070 000,000,000,000,000,001,000,000
- 10 0070 000,000,000,000,000,001,000,000
- 11 0070 000,000,000,000,000,001,000,000
- 12 0070 000,000,000,000,000,001,000,000
- 13 0070 000,000,000,000,000,001,000,000
- 14 0070 000,000,000,000,000,001,000,000
- 15 0070 000,000,000,000,000,001,000,000
- 16 0070 000,000,000,000,000,001,000,000
- 17 0070 000,000,000,000,000,001,000,000
- 18 0070 000,000,000,000,000,001,000,000
- 19 0070 000,000,000,000,000,001,000,000
- 20 0070 000,000,000,000,000,001,000,000
- 21 0070 000,000,000,000,000,001,000,000
- 22 0070 000,000,000,000,000,001,000,000
- 23 0070 000,000,000,000,000,001,000,000
- 24 0070 000,000,000,000,000,001,000,000
- 25 0070 000,000,000,000,000,001,000,000
- 26 0070 000,000,000,000,000,001,000,000
- 27 0070 000,000,000,000,000,001,000,000
- 28 0070 000,000,000,000,000,001,000,000
- 29 0070 000,000,000,000,000,001,000,000
- 30 0070 000,000,000,000,000,001,000,000













into fractions, you may find the results of using these alternative pairs of lines interesting

250  $0 \rightarrow 11-00110001-0-4-0-110-$   
 201100010100  
 240  $0^* \rightarrow \text{A}00 \text{ } 0000 \text{ } 0-1 \text{ } 000 \text{ } 000$   
 200  $0 \rightarrow 11-00110000001-0-100-0-110-$   
 20110000010100  
 240  $0^* \rightarrow \text{A}00 \text{ } 0000 \text{ } 0-1 \text{ } 000 \text{ } 000$   
 200  $0 \rightarrow 11-00110001-0-10 \text{ } 000 \text{ } 0 \rightarrow$   
 201100001010  
 240  $0^* \rightarrow \text{A}00 \text{ } 0000 \text{ } 0-1 \text{ } 000 \text{ } 000$



## IBM'S QUICK CREEP?

- Dear Techie Tips,*  
 1 Can you give me a machine-code routine that makes the fast-screening Extended Background Colour Model?
- 2 What is it used?
- 3 How is it used?
- 4 How can I put the cursor anywhere on screen ready for a PRINT or INPUT (without the cursor key - numeric symbols scattered everywhere)?
- 5 Where can I get a Power Damaged?
- 6 Does the PC have a machine-code monitor and extended BIOS options?
- 7 Can screens freeze with the PC be printed on an HP5000?
- Plus...Detailed Learning Tips.

*Night Thriller, before you start thinking...*

"What? I didn't write a letter!"



I need a thing that will allow the to print words in the border on other screens, make it possible to use the entire screen to write my  
*Arthur Maclean, July 4/1993*

You can't use the entire screen to write an, it is relatively easy, in machine code, to get rid of the upper and lower borders, but you can only create 'gaps' in the left and right borders and the process is very fiddly.

Programs that appear to have writing in the borders actually use sprites, the only thing you can display there.

- Can you give me some details on Mini Office II. Can the tape version be used with a disk drive?

*Francis Donohoe, County Louth, Ireland*

Mini Office II is a package that contained a number of high quality programs, including a word processor, spreadsheet and spreadsheet. I recommend it if you're

## NO STRINGS ATTACHED

*Dear Techie Tips,*  
 Please could you let me know how to use GET in conjunction with CH because the following doesn't seem to want to work:

```

10 GET "X" OF "HOME" FROM "1"
20 CH "X" FROM "1" TO "2"
30 CH "X" FROM "2" TO "3"
40 CH "X" FROM "3" TO "4"
50 CH "X" FROM "4" TO "5"
60 GET "Y" OF "HOME" FROM "5"
70 CH "Y" OF "HOME" FROM "5"
80 GET "Z" OF "HOME" FROM "5"
90 CH "Z" OF "HOME" FROM "5"
100 GET "Z" OF "HOME" FROM "5"
110 CH "Z" OF "HOME" FROM "5"
120 GET "Z" OF "HOME" FROM "5"
130 CH "Z" OF "HOME" FROM "5"
  
```

Also, why does the list of programs not want to change the list to show the correct file?

*David Howard, County Cork, Ireland*



That is a very common mistake; you're getting confused between different types of variables. CH (and G-Ying) is designed for storing text, like "HELLO", numbers, etc. If you're not using the dollar sign, you are storing numbers only. To do this you need a numeric variable, as in the code... and you need a numeric variable list, as in your 100... To convert from string to numeric variables, use the CH command, or use G-Y to do the opposite. To change the list to show 20 and 30 in a, then bump in two more in 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150.

- And long! what I've done is pick the questions from the wodge of letters you've sent (and there's a round of applause for the first person who managed to shorten this letter's title).
- 1 Change the three sets of values in lines 21-28 to change the colours used (there are 16 numbers for each background colour):
- ```

0 000 0000 0000 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
  
```
- 2 An Interrupt Request.

3 000 0000  
 4 0000 0000  
 5 0000 0000  
 6 000 0000  
 7 000 0000  
 8 000 0000  
 9 000 0000  
 10 000 0000  
 11 000 0000  
 12 000 0000  
 13 000 0000  
 14 000 0000  
 15 000 0000  
 16 000 0000  
 17 000 0000  
 18 000 0000  
 19 000 0000  
 20 000 0000  
 21 000 0000  
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 82 000 0000  
 83 000 0000  
 84 000 0000  
 85 000 0000  
 86 000 0000  
 87 000 0000  
 88 000 0000  
 89 000 0000  
 90 000 0000  
 91 000 0000  
 92 000 0000  
 93 000 0000  
 94 000 0000  
 95 000 0000  
 96 000 0000  
 97 000 0000  
 98 000 0000  
 99 000 0000  
 100 000 0000

# QUICK SHOTS

- I need a thing that will allow the to print words in the border on other screens, make it possible to use the entire screen to write my  
*Arthur Maclean, July 4/1993*
- You can't use the entire screen to write an, it is relatively easy, in machine code, to get rid of the upper and lower borders, but you can only create 'gaps' in the left and right borders and the process is very fiddly.
- Programs that appear to have writing in the borders actually use sprites, the only thing you can display there.
- Can you give me some details on Mini Office II. Can the tape version be used with a disk drive?  
*Francis Donohoe, County Louth, Ireland*
- Mini Office II is a package that contained a number of high quality programs, including a word processor, spreadsheet and spreadsheet. I recommend it if you're
- I recently bought a C64 with various bits and bobs. Some of the disks that came with it have two or three commercial games copied on each side, most from tape games. How is this done? Is it legal?  
*A. Taylor, England*
- There are various methods for copying commercial games from tape to disk but I am not at liberty to tell you what they are as it is considered software piracy and is, indeed, illegal. Find the person you bought it off and give their write a good slap.
- I have tried a lot of bits about 3.5-inch disk drives. If I bought one for my C64, which is the best word processor to use with it?  
*Danish Remon, Guyana*
- The only decent 3.5-inch disk drive for the C64 comes from the USA and you can't buy most processors on 3.5-inch disks for them. If you want a disk drive, buy a 1001-B from Data Electronics Ltd (0750 744187) and then get the Mini Office 2.
- How can I read the joystick ports?  
*Paul Chapman, Guyana*
- Try out this short program which reads the joystick in port one. For port two change line 10 to 10: (X127)-(X64) 50 (0,0).
- ```

10: (X127)-(X64) 50 (0,0)
20: (X127)-(X64) 50 (0,0)
30: (X127)-(X64) 50 (0,0)
40: (X127)-(X64) 50 (0,0)
50: (X127)-(X64) 50 (0,0)
60: (X127)-(X64) 50 (0,0)
70: (X127)-(X64) 50 (0,0)
80: (X127)-(X64) 50 (0,0)
90: (X127)-(X64) 50 (0,0)
100: (X127)-(X64) 50 (0,0)
  
```

As something else?" The C64 then says, "Okay then, but be quiet!" and the INO thingy gets to work. When it has finished it says, "Cheers, C64, now you carry on with what you were going to do." You can enter the following bit of code using a machine code monitor and then start it using **PPR 4000**. The first bit of code changes the INO vector at 0014 and 0015 to point to a new piece of code (at 0000 in this case). The new piece of code then makes the border change colour 50 times a second. The **PPR 4000** is the machine code version of, "carry on with what you were going to do," and also monitors the keyboard so that you can type away while the border is flashing.

```

> 0000 78          8E1
> 0004 4F 16      10A F000
> 0000 80 16 03  09A 0004
> 0014 85 03     10A 0000
> 0004 80 16 03  09A 0000
> 0008 58        02C
> 0010 58        07D
> 0000 88 3D 34  100 0000
> 0010 8C 11 58  100 0000
> 0014
```

**4** Lines 1800 and 1870 of this short demonstration are the lines that do the bit.

```

1800 8000 08A00471
18 80-000000117441+
18 0A00000011741+
40 00000 1800
58 PPR0 "0000"
60 0000 20
PPR 000 POSITION CODES
1000 0000 781 71 0000 781 0 0000 781 0
1010 070 0000
1020 0000
```

**5** Bitcom Devices Ltd, 98 Bristol Road, Greenhead Hill 1RS (☎ 091 499 1970).

**6** Yes and yes. In fact, the extended Basic is absolutely cool with all the commands you're likely to need to help you program. It has "useful" things like **PRINT**, **PRINT**, **PRINT** and **GO ON** rather than stuff like **CIRCLE**, **SOUND** and **COLOUR**.

**7** Yes again.



## FONT FACTORY

Dear Techie Tips,  
I have written a short piece of machine code that will effectively make a new character set by copying the first 64 characters of the normal PC64 character set and storing a zero byte on the third line of each character.  
Justin Clutter, County Tyrone, Ireland



Cheers, here's the code in the form of a Basic loader:

```

0 100 00A C0FC0A / 007000 BY 3 000000
3 178 844500 70 0000 0000 71000
3 27 0+00000000
3 27 0+10007 0000 00007 +0000
0000+000
3 270 00000000 0000 00000
4 070 00000000 00000 00000
10 0000 000 000 000 140 000 000 000 100
11 0000 070 070 000 000 000 000 000 100
12 0000 000 000 000 000 000 000 000 100
13 0000 000 000 000 000 000 000 000 100
14 0000 000 000 000 000 000 000 000 100
15 0000 000 000 000 000 000 000 000 100
16 0000 000 000 000 000 000 000 000 100
17 0000 000 000 000 000 000 000 000 100
18 0000 000 000 000 000 000 000 000 100
19 0000 000 000 000 000 000 000 000 100
20 0000 000 000 000 000 000 000 000 100
```

If you're wondering just how that works, I've written a Basic version of the same thing. If you think it looks a bit strange, that's because I've kept exactly to the machine code so that if you're learning Assembly language you'll be able to cross-reference the machine code and compare it. As an example, **B←B-1** (000071) is the exact translation of the Assembly language instruction.

```

000 B←B-00007 0000 (110)
000 0000 00004 00001 00004 0000 000000000
5 0
100 A←0000000000-01+0000 100000000 0
100 B←00011000000000-01+00 0000 100
100 A←0000000000-01+0000 0000000000000
100 B←011000000000-01+00 0000 100
100 0000 1 10+0000 00000 00000000000 0 1
170 0000 00007 00
180 +
190 A←00000
200 000 0000 00000 00000 000
210 B←1000000000 01+0+ 0000 000
220 B←01+0000 00000000
230 B←10+00000000 01+0+ 0000 000
240 000
```



## COOL CREATIONS

Dear Techie Tips,  
**1** How do you see (and view) cool new character sets designed using the LCD System 2 on C64's Power Pack?  
**2** How do you produce scrolling landscapes like you get in loads of games? Could you use the map utility on LCD07 if so, how?  
**3** Could I use my 1084S monitor with my C64?  
**4** How do you produce DATA statements for multicolour sprites?  
Steven Kopp, Carmel

**1** Save the character set to tape or disk by selecting the appropriate item and then **SAVE CHR** from the menu that appears. The set is stored at 10000 to 10799. To use them, load the data back and enter **POKE 10073,24**, to

If you've ever wanted a font with a look through to, you're in the right place.

# INFORMATION BANK

## LOOKING SHIFT

When games which allowed you to redesign which keys you used were in vogue, everyone wondered how the games knew whether you had pressed the left or right **SHIFT** key. Well, it did anyway. The normal text of **INSTR 1000 (05)** will only tell you that one of the **SHIFT** keys has been pressed, not which one.

The following program goes all the way and tells you which of the **SHIFT** keys has been pressed and also details whether the **RETURN** key has been pressed at the same time. To advance the trick with the **RETURN** key the program makes sure that you can't type out in the normal way. Instead, use the space bar.

```

01 0000 000 000
02 00000 1000 000 0000 0000
03 007 AF:CF 00+0000:100 0000 20
40 0000 000 000
50 000
60 +
1000 0000 00104 0 0000 070 000000 00000
1000 0000 00100 000 00
10000 00000 00000000+0000 00000 00000
1000 0000 00100 000 00+ 000000000000000
100+0 0000 00000 000000
1000 0000 00100 000 00
1000 0000 00100 000 0000 00000
1000 0000 00104 0 0000 000000 00000
1000 0000
```

exactly what the program below does, with line 30 doing funny things to pointers which means you won't overwrite the characters.

```

10 ADDR:CF 001 0000 000000000000000000 1 0
20 0000 001 000000 04 00 000
30 0000 00000 00
```

**2** You have to write a routine that will plot a section of the map given any starting X and Y co-ordinates (preferably in machine code for speed). This is far too complicated to explain here and would probably need an article of at least 1000 words to get you going. I'll give it a try for you.  
**3** Yes. You need a 004 composite video lead which plugs into the video socket on the back of the C64, and the red, yellow and white sockets on the back of your monitor. Any good computer shop should be able to get one for you. If you can't find one, try Cavendish Commodore at 141 Charles Street, Leicester (☎ 0533 810000).

**4** You design the sprites with **PROSP**, which was on the **CP03** Power Pack, and use the ultra-fast "Make DATA" option.





# THE ADDAMS FAMILY

**W**here's a girl supposed to do? By order of the straight EOs, there'll be no rocky, spooky, and definitely no costly of all in the world. Not even the words of the song all regally across the top of the page. I'm bad without a costly-of-two. But the game wouldn't be. Least, that is. You could take out every costly, rocky and weird, spooky and it'd still be a Corker. But nobody has. Taken out the costumes and houses that it. And it's even got the home lane intact - you know, the one that goes horizontally from, click click, from left to right, click click, from... (20pp - 84)

Okay, so the gameplay isn't exactly ground-breaking stuff, but it's coming with fun, breeze and style. You play Morticia, the Addams' dead, and you're on a quest to find the rest of your family. They're all locked away in various parts of the ancestral home, while the kids (that) release them are hidden in other parts of the huge mansion. (Quite how the state of affairs came about isn't entirely clear but)



**C'mon. Own up. Are you a Munsters or Addams fan? We reckon that while Fred Gwynne is a legendary folk hero the Addams Family wins out on sheer class and weirdness. Clur reckons that the game is (un)dead good, too.**

it's got something to do with a lawyer.) All you have to do is set them free. Simple? Nope.

Each room poses a different puzzle-solving problem. It's never as simple as it looks to get from where you are to where you want to be. The puzzles start off simple - it's just a case of tapping a few buttons on the head - but as you venture further into the bowels of the mansion... the obstacles become

tougher than trying to convince Morticia to get plans. Obstacles that she could really do with a decent pruner. Most of them are ingeniously tricky little puzzles in which you have to leap or make a cut for it at the precise moment it end up avoid being squashed by bouncing pumpkins, falling red hot lava, slithered by nasty spikes

Whatever, whatsoever! Bring the graphics on their heads to send them back to their graves with a decent headstone.



Do you hold me that confidence were a means of tomorrow, I always thought that they were used for making... just stories that wrong you can be, I suppose...

things or generally missing a good one.

And they're extremely addictive, most of the time you can work out what you have to do, it's just a matter of getting the timing right that's the problem, so no matter how many times you get splattered, you'll always need to have just one more go, just to prove to this stupid computer

that you can do it. Remember what parents help in this respect, too. The game map is mighty massive and displayed as a series of 16 screens rather than a continuously scrolling map. This does have its advantages; if you accidentally wander into a room and there's a

*The graphics are so colourful you'll need to wear Ray-Bans*



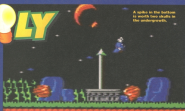
This is where you find Lurch, but beware you can't kill him. You have to play a special extra game...



The second character you meet is Lurch. To survive the quicksand trap the fire bar has to be held down to jump continuously and move from side-to-side avoiding the squishy thing as you go.

**TOP OF THE**

# MPLY



A spike to the bottom is worth two deaths in the underground.

hackle scoring right at ya. Then you can zip back to the safety of the previous screen.

Not all the bating motion can be completely obliterated. Some are indelible (and lethal to touch) while some just pause long enough for you to leap over them.

However, if you do fall a mean

step, leave the room and then return to that room, you'll find that he's come back to life if life is the right word. But no, this might sound like a bit of a cheat, but sometimes bouncing on the bounce of some monster or other is the

only way you can avoid falling into lava or reach a platform. If one of these monster varieties jumps on you when you killed it, if you avoid that to go back through that room again you'd end up stuck. Basically, the word 'pounce' isn't for all members of the undead and can be reconnected.

The graphics are so colourful you'll need to wear Ray-Bans to reduce the glare. Gomez could be accused of being a tad small (if Gomez Gomez is being a tad small - Dave), but the pace for the defence is size doesn't matter - it's what you can do with

him that counts (Dave's objection overruled - Ed). He jumps like a maniac with springs in his rubber heels and can even charge diagonally in mid-air. Wow, what a man (and he really loves his wife too).

The Addams Family is just pure funnies. An arcade adventure with a soul - quite a few souls actually and Gomez is a get most of them stacked away in his handbag. Even if you can't stack your fingers in an ever so cool manner, you'll love it. Trust me, I'm a vampire.

CLAW



Gomez always off the safety. Gomez's great when he's a walking presence.



Most of the time it's far easier to avoid these monsters than kill 'em.

## VITAL STATISTICS

NAME.....THE ADDAMS FAMILY  
 PLATFORM.....THE ATX BOARD  
 CONTACT NUMBER.....061 833 8622  
 PRICE.....£3.99  
 AVAILABLE.....OUT NOW

## THE ADDAMS FAMILY

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

Lovely stuff, brighter than your granny's purple hair-do.

### SOUND

Don't they scream, click click, stam-bly-dum, click click... (I'm warning you - Ed)

### IMPACT

It gets its hooks in like a thing with lots of hooks on it from the start.

### GAME LIFE

You'll be stuck to it like a fly in a trap (but you won't be absorbed.)

**POWER RATING**  
**93%**

## WHERE HAVE I SEEN THAT FACE BEFORE?

Some of the monsters you meet in the Addams Family seem strangely familiar:

- 1. **PUMPKIN HEADS** If you've seen Halloween 2 you'll know what pumpkins are vegetable or. The orange vegetables in this game take a similar approach but pretending to be kids' masks and then sucking their faces out. They squish you.
- 2. **TASMANIAN DEVIL** Come to Tasmania, come to Tasmania, come to Tasmania. We mean you. Throughout (That's not how you spell throughout - Dave.) (No, it's not, it's a twopaper - Dave.)

3. **SKILL** The skills all seem to be relatives of Barry from Eye Down. Except they're 20 times the size and don't whinge as much. But they do have the same nose and giant cheek bones (and they would - Ed).

4. **COCKROACH** Addams Family, Alor The Apogee. These giant pests are out to trap you in a big way.

5. **WINDMILL** If you haven't seen Windy Python And the Holy Grail go live the video M... er... well Oh, and avoid those holes in the game.

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# THE ARGON FACTOR



How would you like to be £1,000 better off? If you're the first person to beat this adventure you will be. Clur discovers what you have to do.



The planet Argon is seen from your space ship's monitor. Pretty impressive, but not all very informative. If recommended you talk to LAF, your robot pet, if you want to know more.



## VITAL STATISTICS

NAME	THE ARGON FACTOR
PUBLISHER	LOGITE SOFTWARE
CONTACT NUMBER	061 444 8900
PRICE	£19.95
AVAILABLE	000 0000
OTHER INFO	TYPE AND DATE

Usually, the only thing you get when you finish a game is a feeling of immense self-satisfaction (unless it's Final Fight in which case you just feel cheated). But if you're the first person to finish, The Argon Factor you could end up with a lot more. Argon's programme, Tony Paine, is so sure that it's going to take even the bestest of players a goodly while to work out the solution to his globe's adventures that he's offering £1,000 to the alien seen worthwhile.

For reasons known only to Tony and a small host of planets the game is set in the year 2152. A nasty piece of work named Valdis, a despicable little space bandit who hates the universe, destroying everything in his wake - just for a laugh you understand - has decided to make life hell for a certain Captain Carl (made up name), hero of the space fleet.

For a giggle, Valdis created a holographic image of Carl which he used to order Carl's loyal fleet units. Well, he only, on one of the ships, on a dangerous mission.

## TOP OFF



Always examine an area thoroughly. For example look twice at the locker in your space ship before you leave.

from which it never returned. After a month-long trial, the real Carl was found guilty of negligence and banished from Earth.

For three years he searched for some evidence that would prove his innocence, assisted only by a half-down robot named LAF. Then one day a faint signal was picked up by his on-board computer. The message hailed from a small planet named Argon, in the Velusian Belt, and mentioned the name Ardis, immediately he set course for Argon.

The game has two main sections: it starts off with a standard adventure bit in which you have to land your ship on Argon and explore the planet. To help you get started the section has a Save Command option so that you don't have to restart from the beginning if you die. The second section consists of a series of fiendish puzzles each set in different time zones, to finish the entire game, you have to complete each section perfectly.

For a graphical adventure the graphics in The Argon Factor are fairly impressive, but they perform their function excellently: they add atmosphere and help to orientate you, without wasting valuable memory that's been better spent on the actual gameplay.

The planet (which is the type of control system for why now adventures tuned by the £1,000 prize can still handle quite complicated series of commands without freezing it's clock, "I really don't know what you're talking about" reply if you Argon is an atmosphere and intriguing story of adventuring but it's rather pricey at a fiver. And without the £1,000 prize it's doubtful whether it would lure any non-adventure fans away from their systems.

Clur

CF



A little ship.



The guards aren't very good at their job. They spend all day playing this game.



## THE ARGON FACTOR

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

More functional than aesthetically pleasing, but they work well enough.

### CONTROL SYSTEM

The game's got an obscure vocabulary so you shouldn't get too frustrated.

### IMPACT

The first section is an excellent lesson designed to lure you into the game.

### GAME LIFE

Well, it all depends on how badly you want to win the £1,000 prize.

## POWER RATING

# 72%



# SKULL & CROSSBONES

Scrub the sails and poop the main deck, get your eight pieces of rum and catfish to join Clur on an expedition into the highly dangerous world of pirating.

**P**irates, evil wizards and rings together in one game? Is one scary? All at the same time? Oh well, it's fair to love and game cooling, and rings are quite fun at fighting. Besides, it helps make the plot really interesting.

The retro-style justification for *Skull & Crossbones* gives something like this. One Eye and Red Dog were lords of the sea, but death and plagues of the highest calibre. At sea, live with their world until one day evening when they were returning home with their golden gains. On this particular evening they bumped into an evil sorcerer, who took an instant dislike to them and led all their treasures to dead wizard places.

So now they are doomed to search the town and its reservoirs' ships until they find where the wizard's hidden their gold. Of course, nobody likes a pirate, so everybody Red Eye and One Dog need chase their

blood, strip out their rings, merchandise, or prizes whatever other weapons that's appropriate to their racial traits and challenges but herded to a dust. It's a sort of neighbourhood watch system with attacks.

All our sea-faring heroes have to defend themselves with an arsenal, but they, usually-burners' swords. They can thrust, stomp, or backdash their opponent to a pile of dust. Or they can draw back and defend themselves from the enemies' parties.

*Skull & Crossbones* is a one- or two-player game. If you're playing on your own (and you probably will) you take the part of One Eye who's clad in a clean white shirt. In two-player mode your opponent plays Red Dog in a rather fetching purple shirt (that's Red Dog in the shirt - your man can wear whatever he likes). And that's really about the

only difference, as the two players take it in turns to play through each level.

Each level is played on a different scrolling map, but you can only move on to the next section if you discover a red dot square; these appear when you've killed everything on that level - free in principle but problematic in practice. You see, the game won't scroll back on itself; you can be forced along the map, leaving 'live' enemies behind. Which means you're stuck because the exit square won't appear until all your foes are dead!

Red One and Dog Eye can only either face left or right so their movements are very limited. And it's sometimes difficult to tell whether you're actually beating your foe or not. The only way to know, is to play with the music off so you can hear the sound effects.

Controlling your pirate should be simple enough, with the commands swapping direction

when One Eye, Dog or Dog Eye Red do an about face. The problem's getting them to turn around in the first place. You can't turn while you're being hit and even then turning takes time because you have to hold down the Fire button. This leaves you open to attack for a second - which is usually the second you die.

Although *SKC* looks okay in a pinch sort of way - well actually it doesn't, I'm just searching for some...

*It has to get the wooden leg upward for gameplay*



one eye

MSL Tr 34  
MSL Tr 187

Red Dog

MSL Tr 34  
MSL Tr 187

one eye

MSL Tr 34  
MSL Tr 187



thing  
good is  
say about the  
game.

The graphics are colourful, but pretty rubbish and the appearance of the bonuses (typy the business with which the program has been written). They're just 10' from the standard Old character set that pop into existence that become fairly off the screen. Blair and Crossbones also gets the wooden log sword for gameplay reward.

Basically, it's a very poorly worked out game that's almost in danger of being fun to play until you start by the dull scrolling. The graphics and sound

aren't in any danger of improving your enjoyment either. It's hard to imagine that any one ever actually put coins into this when it was a coin-op. At least on computer you pay once and you play once - that sounds like a fair deal. Sorry, I've started talking gibberish. GBC gets you that way.

GBC



## SO WHY ARE YOU JOLLY, ROGER?

I bet you're wondering why pirates called their Blair and Crossbones Rags the Jolly Roger? No? Well we're going to tell you anyway. Actually there are two explanations so take your pick. One is that it comes from the Indian phrase 'All Right' which means 'King of the Sea'. The other is that in older days when a ship-faring vessel went into battle, it was customary to fly a flag. If it was red it meant that no quarter would be taken and the French called this the *le drape Jolly Roger*, but as this was the 17th century everything else is black and white.

Look, just love your pirate life as you want to get the very best out of the 17th century.



Oh no, we're being attacked by the pirate impostor!

# TIP OFF

If someone's sneaking up behind you, don't waste time turning around or a back slash - you'll die, basically.



one-eye

1084 TL 49  
N2BLTH 1233

RR0 009

1084 TL  
N2BLTH



Look! A pile of purple coins! Grab that one, 'cos that's in an odd place from!



## VITAL STATISTICS

GAME ..... BLAIR & CROSSBONES  
PUBLISHER ..... THE GBC STORE  
CONTACT NUMBER ..... 041 831 8833  
PRICE ..... £3.99  
AVAILABLE ..... Out Now

1 2 3 4 5 6 7 8 9 10

## GRAPHICS

The graphics are bright and fun. Good at best, cheap-looking at worst.

## SOUND

You have a choice of totally bog standard music or sound effects.

## IMPACT

You might well enjoy your first slash of Blair and Crossbones...

## GAME LIFE

...but more than likely it'll be the last you see play it so well.

POWER RATING  
**37%**



# LIVERPOOL

**L**iving up to a reputation as the best in the world can be tough, isn't it, don't you?

**TMR** - Just ask Mr Scummo.

After a cataclysmic season he's desperately trying to rebuild the Liverpool legend, Scummo's new game could help or hinder him in this endeavour. A brilliant tactic free for all would help restore Liverpoolian pride, at least amongst

the computer literate, but a

real dog would only seem to typify the

'Scummo' season.

Well, Scummo, John and yours

Megalomaniac.

Dread is a sign of relief

because the

CGA Anfield

avoid looks to

be have hit town.

If their real-life

counterparts can

match this level of gall

next September, then once again

the 'Pool will be championship contenders.

With MicroPress Soccer, Emlyn Hughes

and Rick DF2 already on the park, it's hard to

actually better the game. What your sporting

interests don't mean breaking? - Club fan

Rash needs is a combination of good 'pitch

action, options and solid programming.

Luckily, Liverpool plays an attractive game,

has a team full of options and is as robust as

Virgil Jones after a week on a health farm.

Liverpool's got style. And the game's not

had either, looks abound on the intro, intro

and options screens, with all your possible

choices just a joystick click away. There's a



Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

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Go on, hit a Wallaby!

Go on, hit a Wallaby!

Go on, hit a Wallaby!

**After turning out 3rd Division football games like England and Peter Beardsley, Grandslam's Liverpool licence looked doomed to relegation. Trenton\* shined his boots ready to give it a kicking, but now it seems that the lads have done well, so he's as sick as a parrot after going over the moon - Jim!**

single match, two player game, full season, and a knockout FA Cup tournament.

Then there's the team, something I think

all football managers - even

Grasham Taylor - will agree,

is essential for a successful

days football. The squad's

peaked by clicking on the

faces of Liverpool lads from

recent seasons - Dean, Scummo is

still at the club. Each player is graded in terms

of power and ability, their history backed up

with a comprehensive list of what they've

achieved at the club. There are even real 3D-

like pics of each of your 20 man team, so you

can see exactly who you're picking.

All the options in the world, couldn't help a

tactic game that doesn't play, as it's

down to

Liverpool's silky skills

skills to earn a

place in the CGA first

team. It has to be

able to tackle Rick DF2,

visible circles around Emlyn and put a

spot MicroPress Soccer. Luckily, Liverpool

really has a go for goal.

The play window is small (one on to the

opponent's). The players are fast (a one-on-one).

Consequently, it's a little hard to tell which of

your team's doing what (two-on-one is fine),

but the control's precise (two-on-one). Then,

just when you thought it was all over, you

got the best of the way, the game plays.

Football is more than a game of two

teams. It's a game of many disposable

parts. There's positional play, player intelli-

gence, pace, the power and the punishing

effect of tackles. The gulf between the average

and the excellent players, although not

much more besides. Somehow Liverpool has

it all together in one hot title package, it's

hard to specify who or

how, but the

There's an

element,

strategy

and a

screen.

The

team

are

strategic

and

hard

to

To take a winner - just pick the

offensive, hold

fire to determine

the power and

then really the

best team wins.

best team wins.

best team wins.

best team wins.

best team wins.

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best team wins.

best team wins.

best team wins.

best team wins.

best team wins.

**CF VITAL STATISTICS**

GAME ..... LIVERPOOL  
 PLATFORM ..... ARCADE  
 CONTACT NUMBER ..... 081 286 7044  
 PRICE ..... £19.99/£14.99  
 BY BRAND ..... PAL

Don't cheat! Whatever the score, whatever the other team's position, NEVER foul them.

Even to rightening up procedures among computer rats, late tucklers will now automatically earn you a red card and an early bath. It's easier to get a goal back than a player, so play the game by the rules.



**TIP OFF**

# COOL



adjusting your formation for an entire season. With slick eye generation and exceptionally good on-the-grass action it's one of the best hidden gems for years on the CD.

Come on you nerd!

REVIEWED BY **CF**

whole bundle pulls together just the way the England side did? — Ollie. The result is a convincing win for Liverpool.

Now for the bit of the review where I say that as with most sports games it's much better played against a human competitor than it is against the computer. But then you know that would be the case so I'm not going to bother saying it. Even though it's true. Particularly true, in the case of Liverpool, in

fact. But we'll just pretend that I didn't say it, okay? Good.

Liverpool's amazing home Grandstand's recent sporting advantage. And Fabin really made the grade and now Liverpool's right up there (well nearly) beside it. The game's fluid, it plays well and there are enough options to keep you



## THE OLLIE ALBERTON SCHOOL OF SOCCER COMMENTARY AND BROADCASTING...

The gulf between what Ollie said while playing Liverpool and what he really means:

- "That was pure skill!" — That was a pure fluke!
- "It's lagged!" — You outplayed me!
- "My guys can't run as fast as yours!" — I'm contrasting the wrong player!
- "That can't happen!" — It's just fate!
- "My goalie is dull!" — Ball! What ball?
- "You've got the best joystick!" — I haven't got a clue what's going on!
- "WUT? WUT?" — You've just scored!
- "You did enough!" — You've won!
- "It's rubbish!" — You've won the last two matches!
- "I'm never going to play again!" — I'm a good player, Fabin!
- "You were lucky..." — I was beaten convincingly...
- "Best of new?" — This time it's me!

## LIVERPOOL

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

Several teams, small, but snappy players and recognizable player portraits.

### SOUND

Not all of it, but where's all the shouting from the fans?

### IMPACT

Instant tactic action helped out by easy-to-get-to-grp with controls.

### GAME LIFE

Tactical options to the score. Score, goal! (Yes, unfortunately — Dave.)

## POWER RATING

# 90%



# RODLAND

Long before Trolls invaded the C64 another breed of stupidly-haired creatures did the platform bouncy thang. Now they're back in re-release form and our very own fiery-follicled freak, Clur, gives them the treatment (and we're not on about a wash and blow dry).

**M**ore over Manga, here comes Rodland! It's more Japanese than sushi, even hotter than gily oriental pot stagers and more than a tad playable. Rodland's a platformer that belongs there on the shelf, right next to your video of Akira and your collection of hentai (Clay, Clay man's enough, we get the picture - fit).

Tam and Fil's Mum has been kidnapped by a grotesque bird and is being held captive in a horrendous tall tower. The first thing that any average teenage would do faced with this situation would be to arrange a series of all night parties -

reassuring the old body would only draw their minds when they don't get their breakfast in bed three days in a row. But Tam and Fil are different. They love their mystery in the way that only kids in American towns usually do (isn't it a shame how mainstream the Japanese are getting?) and so they start off on an adventure they will never forget.

The route to the tower is guarded by a host of snappy beasts, all out to get the kids. You can play either of the two sprigs, or you can get your mate to join in and play the other. In two-player operation is the name of the game (well, in the suburbs, at least - it's still called Rodland!



Why is it that in games things without any lives always seem to be able to move a lot of a lot faster than quadrupeds?



Whom with waffles climbing ladders? Not out of town. You'll be falling in to take a look on a hot air balloon next.



Okay, okay, you were right. As long as I don't get dismembered by any large mutant wasps... ah, did I wish I hadn't said that.

actually), because if you kill your mate he'll just go and look at your car mirrors when he gets back into the fray...

The game works much along the same lines as Bubble Bobble: you've got a screen packed with enemy-infested platforms which you have to clear to get on to the next level. The platforms appear to be made out of Gro-Dags™ with pretty pink flowers sprouting from them.

You can just sit all the minutes on a level to move on to the next one if you want, but only a gily wale would do that! That's because, you see, if you collect all flowers before you've killed all the baddies you get a chance to get an extra

## WOKE UP THIS MORNING AND MY MAMA WAS GONE OOO-EEEE!

And if you understand that title, what are you doing playing C64 games? You should be down the post-office, showing the woman next to you in the pension queue pictures of grandchildren... (Er, I found the record in my mum's collection, by the way - farewell). Anyway, this groovy slice of 80s vinyl (by a band aptly named White Oil The Road) just about sums up the plot of Rodland... ummm, really isn't it? But, strangely, it doesn't go into the details. But never fear, because what follows is the Reader's Digest abridged version...



"Mum, what have you done to your hair? I told you not to trust that strange hairdresser behind the only shop!"



If you ask me she looks like she's coming on that hair's work. Maybe they're talking to change to change the insurance.



Beat the clockwork and you're treated to a fairly low-work clearing. Quite why it never made anybody's list.



It's something like every three flowers down to its growing in cold air. They must be looking for growing in cold air. They must be looking for growing in cold air.



But you've covered those backing here. Don't lose flowers to go and they're right over the other side of the screen. From here.



If destroying an enemy earns you a special weapon, try not to use it until you've picked all the flowers. Then you can blast all the rooms and collect a variable alphabet of bonus letters.

**TIP  
OFF**

So, all the rewards turn pink for a while and if you manage to kill 'em while they're pink you'll get a letter token. Collect all the letters to spell EXTRA and some juicy-looking fancy extras appear and give you an extra life.

"Hang on a minute — why's it called Redland?" (After said that — did)

A-ha, I'm glad you asked that. (Nobody did — you just wrote it yourself) — Eh! The name comes from the code that Tait and Kit use to denote all their enemies. Okay, an LCD cartidge might be more practical, but I'm talking you

killng has never been more fun! When you're in range of a baddie tap the Fire button on your joystick to activate the red's tractor beam to blast him. Now, if you repeatedly press Fire you'll fling the baddie from side-to-side over your head bashing him viciously on the ground until he's completely pulverised. Alternatively, you can just swing him over your head once to shoot him out of your way if you don't want him dead just yet.

Once you've overcome the increasing cuteness the instant violence starts through, and that's when you really begin to enjoy yourself. The first few levels ease you into the gameplay and then ahead — you're thrown into the action big time and there's no coast for any more mistakes.

The only major downer about Redland is that it's too easy. It's possible to play all 32 levels without having to pick up any bonuses. So, once you've got it solved (which won't take long) it's really up to you whether you want to make the game a bit more challenging by going for the flowers and seeing how many bonus you can finish the game with. The music's also just on the wrong side of irritating, but when you're playing you'll get so involved that you won't care about the noise coming from your 84. Or any more for that matter. David Whynes could play it a jigg in your bedroom and you wouldn't even notice.

CLASS **CF**

## VITAL STATISTICS

GAME.....	REDLAND
PUBLISHER.....	TDK
CONTACT NUMBER.....	031 988 3388
PRICE.....	£3.99
AVAILABLE.....	GET NOW
OTHER INFO.....	TAPE ONLY, MULTISCREEN

# REDLAND

1 2 3 4 5 6 7 8 9 10

## GRAPHICS



Colorful and detailed, it's a bit sparse — at least you can see what game's doing.

## SOUND



Bedlam's noisy tune that you'll have to turn down after a while.

## IMPACT



Instantly addictive in exactly the way that Nintendo isn't.

## GAME LIFE



It's a hell too easy so you'll probably finish it within day or two.

# POWER RATING

# 89%

## CHIRPY CHIRPY, CHEEP, CHEEP



That's an option — it looks more like an exclusive arena's building camp. I can't believe that it's all a big con.



And maybe I could have been a little wrong. Because I can't really remember, about 100 years, at least one has a window.



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**1514: Cover topic - Full games:** *Blaze Runner, Space Stripes*  
**Game:** *Suburban*  
**Contributors:** Money Mouse, Rainwater Islands, Review: James Prater, Richard Hill, Brian Dow, Jimmy's Soccer Montage, Al Puff, Vladimir Johnson, Light, Bug Simons, Gary Lester, Cloudbuster.



**1515: Cover topic - Full games:** *Defenders Of The Earth, Victory Walk 2.*  
**Game:** *Bull, Bug Bomber, Monkey the adventurer.*  
**Contributors:** Money Mouse, Rainwater Islands, Super Dynamo, Barry The Player, Review: Chris Dow, Tim, Justin The Parrot, Cloudbuster, Millennium warriors, The Synapsis.



**1516: Cover topic - Full games:** *Karnas King, Space Prowler, Match Of The Day, Ugh!, Cool Over Teles.*  
**Contributors:** Space Obstacle, Review: Mago, Square, Light, Bob & Brian, The Herald, Andy The Android.

**Special:** Tapping in Virages is a regular one, being getting the most out of your database.



**1517: Cover topic - Full game:** *Planet*  
**Cover topic - Full game:** *John Carter's Ultimate War*  
**Game:** *Slut's Ring*  
**Contributors:** Space Obstacle, Al Puff, Vladimir.

**Review:** *Work, Match Of The Day, Montage, Air Walk, Super Challenge 2, Powerbooks, Shaka, Reviews: Mike Delaney's staff.*



**1518: Cover topic - Full games:** *Titan Taps, Omega*  
**Game:** *Ballers*  
**Contributors:** William Szymanski, Ben Eric.  
**Specialists:** Space Obstacle, Al Puff.  
**Review:** *Mountain Szymanski, Super All Stars, Brimble Mountain 2, Playoffs 2*  
**Special:** *Pred (interview of Larry Moko & Muzika).*



**1519: Cover topic - Full games:** *Mathematics, Mathematics World Games, The Muncher.*  
**Game:** *Snappers or Snappers: Computer's Choice*  
**Contributors:** I special.  
**Review:** *Corral Kingdom, Andy, Bully's Spinning Bars, Dear Sam, Pencil's Boxes, Labyrinth.*  
**Special:** *Plan table.*



**1520: Cover topic - Full games:** *Planet Buster, Puff, Sean Lennington, World Map, Mike Felder's Championship Golf.*  
**Contributors:** Space Obstacle, Mago, Pencil's Plan.  
**Review:** *International Tennis, Soccer Tactics International Soccer, Goal World, Mike Felder's Championship Golf, Pond And Ovals.*



**1521: Cover topic - Full games:** *Manhattan, Battle, Atlas, Wizards (Eurovision), Soccer Education.*  
**Contributors:** Wilbur Cross, Spectacular Story, William.  
**Review:** *WAP Computers, Newspaper, Virginia 97 Explained, World Maps, World Attack, World Explorer 2, Superstar, Szymanski, Lethal Weapon.*



**1522: Cover topic - Full games:** *Hayes, Redoubter, Mountain, Mountain 2.*  
**Contributors:** Cloudbuster, Rainwater Islands, Billon Cross.  
**Review:** *Jimmy's Super League, Canyons, Wanderer, Football Montage 2, Sporting Day, Big Man.*  
**Special:** *How to write your first BASIC games.*



**1523: Cover topic - Full games:** *Condition 2, Brains, Mathematics, Mountain Maze, Soccer Action 2.*  
**Contributors:** William Szymanski, World Attack, Crystal Kingdom II, Review: Bill Mountain, Tobi, Namon, Square, Super Sports Challenge, 4 Wheel Super Sports.  
**Special:** *More BASICs, Football Management table.*



**1524: Cover topic - Full games:** *Planet, Great, Dingo, Post Lottery, Puff's 9 sports, developer utility.*  
**Contributors:** Mountain, Review: Lethal Weapon, David, Al Puff, Bob & Brian, Vladimir, James Hill, The Players, International Tennis Machine, Tobi, Simon Hill, Mike, Championship Soccer.



**1525: Cover topic - Full games:** *Swissman, 474, Mike's Polo, Gary's Pet 2.*  
**Contributors:** World Attack, Lethal Weapon, Thomas, Will, Will, Review: Soccer, Mathematic, Bob, Frank, WAP, Mike's Golf, Overview, 4 Wheel World Sports, Mountain Soccer.  
**Special:** *Drinking plan.*

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