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# POWER PACK

38



This month's coverpage is check full of funky stuff to while away those chilly winter nights. Clur's got the news...

## MAYHEM IN MONSTERLAND



**N**ow the important question is: Does it really deserve that high score? Now's your chance to try it out for yourself. Ladies and gentlemen, we give you Mayhem in Jellyland. The principles are simple as in last month's demo. Zoom like the wind through the sea level collecting all the bags of dust to take to the dust underground. Then when fate's made the world happy again, zoom like a force nine-gale around the level collecting as many stars as you possibly can. Be warned that jewels in-puff too and bounce across the swiffling landscape.

If you're having trouble finding Them Sausages look around on the platform underneath the start point and you should find a key to get to them. But don't go down the waterfall to find it if you haven't collected all the bags of dust. You'll get out and up in a big splashy mess on his feet. And, believe me, you wouldn't like to see that, especially if you've just had your tea.



That's how things start, you're actually above the waterfall at these all the time.



Watch all the above you can find and don't forget to try the rocket points. Like that too.



Get hold of the orange beam and you can bounce down the waterfall like this.



Watch how you explore every nook of the level, this never knows when you'll find.

### QUICKSTART INFO

Side One - Type Code 000 - Japanese part 2

↑	UP	Jump
↓	DOWN	Duck
←	LEFT	Go left
→	RIGHT	Go right
■	FIRE	Charge
⏏	DOWN AND FIRE	Full strength platform

Other info..... First collect enough bags of magic dust for Them Sausage to love party land happy. Then what's around the cheerful place collecting as many stars as you can.

### VITAL STATISTIC

NAME	MAYHEM IN MONSTERLAND
PUBLISHER	SPICE PRODUCTIONS
PROGRAMMER	SPICE THREE
PRICE	£4.95 (R) / \$12.95 (U.S.)
AVAILABLE	OUT NOW
GENRE	PLATFORMER



**FULL  
GAME**

# FREDDY HARDEST

**T**alk about cyberpunk. LifeForce is a hacker's dream. Imagine a flawed power station is jolted around our home planet, lately self-maintained. Then consider what would happen if the system was totally floored, a bug in the system that was also fully self-controlled, adapting itself, growing and eventually taking control of the whole network.

LifeForce has been uncontrolled since an experiment went seriously wrong. The main form of transport around the station was to be a Flexible Power Controller (FPC). During the development stage, in 1986, just as tests got on well and immediately the FPC system is concerned to produce anti-fighting machines. A couple of months into the research something went disastrously wrong and the entire station was taken over by mutant FPC's.

The war finally came to an end in 2016 and writings started to circulate about reactivating the space station. The first relay load of people sent to repossess mysterious disappeared. An unmanned reconnaissance vehicle was sent to investigate. It brought back terrifying pictures of mutant machines running riot.

The decision was made to send in a force of warriors, but then they changed their mind and sent in a disposable tank driver - you - you! Your prime directive is to destroy the mutant FPC's by dropping eight fuel rods by first shooting down the lid of the FPC's (the long skinny things) and then driving your tank remaining fuel to job it up. The tank will automatically drop into the reactor as the tank is driven over it.



In the *LifeForce* tank you will look like *Star Wars* Vader.



## QUICKSTART INFO

File: TAPD+ Tape Control 000 + JoyStick port 0

- ↑ TAP or B Move up the screen.
- ↓ DOWN or K Move down the screen.
- ← LEFT Move left.
- RIGHT Move right.
- FIRE Fire beams if you have any, else gas if you have it.

Other Info..... Kill the long skinny things and pick up fuel tanks to deposit in the reactor.

# WEAPONS

**F1 - Launch escape capsule.** If you're caught between one of Lash's home made cages and a hard piece, give the tank up for a game and save your skin. You've got three tanks to use up before you go anyway.



**F2 - Laser**  
These will destroy all aliens and FPC's but will react to alien when the fuel runs out.



**F3 - Smart bomb**  
Smart bombs will destroy everything in the area except for the FPC's.



**F4 - Toggle shields on/off**  
Pick up shield tanks to boost your supply. Believe me you'll need 'em.



**F5 - Heat seeking missile**  
These will kill the alien reactor to your tank, but will not harm FPC's.



## TAPE TO DISK

If you're lucky enough to own a disk drive and want to use it as well as adapt it, then you get half of this month's PowerPack on disk. Simply cut out the screen on the tape index card, write your name and full address on a piece of paper, pop both in an envelope with a cheque or postal order, made out to Miles Audio Video, for £1.50 to cover duplication costs and send it to:

CF 34 Tape To Disk  
Miles Audio Video Ltd  
Harcourt Road, Luton  
LU1 3JH  
Tel: 0525 717 400

Remember to fill out all Cells Block 94 letters and questionnaires. Please don't touch the paper walls.



## VITAL STATISTICS

**NAME:** LIFE FORCE  
**PUBLISHER:** COMMODORE  
**GENRE:** SCIENCE ADVENTURE



# FULL GAME

## FREDDY HARDEST

**F**reddy's hardest, after one of the "five games" set off on a quest through the Miley Way to play real-life space residents with a major view.

Unfortunately, Freddy, being a title under the influence, leaves the wrong way past a rock and gets headbanging into a meteorite, crash landing on the moon of the planet Tarnax, site of the Alien base of horror.

Busted and hungover, the spaceship is broken, fuelled and anchored to a friendly alien monitoring the way. There's only one thing to do—find the way to the alien base and to get a ship to get off the cruddy satellite.

Portions of the game focus Freddy wandering the wastelands in search of the entrance to the base. The alien inhabiting this particular moon has very strange and non-reproducible systems, which means that a reasonably safe-looking area can turn within a matter of seconds into a certain-death trap.

### QUICKSTART INFO

**Basic Quest 1 Super Command 888 • joystick port 2**

↑ UP	Jump
↓ DOWN	Dark
← LEFT	Move left
→ RIGHT	Move right
■ FIRE	Jump back
■ DOWN AND FIRE	Fire Missile

**Other info**..... Blast everything and head to your right to get to the enemy base. Make a note of the code, you'll need it for part two next month.

There are certainly two types of alien to contend with. These are the ones that are not on the ground. Freddy's got two types of attack move to contend with the two kinds of alien. The gun is activated by holding down on the joystick and pressing fire, you can't move any distance if you're firing but you can power fire in the opposite direction. Freddy can also do flying kicks to destroy alien in the air simply by fire to kick in the



direction you're facing, but most of the time it's better to just duck under them.

The entrance to the base is sometimes to your right, so getting the jump on you get them. Footed points are sprinkled as freely as hundreds and thousands throughout the game but they're not necessary at all, so once you've got your own command place the full moon is that you aren't here to die that bit again if you die.

### DON'T FORGET!

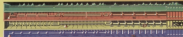
Once you reach the base don't forget to write down the code number that you're given, you'll need it for part two next month.



**W**hen you enter our readers seem to like that's another offering from a bit more, and very nice to see.

You play the part of a prisoner on a moon based prison colony. It's your job to sabotage would be escapes before they reach out the front door to freedom. To capture an escaping convict you need to capture 10 levels of the prison, avoiding various security devices that the convict has managed to set off in his bid for freedom.

Collaborate with any security devices that you find a couple of seconds and makes your time. If you don't manage to catch him before you time runs out, you're shown the door (all to say of any gold worth or garbage back).



## LUNA JAILBREAK DEAD

To help you along the way there's a couple of computer screens, one of them, that logging and put up on the joystick to look up to the

network will see you, it's a bit game. Complete the sub-game successfully and you'll be rewarded with a power to speed you on your way. The sub

game is in the form of a space dodge type thing where you can shoot anything that hasn't been everything that comes your way. Or do an alternate type thing where you can shoot anything in sight. Easy different but same mind with the leader's own business will screen modes. Don't give him in time and it's done the procedure for you.



### VITAL STATISTIC

NAME: LUNA JAILBREAK  
 DEVELOPER: GIGAWATT GAMES LTD  
 PUBLISHER: GIGAWATT GAMES LTD  
 GENRE: ACTION, SHOOT 'EM UP, SCIENCE FICTION



### FLY ME TO THE MOON

The ship power is a modified hidden controls. Use the joystick to select from these options:

UP	Exit screens
DOWN	CVV screens
RIGHT	In-game music
LEFT	Sound effects

### QUICKSTART INFO

**Basic Quest 1 Super Command 888 • joystick port 1 of 2**

UP	Enter sub-game
LEFT	Move left
RIGHT	Move right
FIRE	Jump



Sorry to get a bit technical on you, but you never know your right might like it. We thought we'd give you a bit of a challenge that's really quite fun to play with. Quite simply a font editor can take the font that you already have on a disk and retype it so it looks like:

Each character on your 64 is represented by eight lines of eight blocks. Each of the 64 blocks can be switched either on or off (represented by a 0 for off and a 1 for on). So a character can be represented by a series of eight binary numbers. For example it could be:

```
00011000  => 0
01111100  => 8
01000100  => 6
01111110  => 3
01000100  => 6
01001100  => 6
01001100  => 6
01001100  => 6
00000000  => 8
```

# FONT EDITOR 3

## DEMO

So what you're doing when you alter one of the blocks on screen is changing the on message to off (or vice versa).

Font Editor 3 works via menus accessible by moving the cursor over an item and clicking the to activate it. The

best way to learn how the operating system works is to just have a play around with it. The design option on the menu screen will take

you straight to an editing screen to fiddle with the system font.

Don't be afraid, you can't do anything disastrous to your system with Font Editor 3, just make sure you have a blank tape or disk to save your creations onto and some nice paper to print your wonderful creations onto.

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

### FONT EDITOR 3

The font menu lets you to slip in the font creation screen or change catalogue in disk.

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

### WANNA SEE MORE?

Font Editor 3 is just part of a PG software disk available from Pensoft PG. If you'd like a catalogue of their binary then send a large SAE to Pensoft PG, 21 Tied House Lane, Pensoft, Brierly Hill, St. Andrews, DY5 4LJ.

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



Pensoft PG, 21 Tied House Lane, Pensoft, Brierly Hill, St. Andrews, DY5 4LJ

This looks a hell of a lot like the letters of the twentieth century of the CP system.

### NO LOAD ZONE?

If you're having a hard time loading the monthly powerpack then pop the disk tape in a zip bag, slip in an SAE, send it up and send for CP 36 Tape Replacement. Ask for Audio Video

LT,  
Harport  
Harwood  
14, Telford  
Shropshire  
TF7 4GG



So how you load font files? Well, simply manage to get into those binary files.



You can make your fonts absolutely homogeneous, simply with the appropriate font.



With a little bit of work and attention, you'll be kind of without it in minutes to come.

### QUICKSTART INFO

Disk Type: Tape Cartridge 150 • Joystick: part 2

Move around the screen with your joystick and select options with the fire button.



### VITAL STATISTIX

NAME: \_\_\_\_\_ FONT EDITOR 3  
AVAILABLE FROM: \_\_\_\_\_ PENSOFT PG

## SEND US YOUR SOFTWARE

Name of your program: \_\_\_\_\_

Type Of Program: \_\_\_\_\_

Your Name: \_\_\_\_\_

Your Address: \_\_\_\_\_

Daytime Telephone No: \_\_\_\_\_

The enclosed program is hereby submitted for publication by Commodore Format. It is entirely my own work and as far I know it does not infringe copyright laws. This program has not been submitted to any other magazine of software house and I will notify you in writing should this situation change. To a lot me old mucker.

Signed \_\_\_\_\_

Date \_\_\_\_\_



# SNIPPETS

If it's in print, it must be true, mustn't it? Well, it must if it's on this page.

## THE FIGURES NEVER LIE

The European Leisure Software Publishers Association (ELSPA) in its latest *Family* has published the results of a survey into under 18's and computer games.

The report from the Aston University research group gives a fascinating insight into the way children consume computer games. Only 26% of the 150 children questioned rated video games as one of their top 3 pastimes. Less than one in seven had given up or reduced the time they devote to other pastimes to play computer games. And a huge 74% of the kids thought that there should be parental time restrictions, but only 42% reported any such restrictions.

## NO ARSENAL

Unfortunately we have some bad news for you now. *Thalassia* have made the decision to pull out of the 64 market. The first casualty of this decision will be *Arsenal FC*, a promising football game which has been in production for the past few months. One was looking forward to it so much that he broke down in tears when he heard. He's so upset in fact he's got all his mates to sign a petition. We don't think he'll get far with just these names though (and one of them is *Dino Positano*).

## MORE MAYHEM

Just when you thought it was safe to go back to CP, *Mayhem* might be making a return. *John Peabody*, from *Acme Computer Productions* had today "all the sales of *Mayhem* are good enough that we'll probably bring out a deluxe version of the game with new titles and new level maps." So get ordering your copies folks. It's on up to getting widely, widely, widely... *Just you*.

*Mayhem* it is if it's easy! Not quite yet, but soon, maybe.

## LITTLE YELLOW BOOTIES

We're about to become a daddy here at CP. Claire Palko our Production Coordinator has just announced that she's pregnant. Claire's very proud of her Welsh heritage so she's going to go home to Cardiff to have the spring 'Wah, I couldn't have a pleasing for the wrong side of Cardiff from Park, could I?'

Claire's been really ill with morning sickness, so if someone stands and bobbly jumps the queue in a public bar don't shoot at her - it might just be our Claire going out to make a drink on the lovely pavement.



Yesss... I hear babies, all they do is cry, eat sleep and dirty their nappies. There's no use in any one. I tried to tell her that mother's still gonna go ahead and have one. Poor girl, I hear it hurts like hell (and the usual stuff - 64).

## FUTURE INTERNATIONAL

Not only does Commodore Format share its air with some of the biggest selling computer magazines on the market, but it was a part of our first overseas interest in the form of CIP.

Publishing in the good old US of A. Let's hope America feels the need for a 64 title published over there. They might not credit all our bits with the change of scenery.



Any one for South or North America?

## EARLY WARNING SCANNER

Four at-a-glance guide to upcoming releases for your 64. Unless there are any unforeseen hold ups, the nearer a game is to the middle, the nearer it is to release.



Hundreds of chances to play all the latest games and see the big Christmas titles before they even get released... **Dexter Fletcher** and **Gamesmaster TV** broadcasting live to millions on Thursday... **Radio 1 FM** roadshow broadcasting to the nation... your first chance to see next year's consoles and make your own mind up about all the hype... see and play all the hot stuff on **CD32**, **Mega CD**, **Mega Drive**, **Super Nintendo**, **Amiga**, **PC**, **Game Boy** and more... see what **Commodore**, **Sega**, **Nintendo**, **Acorn** and **Phillips** have to offer... free ticket to see Disney's superhit **Aladdin** movie before its UK premiere if you come to the show Friday... **Dexter Fletcher** and the **GamesMaster Show** live and direct every day... see what's hot (and what's not!) from the likes of **Electronic Arts**, **US Gold**, **Konami**, **Domark**, **Core Design**, **Gremlin**, **Accolade** and dozens more... meet the people who bring you this very magazine... like, you want a reason why you should be there?... check out loads of dealers selling all the latest gear at the lowest prices... meet the **programmers** who make the games and find out how (and why) they do it... be a witness to the finals of the **National Computer Games Championships** - with a cheque for **£10,000** to the winner at stake!... **be at the UK's most massive games event of 1993**... Enter the incredible **Pinball Challenge** and win a trip to Chicago! Just turn up at the **21st Century** stand... so what else are you doing on a weekend in November anyway?... games challenges, competitions and **1000s** of chances to win... **flight simulators**, **virtual reality**, **Lazer Force**... we're not saying it won't be busy, because it'll be very busy indeed... hot new live bands, very - very - **loud music** blaring out at top volume on three massive state-of-the-art video walls... goats: sorry, no goats... **dodgems**, **fairground rides**... are you big enough to take on the **Typhoon**? It's the only one in the country and pulls a hairy **6G** (whatever that might mean)... oh yeah, and there's the **World's Largest Games Arena** sponsored by Rumbelows...

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November 11-14 London Olympia

And you're telling me  
**What's what**





# THE ULTIMATE SPORTS SIM

Who's the most sporty writer on CF? The one person you can guarantee it isn't is Simon Forrestleaper. That's why we asked him to give us his ultimate sports sim — 'cos we're mean like that. He's still sulking in the corner to this day.

Remember the old days? What ever happened to those games that involved making your joystick back and forth to make Daley Thompson glide freely down a track while bits of computer-controlled humans sled past at three times the speed?

Did anyone ever enjoy those games anyway?

Where did we those awful management sims like SIMA Of The Day that have all the action, speed and excitement of a distant planet. To what would I have as my ultimate sports sim? Well, this is a bit difficult really, because I despise all forms of physical exercise and anything that

is to portray the fabulous joys of spending your free time.

## THE MIGHTY

### BRAIN ON SPORTS SIMS

Not of course, the whole sports simulation business started right back at the dawn of the video game. The second arcade game ever was a primitive tennis game called Ping-pong which has people loomed a square pad against a square screen with square balls. The game had a lower resolution than most modern calculators, but it marked something of a first and before you know it you could move to sports games.

It wasn't until the Japanese arcade games like Decathlon and Hyper Sports started appearing that anyone thought about doing a CPU conversion. These sported a long line of imitations, usually created by Activision such as Summer Games, Summer Games II, Winter Games, World Games, Indoor Games, Games against Friends and California Games. As the teams of Activision started coming out of sports, they slowly started producing wackier and wackier games, including a basketballing, horseback, judo wrestling and high wire diving. The fun part of these games was playing against your mates, not against the computer and the ai

to what with all these problems, it appears that from all the entries on the face of this glibly little game, I'm probably the worst choice for drawing, naming, reading, or even commenting on the ultimate sports game. Here we go together, though, with the all-time italy Sports Sim.

## ACHING TENDONS

The type of sim that took off quite a while ago is running. Let's face it here — running is dull. Several million people gather together in stadiums to watch four people run. They run for a few seconds, and then stop (some carry on for hours, but stop), but there's no accounting for insanity. What's the fun in watching this? More importantly, why do we then go out and buy vitamins for the runner? Apparently

we don't though, so the sport isn't as big as (and makes the phrase relatively) horse racing.

The idea was simple (let's face it, it hasn't really changed since the start) — all you had to do was use the view by moving your runner's legs with your joystick. This, at the moment of conception, materialized into "How fast can you wiggle your joystick?" Unfortunately, this turned the playing power of the whole tedious idea into "how many wiggles can you afford?" Anyone else, instead, used to use their keyboard (and I'm very many letters with their machines after that, because their C and F keys (or whatever) were no longer working).

So, to be quite honest, I don't really think I'd be having any running bits in the all-time italy Sports Sim. What will I have, though?

## TORN HAMSTRING

What about a football sim, then? Well, the idea was to be fun to play. First, 90 really, as if almost all sort of player swapping, team arrangement, a little bit of strategy, an international focus with loads of different teams, single or ten player action, a huge tournament type feeling, wonderful graphics, and atmospheric sound.

So, well, I was just playing this today game. The got no idea what the rules are, so I was

essentially what makes an sports game fun.

Look at what amazingly football game as Racing Destruction Sim and Football, since of these games are a bit lacking in the old ways and visual departments, but they've provided these hours of solid entertainment than any number of logic puzzles.

Of course, one of the most famous sports sims ever is Lawnbowler. This game completely revolutionized the whole genre because it attempted to be a bit more realistic than previous incarnations. To this end you had to get your swing right, learn how to pull, calculate distances, usually judge the strength of the wind, and choose exactly the right club for the job. It was such a ground-breaking game that even now it is being copied by software houses looking for a realistic simulation.

These days of course, the only sport which regularly gets CD-ROM is the football game. There are so many fully simulated versions that practically every team and nationality player has been simulated at one time or another. Except Ollie of course.







Just to confuse the other side, Larry Stone the "Diamond" runs into the pit and kneels.

just taking the ball up the pitch — and winning if used in myer's eyes.

The thing about footy sites is that they're really fun — you're battling round the pitch, kicking complex and cunning around with the ball, while the other player tries to get two-point out of sheer frustration. No whatever the sport, I'll have a full-on player option.

## PERFORATED EARDRUM

The other end of the spectrum then, is something that, instead of being violently good-willed, is passively deadly — shooting. The ability to appear gentlemanly while practicing the art of blowing something into a million pieces is indeed a rare gift.

No whatever the weather, we've just got to include a gun in our sport as a form of organized violence to really push the pace up at times.

## BROKEN FINGERS

Essential — the game of kings (when that happens) to be football? No, it's a sport that's actually quite fun for people as useless as you or I am. Have you seen all those Olympic "sliding

baseball player" photos in things like *Life* magazine? You can guarantee that behind every baller sliding through the dirt in a flurry of grimace and sweat, there was a really crap fellow who couldn't be bothered to run and teach some stupid ball.

Computer simulations were no different. Take a look at *MSD*, and you'll find you can spot the crap one at the back, who always seems to be in the way of the ball, leaving all those really wonderful fellows to stand around in deep, deep mud and doing well at all.

## OBESITY

There's nothing like a nice, enjoyable game, so some, anyway, defined and mutated into a release such as *Italy's Sporting Darts*.

That's not to say it isn't worth taking a look at, just don't expect much traditional darts action, what with all the little darts and games that have replaced the original game.

I love the part of the *TD* that is close to my own in the happiness with *MSD*, who can't handle when they don't get the energy in all their throwing arms. Lacking the first bar to be missed, and error right in all ends.



The entire practice is done with the direction of the ball.

## SHATTERED RIBS

Just up — Ice Hockey. This is a sport in which "kicking someone's arse" literally just means "kicking someone's arse in the sound of a Hammond organ". Now Hammond music is desirable, but there are a few quibbles — like the justified brutality and complete disregard for the welfare, feelings and structural integrity of every opponent.

To this we really need — organized violence. A clean hit should help the odds along in just about any sport, given that you're the right person.

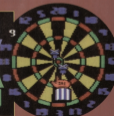
## SLIPPED DISC

If there's one sport that can get really entertaining, it's wrestling. You must understand though the way that there are three main types of wrestling: British — this is based on the one-sided assumption that the human body can withstand almost any punishment with only the minimum of damage. This is, unfortunately, almost completely untrue, and subsequently causes several lives (and, unfortunately, several million dollars) to be lost.

**WCW** — this is the branch of American wrestling that makes people being unnecessarily out of control every occasion. As yet, it is unclear as to whether these characters continue with the traditional juggling activities off-camera, but if so, it'd make watching a



Backflip, back, backflip, back, backflip, back, backflip, back, backflip.





The Proprietor  
teaches  
ability that is  
most unusual  
places.

whole lot more interesting.

**WWF** — It's the really simple equation of WWF + Wrestling = WWF. It's history includes such famous bouts as Hulk Hogan™ versus Mr. T™.

So far my choice of commercial violence will absolutely no cause, proliferation, or increase. I'll have the WWF logo attached to my chest all year.

## SHATTERED CARTILAGE

Now here's one that really takes it — martial arts sims. The actual discipline, training, food work, and dedication it takes to become an expert of any martial art is astounding, and you only get required, but there's still one problem that no amount of apprenticeship will sort out. For instance, of course, in the fact that Judo, Karate and the like are the only sports in which you actually score points for damaging your opponent. I like this — and I think it's worth including.

## CONCUSSION

The one game I'll never understand the relevance of is golf. As a game being played it may well draw on reserves of skill, accuracy, motor control and walking endurance, but how in the hell did anyone ever fit to invent it?

So you're shamed by a Standby afternoon, and you come across this programme in which you're shown a very short clip of some grass, then half an hour of almost solid sky. Why?

The computer simulation 'punch' mouse factor, with a lobby standing in front of a few polygons, is soon flying up one side of the screen, and nothing much else.

Look, it's just golf. Why the hell do you want to see a computer version? Get a life, please! It's free's one sport I won't be drawing from the pot.



## THE ONES THAT DIDN'T MAKE IT

### Fly

You remember this — it's the one where person A picks the mosted compatible pair of the least object in the case, making none, or whatever, and person B has to guess the object on the strength of the few lines.

The most effective technique for person B in this game is to simply read off every word in the dictionary, as you'll get no chance of guessing that something beginning with 'F' was, in fact a polymer of plastic in the form also that the same relating upon head person, I had the possibility to hang in their case in the first place.

The computer system features an object selection capable of breaking down matter into its various elements, then picking a least electrical charge spinning round one of the individual molecules in object X.

### Mathstick Games

Two people sit in a pub, person A getting at a strange arrangement of matches on the table while person B sits grinning smugly. The game involves person A uttering phrases along the lines of "how can I make a wine glass out of that?" until A stands up and punches B in the face out of sheer frustration, before slaming out of the pub.

The aim remains the same: lose thousands of money pieces, all of which can be added only when you've protected the money-protected job and washed the amount out from that.

### Plan Football Site

The revolutionary new football game in which the goals are replaced by jokers, the lines by theoretical boundaries with lines, and a whole new scoring system is introduced in which taking out some old rigger across the equivalent of two goals, and losing the ball over someone's fence forfeits the game.

### Pub Pool Bill

Imagine a normal pool game (in a 90, 90, 90-minute perspective of tabletop, but still with spectators, such as walls, sticking off your seat, people waving pool and knocking your cue as you're taking a shot up, and the like).

The table itself has to be especially modified, with a large lip in the left, an completely steel cushion, and one really solid leg putting the whole thing on a stand. An an optional extra, one of the player balls is actually a lobby one because someone had the original, and so there's the extra trouble of remembering which balls are which.

Between all versions come with a special extension mode in which every time you pocket a ball you get charged for beer and tax of the table.

### Secret Tennis

Just like normal tennis, this, except for the fact that there's no lines, no net, no goals, and no defined scoring system. The other major reason is that the game has to be interrupted every 30 seconds or so to let cars drive past.

The game has some rather special features though, such as dog running in the way mode, and hit mode (you play on a dog).



Take your swing carefully or you'll end up in the water... not a joke.





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# SEX

Wow! Talk about getting your wheels revved... But seriously... the adult is really about COLLEGE, the PG collection specialist. They have decided to roll their brilliant software collection (SCULPS) at a special SUPER-LOW price on TAPE or DISC for the COMMODORE 64.

The normal price is £12. But if you order now, the collection is all yours for only £5. To find out more about the brilliant SCULPS collection, please carry on reading this special notice.

## WHY IS IT SO BRILLIANT?

There are many things about SCULPS that make it a BRILLIANT collection. First of all, the collection is SO BIG, it takes up BOTH SIDES of TAPE (TAPE or TAPED DISCS). Another thing that makes it so BRILLIANT is the handy INSTRUCTOR MANUALS that you get with the collection that gives you leading tips and instructions on how to get started with everything in the collection. There are many kinds of software in the collection, and we feel quite sure there is something to be enjoyed by everyone.

## WHAT'S IN THE COLLECTION?

This is what you get in the SCULPS collection...

### 30 GAMES

**3 DEMO-MAKERS  
& WORD PROCESSOR  
& SCREEN COLUMN DOUBLER  
& GRAPHICS EDITOR  
& CHARACTER COLLECTION**

**& MUSIC EDITOR  
& SPRITE EDITORS  
& SOUND EDITOR  
& FONT EDITOR  
AND A LETTER WRITER**

Now you know why it's SO BIG and SO BRILLIANT!

## OK! HOW MUCH DOES IT COST?

Here is the SUPER-LOW price...  
**TAPE or DISC - £5**

The price includes everything, it even includes FIRST-CLASS delivery anywhere to your home. The price may only stay at £5 for a limited amount - if time is please order as soon as possible. **SCULPS needs for a GREAT CHERRYWOOD PRESENTS** You MUST buy your SCULPS from CDROM because it is NOT available in the shops.

## HOW TO BUY SCULPS...

You can pay for your SCULPS by sending a CHEQUE or POSTAL ORDER for £5 made payable to CDROM. If you decide to buy SCULPS, all you have to do is write your NAME and ADDRESS clearly on a piece of paper and please don't forget to write TAPE or DISC. When you have done that, all you need to do is put your NAME and ADDRESS, and your

CHEQUE or POSTAL ORDER into an envelope and send it to CDROM at this address...

**71 HILLTOP VILLAGE ROAD, HILL HUR 9EO**

Why just Play Games? Make your computer WORK for you! Get a Commodore 64 with Disk-drive? Then **BANKMAN** is what you've been waiting for software to let you manage your personal financial business.

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**BANKMAN** is a powerful and easy to use information system designed to commercial standards, tested over many years. It is a true 'upgrader' and capable of programming individualised packages. Package includes free 64 disk with complete system. All this for the price of a game!

Please send cheque/PO payable to **Atom Comp Ltd** for **£18.95** with order to **ATOMCOMP LTD, 60 Strling Road, Bedford MK42 8TY**

price includes VAT and postage

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Commodore cassette head demagnetiser	£7.95
Commodore 64.7.25 light gun & games (see ad else)	£29.95
Replacement cassette recorder plug and lead	£8.95
Commodore 64 user manuals	£8.95
Commodore 64K laptop (computer to TV)	£8.95
Commodore 64K monitor	£8.95
Commodore 64K printer/printer drive (see ad else)	£8.95
Commodore Colour monitor (available in phone)	£8.95
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## DO YOU SUFFER WITH C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find that it never loads? The most common reason for loading difficulties is the tape head being out of alignment with the cassette tape.

The **Automatic Tape Head Alignment Kit** enables you to fine-align your tape head simply and quickly. No technical skills are required. Step-by-step pictures guide you. Test and re-alignment carried out in minutes! The kit comprises: **Automatic tape alignment cassette, special automatic screwdriver plus full instructions. Alignment kits also available for Atari/PC, IBM and for the spectrum computers. Please state which computer when ordering.**

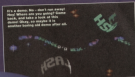
If you would like to be put on our regular mailing list for special offers etc, please write and advise us stating which computer model you have.

All orders sent by return: **Chagres/Via Access/PO's**  
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Shifnal, SHROPSHIRE TF11 8AF**

Tel/Fax (0952) 462135







you're

the programming cost, you see, why not show off your talent with your cataloging program? It can take one side of a PD collection, and give a complete list of the files you stock.

❖ **Out-publicity.** This one's really simple — just send details of your library to magazines, CP, the other CP if you really must, and get your name around. This is obviously vital, as you don't want to run a library that no one's heard of and therefore no one uses.

❖ **Keep going.** That's right, 'cos once you've managed all the other stuff, all you've got to do is keep filing orders, adding files to your collection, and sending new software around for publicity purposes. If you've reached this stage, you're a fully fledged PD librarian — congratulations!

## NO CHARGE?

There has always been debate on the subject of money for PD software, but the way we (and most library members) see it is like this:

Running a PD library takes a lot of time and effort. Explicating the software and copying the various collections is a lengthy, time-consuming process, and so it's only fair that users of the library are expected to pay a nominal fee to cover the efforts of the library owner.

This fee doesn't end, however, for all that large. If you're considering changing anything over one point, don't look around at established libraries, and see what they're taking

## DIRECTORY

As for libraries already listed? You might be able to do the following and maybe even order a few catalogs:

**Binary Zone PD**  
30 Pictorial Road  
Shepperton  
Westchester  
West UK91

**Her Haven PD**  
20 Shepperton Lane  
Shepperton  
England  
SP15 2SR

**MPD**  
1 Wotton Close  
Barnham Park  
Hulltown  
M Drove  
E6 9JH UK81

**Parasell PD**  
21 Theil House Lane  
Preston  
Bretford F81

writing high quality software, and then donate it to the public domain, just to see someone else make fabulous amounts of money out of their hard work?

I mean, if they'd have wanted the best (and they'd have released it as a commercial release in the first place. Or as Shareware. Anyway, there's support for the best great freedom and don't abuse the system.

for, and you should get a rough idea of what to charge. If your collection is going to consist entirely of other people's files though, you'll

need to charge a great deal less than the libraries normally charging the software, or you will, in effect, not be helping the customer at all.

## ALMOST PD

When a PD user PD? When it's 'Almost PD? What's 'Almost PD?'

Simple. It all started with regular libraries starting up and simply stocking software from other libraries, but charging fabulous prices, making a profit from what was entirely other people's work. The programmers and established library members countered this with a rather drastic measure.

'Almost PD' is software that, by demand of the author through copyright settlements, can only be stocked in libraries of the authors' choice.

Whether you approve of this or not I rather think I don't, you have to see this from the programmer's angle. Why should someone spend a lot of time



## SEND IT IN!

If you've got a really nifty piece of software you'd like to donate to the biggest CPD PD scene in the world, why not send your stuff in to Star at the usual address to see if we want it for the magazine. Send your eggs to I've got the power, Commodore Format, 30 Maincroft Street, Bath, Avon, BA1 2BR.

## SHOULD I BOTHER?

If you're having general thoughts about whether to do this PD

thing, here's good. It's not something you should enter into lightly, as if you start a library, take orders, and hold all those little Betty's and Johnny's won't be too happy with you not returning them discs or their money, and quite rightly so. You should ask yourself two main questions before doing it head first:

- ❖ **Is it worth my time?** Well, basically, running a library is never going to be all that rewarding, but you will benefit in other ways. For one thing, you'll develop a large network of contacts and making friends through your efforts.
- ❖ **Will I be adding anything new to the PD scene?** There are too many libraries out there that are just stocking a rough assortment of everybody else's stuff under their own name, lefty! He-oh's, rightly so, but it's plainly obvious that there's no much point to the exercise.



Just when you think you've done all your captions, some set of rules snatches you into the scene. They're all congratulations, the lot of them!



# The second Future Entertainment Show

## PREVIEW

Further news about the fantabulous Future Entertainment Show which Commodore Format and friends are throwing...



If you're a fan of the GameMaster TV show then you'll appreciate the fact that Dexter Fletcher (the new presenter) will be at the show for the whole four days. Dexter will be conducting all sorts of brilliant games/challenges featuring top stars and all sorts of other celebrities.

Radio One will be giving their FutureShow back to the show where they'll broadcast live. The IFM Duo will be putting on all sorts of special challenges and games featuring some absolutely famous pop stars, so if you're into celeb-spotting, be sure to check it out.

Perhaps the most interesting bit of news is the Incredible Chemistry team to join Alanite. If you go to the show on the Thursday then you'll get your own special edition of an exclusive preview of the superb animated film of a cinema near you. The CF crew have seen Alanite and we can't really recommend it. Check the film out if only because Helen Williams wrote an the naughty genre in the lamp. NUSM



Science something

Only last year, FESE<sup>2</sup> was going to be special: it's got games from all Future Publishing to have a completely comic games overhaul well done. The Future Entertainment Show is all about games, be they console or computer games and absolutely anyone who's anyone will be there, including the CF Squad.



Get those the smoking crowd. Also, if you're an appropriate, watch from 1994

### 20 GOLDEN TICKETS

In our monthly FESE<sup>2</sup> preview we tell you about the upcoming competition. Basically, 20 lucky Commodore Format readers will be invited up to the stage on the Thursday for a special sneak preview. The preview will be given by my good self, Mike, the editor of this fabulous mag. So if you get into this show for lunch and you'll get in ahead of the twenty thousand other kids who'll be turning up! Congratulations!

So how do you get one of the tickets? Simple. On the 10th of you're going to Radio Call Line (06022 442044) after 18.00pm on the 20th of October giving the password of the bottom of this box and you'll be invited out you'll get our answering machines. Good luck chums.

**PASSWORD:** From the Quality you're the last best job, mate.

### SCHOOL TICKETS

Now the most popular days of the show are going to be Saturday and Sunday. So the obvious thing to do is go on the Thursday or Friday, right? But, you should, it's at school on those days. Fear not dear readers, we have a solution.

We're running a special schools ticket for the Thursday and Friday. If you get together a group of 10 or more people (including a teacher) you can get in for 50p each a seating of one pound. All you've got to do is phone the credit card helpline on 0801 368 0088.

The main problem here is going to be convincing your teacher that FESE<sup>2</sup> will be totally educational. To help you out we've prepared a small speech for you to read out in class.

Your teacher for allowing me to address you and the show, I don't take kindly to the show, then cheer me up, it's really.

To be able to consider taking the class on an educational trip to a computer show, I feel that the class could study a wide range of topics related to computers and video games. At the show we could interview the

publishers, marketers and readers of computers, consoles and the associated software and video games magazines and software such as:

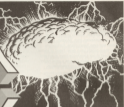
- Mike's game machine software house page on our website
- Games in video games
- A magazine? A journal? Just a school paper? How can the software house justify the cost of games?
- Game mythology in the 1990s: how come Doom and Halo are more famous than the PlayStation?
- What role play in the business increasingly sophisticated with those and in the office what are you going to do with all that gear then?

If you can see there are a wide range of interesting topics you're learning to be taught in subjects, topics which teach us history, geography, management skills, English, social studies and psychology. All of these will give us really things.

The show is part of the Future Entertainment Show and it takes place from November 15th to 19th. This year's special school tickets available at a reduced price of just 50p per person, a head.

Thank you again, please, and do say hello to your lovely teacher and programme for me.

# THE MIGHTY BRAIN



## BAR ATTENDANTS RULE

Dear TMG,

Help! I'm suffering with brain symptoms. I've been without my CD4 for 7 weeks now. I don't like the word "brain" and my CD4 is still under a ton of furniture and books in the depths of the book room. So, you are the only contact with the universe! CD4! Help on various questions.

1 Why do people who write to you thank or flatter you into joining their letter? This is so stupid and a boring waste of space. Why don't they just get on with the letter?

2 Why doesn't somebody release budget ideas as well as revenues? A lot of people are for starting central afford debt (unless we save up on our meagre pocket-money, like, at a chigger

Regrets, he's had a few, but then again too many to mention. The Mighty Brain's had a millennium in which to screw up. If you'd like to know how, write to him at TMG, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

3 How do you mean like you have?

4 Because there's not a large enough market for them. Apparently everyone had a Subarus, but not everyone has a gas tank. Incidentally, it was a bit odd of your publisher to allow you to wear a BT why not change it by (dead pool or something)?

## THE FIRST BIT

Dear TMG,

In issue 38 you quoted a question for saying that the Atari ST was the first 16-bit computer. Is this right? Surely the 16BitMac was a 16-bit computer years ago? Kenneth Hughes, Bristol

Due to a type-setting error in our London Hall cover (publication film production unit), that's what it sounded like, yes. However, the words "was the first 16-bit computer" dropped off the end, so all of which means that while you're sceptical in initial context, I wasn't wrong, merely the victim of a nasty computer error.

## STOP RACISM

Dear TMG,

After numerous months of being from English tourists complaining to me about my views of the English soccer team, I am writing back to you about a CD4 with some questions.

1 What is the best Pugly management simulation on the CD4?

2 Are there any plans for an official WorldCup '94 soccer game and an official WorldCup '96 rugby game?

3 Just so I don't have to remind you at the end of the column later, my name is Graham Stacey. The last time I wrote to you only proved my first name.

4 How do you apply for the one on how to break into the world of journalism as I am keen on working on a computer magazine?

## LISA'S NO. 1 FAN

Dear TMG,

I was going to write to you about something which most anger and cause disagreement among all your readers. However I couldn't quite think of anything to comment on which would cause such problems.

1 What does that Lancelot do that I love?

2 Do I deserve to be a fan? I would like to buy CD4 every month for a year before even thinking of sending to own a CD4.

3 What is so funny about even mentioning the CD4. I thought the machine was a great idea and would sell more copies.

4 Let's face it, I hate the way you, not CD4, & CD4 & CD4 & CD4 over Stephen King. What?

P.S. I got sending Lisa a photo of my cousin as a way of my appreciation of her.

What a shame, I do so like a letter which causes anger and disagreement.

1 The Robin is in Future Publishing a very nice book editor. He sits in a small office near the kitchen, creating delightfully wonderful books while listening to Keith's on his stereo.

2 Definitely, but then I wouldn't really wish intentionally an anyone like the rest of your years and things remember that this is not a rehearsal, you only get one shot at it.

3 Sure it was a great idea, but it was hardly possible as it is for a fan to get your own a real TV and use a standard (or better) a dirty great idea around.

4 Opinion is divided on the extent, Lisa's certainly the better brother.

P.S. Yes, about this photo. Why? Lisa would appreciate money, donations or bottles of Tabac for hers.

The official number of fans to the name of Lisa's letter number.





as a staff writer.

8 Are there any good word processing packages for the CMT?

Graham Dodson, Garway, Ireland

You have to hide from English tourists, while we, the residents of both, have to endure French, German, Scandinavian, Irish, Scottish, American, Canadian and even Torontoites. Fortunately though, these people have never heard of soccer.

1 To the best of my knowledge there aren't any. But Sean Barrett's so-called thing as a good rugby management simulator on any computer is available for sale.

2 Undoubtedly, but there are articles to get released on the CMT. As accounting for taxes, etc? 3 We only printed your first name last time, because it was so illegible as it was this time round. Take a bit more time over your handwriting and you'll probably get a better result. Why not try using a fountain pen instead of a ballpoint?

4 Stinson, Leary or Siris. Write lists. What about anything and everything. Then try and get published in the local press. Get good qualifications in English to at least A-level and preferably degree level. They forward the computer press with your article words until they give you a job. This is the route that most of Future Publishing's employees have followed. Is there Office 2 there a good word processor built in. Turn to page 12 to order it.

## J WELLS RULES EVERYTHING

Dear 1988,

- I have your long toolbar held captive in my house, answer my questions or your body part!
- 100mm, it's on the tip of my tongue. Hehe. I can't remember it.
- 3 Day welcome to Thursday and Sunday to me.
- Can you tell me the best Football management sim ever made?
- I own an SD, and they're the best!
- Do brains have their own language?
- Where do you favorite member of the CF team?
- Am I boring you yet?

## HULK OR ULT?

Dear Mighty Brain,

I feel you and I share something in common. Because we are both incredibly intelligent, but my maths teacher doesn't think so. Anyway



Hulk Hogan  
wrestling with a bear

8 When you change the size of the CF paper, will the letter change size as well?

9 Will you be reviewing Mags' Mags? By Graham?  
J Wells, Woking.

Hi so you don't. My lovely girlfriend swears some eggs, you're obviously got someone else's by mistake, best give it back to them before they notice.

1 Fortune, including the pyramid.

2 J Wells / Wells - Mags? Wells / Mags? 3 Match of the Day isn't bad.

4 If you insist.

5 The computer and biological binary level, although we can use any other language over anything.

6 Expat's Lisa, she's the one who's meant to be. Oh and she makes a lovely cup of coffee too.

7 Yes.

8 Brian, no that you. We'll look into this.

9 Mags don't have any plans to release this, if they change their minds then we'll release it.

## ANDY C - OH BOY!

Dear 1988,

I've just finished typing my letter to CF 88 and have come to the conclusion that you are Clue to the future. Clue not He? You submitted Clue was 'brilliant, intuitive and popular'. So either you like Clue a lot, or you are Clue himself. What do you have to say for yourself?

1 Yes! Please! Give me your column in the CMT!

2 What you tell me the guidelines, game and contact number for Mags?

3 Yes you could print my letter!

4 Do you like Star Wars?

5 My friend told me Apollo 7 was both brought moon and was able to land but not using the CMT!

6 Would it be possible for Mags to interview you and ask a perfect 100% when powered up?

7 Are you more intelligent than Rogg? Out of Quantum Jump and Judy out of Red Claw?

1 To the CF Conductor 89 any good and could you give me a power rating on it.

2 What's the best shoot-'em-up on the CMT?

3 What is the greatest game on the CMT?

4 What's the best problem you can set for the CMT?

5 Who do you think is the best out of the two writers: Hulk Hogan or the Ultimate Warrior?

Alex Turner, Penarth

Well what do Maths teachers know? Math's interests me that the one was a serious, conscious and had amazing feet with the three arms of a starman. Who loved him in the third year.

1 If you like creating 2D-construction then it is. A power rating, amazing, how about 100/1?

2 Ultimate, I reckon.

3 Fun is page 71.

4 Good to be the Bug isn't it. Subscribe to CF 88 page 285 and you can get one for free. What a bang.

5 Expat's Ultimate Warrior, Hulk Hogan's so over the hill, he qualifies for reduced fares on the Buses.



Do Rogg's study that change the team.

8 I want to buy my games out of John Mags, even they don't stock them. Then I discovered that I could get them in the 'shop' Games store, but that they have stopped selling them, along with Spectrum and Amstrad games. What's happening? Are

consoles going to take over for good?

9 Will the finished version of LearningWave count?

10 How many writers do many questions?

Sarah White, West Lothian, Scotland

Just sticking up for the CF crew in general, Daniel. I see The Mighty Brain, criticised by no-one.

1 No. Unfortunately.

2 Conductor 1988-89 10/10.

3 Dargh.

4 Love it. Expat's study.

5 Yes certainly would. You'd have to set your

hand price and depth in the same speeds and then adjust local area on.

6 I think out from cover speaks for itself.

7 Of course. I'm even more intelligent than that.

8 Consoles will only take over if you let them.

9 You do need something slightly more intelligent than a keyboardless behemoth than carry on being.

10 No idea.

11 How I written too many answers?

## HELLO JAMES EMMANUEL

1 In the Action Replay cartridge from Data's worthless purchase?

2 What would you give Mags 88888-0000 to the CMT? Do you know where I can get 10000 of a copy?

3 I bought Last Ninja on budget by Summit Software and it was only after you printed the full version in your mag that I realised there was only the first level on the cassette. What do you think I should do?

4 Will Mags be interviewed by using the full capacity of the CMT?

5 Will there be a Christmas 2?

6 Keep up the good work. Rogg's Frances is a jerk.

Paul Corbin, Tynan, Wales.

1 If you want to load your games quickly or have a homepage around the code inside then yes, it's a worthwhile purchase.

2 10%. No. No advertising in the small ads.

3 Did it finish with them and demand a working version.

4 Absolutely, no game has ever pushed the 84 at hand.

5 No idea. The spec seems seem intent on doing some 300,000, so it seems a bit unlikely.

## EYE ON MAURITUS

Mauritus has stopped importing games for the CMT which means that I can't get hold of Street Fighter 2.

If you could provide information about how I could







# PD FORMAT

**Don't blame us for this page, it's the PD Libraries putting words into our mouths.**

There only seems to be one thing wrong with the old PD model, namely that a lot of you don't even know what it is. So here's Pensnett PD to tell you why you should get all that lovely free software (and feel bad for the price-of-the-idea from them. Sure that's rampant greed...)

**FEATURING**

## PENSNETT PD

Library's full name: Pensnett PD  
Address: 21 East Square Lane, Pensnett, Granby Hill, West Midlands, DY5 4LS.

Telephone: 0284 71171

Software available on: Dos.

Prices: Single disk only - £1.00

Double Sided Disk - £3.00

FD Disk only - £1.00

Word processing and laser printing -

£1.00 per AA sheet/copy.

What Pensnett PD is good at and why: "A very warm welcome to Pensnett PD - the only single source supplier of the best public domain and shareware for the Commodore 64/65. Now you can see what your Commodore can really do with

our huge collection of PD games, utilities, demos, music, graphics, business, and educational software. We have excellent software for every need.

Apart from our range of public domain and share ware, Pensnett PD is proud in offering a word processing and laser printing service. Here for a credited fee, we can print your documents created with the later Office 1.0 word processing programs to our high quality laser printer. For those who don't own, or have access to, a copy of this package, but would like a report or essay etc. typed and printed, then our word processing service will fulfil your every need.

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Send a large S.A.E. for a free copy of our rather attractive PD catalogue. Also if you enclose £5, we will send you a free disk compilation of software to get your PD collection started. What a bang!



## TOP FIVE MUSIC

- 1 **SIMPLES SPEECH**  
Cat. No. 18000
- 2 **DESS MUSIC**  
Cat. No. 18004
- 3 **STARTER SAMPLES V**  
Cat. No. 18005
- 4 **DESS MUSIC II**  
Cat. No. 18006
- 5 **POSS SOUND**  
Cat. No. 18007

## ALL THIS AND MORE

So far you've seen Pensnett PD as being the best source of public domain and shareware software for Commodore 64/65. Now you can see that you're not looking for a CD-ROM you might not get along home just from a CD-ROM, either to share with your fellow users and if possible a sample of our writing. The more you know the more you'll love our excellent writing. Give a try.

## TOP FIVE GAMES

- 1 **ROBBY '84** A400/4016 DEMO  
Cat. No. 0004
- 2 **SANDS CHAS'75**  
Cat. No. 0001
- 3 **BEST OF ARCANE**  
Cat. No. 0018
- 4 **PD-SAMURAI I**  
Cat. No. 0002
- 5 **PD-SAMURAI II**  
Cat. No. 0003

The demo version offers and teaching module to students the boundary.



## TOP FIVE DEMOS

- 1 **RED BT DEMO**  
Cat. No. 0008
- 2 **TECHNOLO'82** Demo  
Cat. No. 0076
- 3 **DUTCH BREEZE** Business  
Cat. No. 0044
- 4 **ONE** PEAK Future Concept  
Cat. No. 0075
- 5 **GRAFFALTY** Light  
Cat. No. 0005



See their cutlery, a funny look appeared on the screen. "Get out of it" like bird call.

## TOP FIVE UTILITIES

- 1 **COMPARACK UP UTILITIES**  
Cat. No. 0002
- 2 **PRINTER UTILITIES**  
Cat. No. 0007
- 3 **SOARD UTILS DEMO**  
Cat. No. 0078
- 4 **UTILITIES BOOK 1**  
Cat. No. 00000
- 5 **TOOLZ DEMO**  
Cat. No. 0079

"Look, man, I've made a pretty thing in four columns." "That's very good starting."





In which the Apex Twins talk a bit more, answer some questions, wibble a bit, eat too many packets of Wotbits then jet off to Cyprus to catch some rays.

**Y**our names: John and Steve Rowlands.  
Your occupations: Aiche... ermm, programmer type dudes.  
Your Specialised subject: Mayhem in Monsterland.  
John and Steve Rowlands you have two pages on your specialised subject, Mayhem in Monsterland, starting now...

**WHAT PROGRAMMING TECHNOLOGIES WERE USED IN THE CREATION OF THE GAME?**

Well, obviously the first thing you would notice is the scrolling. We believe that this is the fastest, most colorful scrollers ever used in a CD-i game.

**WHAT YOU WERE FIRST AVAILABLE BY OF MONUMENT?**

We did, in fact, use money that was available by of money. Mayhem in Monsterland is at least 60k long at any one time. We managed this rather extensive text by using hidden

RAM under certain areas of ROM where someone had left it.

**I WONDERED WHEN I'D GET THAT SAN DOWN, ANYWAY, ERMM, IF YOU'D HAVE HAD ANOTHER YEAR, WOULD MAYHEM HAVE BEEN ANY BETTER?**

Of course it would, the longer you spend on any game the more features you can get in it but realistically you have to look at game creation from a commercial side as well as a creative side. There comes a point where you have to stop adding features and finish the game.

**QUICK SO, WHAT DO YOU PLAN TO CREATE ANY MORE CD-I GAMES OR IS MAYHEM YOUR FAVORITE?**

We have got plans for a deluxe version but this depends on the sales of Mayhem 1. Basically, the more people that buy it the more chance there is of a sequel.

"Thomas & Lisa, see Steve somewhere there... Steve, remember John."

**WHAT DO THE APEX TWINS FEEL THE FUTURE HOLDS IN STORE FOR THE CD-I?**

In the light of the console speculation the CD-i can still hold its own as a cheap, cheerful and entertaining system.

**WHAT'S YOUR BORN, BORN, BORN OR BURNING BIT?**

That's easy really. It's got to be Mayhem because he's got a car.

**IF YOU WERE EACH BEYOND YOUR WILDEST DREAMS AND DIDN'T NEED TO CODE**



You know, I've got confused. That landscape looks just like bits of Star Trek.



to the wildest extent of a crash, simply panic blindly and hold your hands over your head.



"That was me, Steve, remember it that was when we were in the studio recording that"

**ANYTHING, BUT WOULD IT BE A MONEY, WHAT SYSTEM WOULD YOU CODE ON?**

Something CD based, 300 is an example. Alternatively we would design our own system, after all, we would have the money.

**WHY ARE THERE SO MANY CRAPPY GAMES RELEASED ON CD-I AND COMPUTER?**

In the light of the console revolution, a lot of companies rushed out poor games in the search for financial rewards, rather than trying to give the people a good game. We enjoy creating games and only those produced over money.

**DOES MAYHEM HAVE A FOLLOW-UP? WILL WE EVER MEET?**

Who you're as rich as Mayhem, you would expect the follow-up to be leading a path to the stars, however, good looks alone do not guarantee a lasting relationship.



"Steve I just got time to say to Steve?"



Mayhem discovers a secret world full of beautiful lakes and green mountains.



Due to circumstances beyond our control a car will be playing the part of Mayhem tonight.



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TURTLES - THE  
COIN-OP**



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**Relativity? Puh! Big bang theory? Patawool! Chaos theorems? Thump! Jason Finch knows how to get the really nice crumbs out of the bottom of a packet of Dry Roasted peanuts. Now, that's good science.**



# TECHIE TIPS



## LET'S HEAR YOUR SEVEN

Dear Techie Tips,

I'm considering buying a cartridge and loading machine language programming. However, I'm not sure which cartridge to buy for this purpose. You mentioned before that Action Replay only had a monitor and I could not assemble with it. So which cartridge should I buy and where could I get a machine code assembler?

I found a copy of CF3 in a junkie sale and in the trade ads section there was a program for a 'Videopack'. I've typed in three times and found that it doesn't work. Can you help please?

I'm writing a program based on Charwell if a Calculator but I don't know how to make the computer pick at random the four mathematical functions plus, minus, times and divide. I don't suppose you would know how?

Keep up the good work! Techie Tips is definitely the best part of CF.

Andrew McCombe, Garmouth

1 More of the ability cartridges such as Action Replay have low assemblers. You can assemble code with the monitor, but not in the same way as an assembler would do it. I could recommend Action Replay. It's the one I use. Assemblers are hard to come by but you could try contacting some PG members.

2 I wouldn't just give any that I didn't write it or compile. To fix it, change '99' at the end of line 170 to '99', and change the '99' towards the start of line 240 to '99'. All should then be functionality.

3 I can't see why you would need to pick the functions; I always thought it was only the numbers that had to be given. You could try a couple of different approaches, both using the random number function RND.

```

00 0F 257477 7880 ...
01 0F 257477 7880 ...
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05 0F 257477 7880 ...
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99 0F 257477 7880 ...

```

Author of the above snippets are meant to work, they are just meant to show you the methods that you could use.

4 Thanks, I'm glad you liked it!



## QUICK FIT

Dear Techie Tips,

Following your reply to PCM REPLY some time ago, I have enclosed a routine that allows the internal ROM to be converted into the RAM area in machine code. This is preferable to your Basic version because that takes ages whereas this is done in a matter of seconds.

John Sampson, Boston

## BRAMHALL CALLING

Dear Techie Tips,

Could you give a program that made telephone numbers into coins. Would it be possible to make a set of telephone numbers and keep them on tape, with one coin having a single or double telephone number, so that when you want to use a number you put into the 'tin' figure number and get the computer to dial the phone number.

Number 4 represents?

Richard, Bristol

Yes, it would be possible to write that sort of program but it would end up in the quite a substantial software program. You could change the TouchType program into a subroutine that just 'dialled' whatever number was given to it in 28 and then you'd have a list that read something like 0400-10-10000. List which would take telephone numbers X which were held in the array X(2) and jump to the subroutine to dial it.

Thanks, Jason. The program switches over to the RAM copy but PCRE 1.55 will get the ROM back. If you're wondering what use it is, it allows you to change the keywords, the error messages and even force the commands work assuming you are a disk hand at machine code of course!

```

0 000 000 000 0000 00 0 000000
1 000 000010 00 000 000000 00000
2 000000 0
3 CF 00000 0000 0000 0000 00000000
4 000 00000000 1 00
5 0000 000 000 000 000 000 000 000 000
6 0000 000 000 000 000 000 000 000 000
7 0000 000 000 000 000 000 000 000 000
8 0000 000 000 000 000 000 000 000 000
9 0000 000 000 000 000 000 000 000 000
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```



## GAC ATTACK

Dear Techie Tips,

I read the Grand

Adventure Center

I really like CF game

away in issue 10 but cannot find the correct line in the booklet for a message to appear and a room to change (including its coordinate). It involves other numbering an object. Could you please tell me how? All my rooms are permanently light and the room I wish to change is not the room the gameplayer is currently in.

James M. Deigo, Texas

By far the easiest way to sort this problem out is to use messages to describe the room that changes. It





You will have to use a bitmapped screen to achieve an eighty column display, and use the data that you've created for the characters to plot the letters onto it. In Basic that is going to end up very slow, but it is the best method. The method that the word processor Teaspoon uses to achieve its 80 column display is a matter of fact,



With a bit of thought, it's possible to transform an ordinary document into something very special.



## QUICK SHOTS

If you've got a sappy, simple, single point then address your letter to Quick Shots and Jason will give it a combed read. He especially enjoys receiving petty mail as your letter usually will come a few sheets of paper, and take combs to answer.

I have bought a second-hand C64 an MPS801 printer, both without manuals. There is no need to convert the hex and without the manuals I do not know what's what I need. Can you help me?  
Neil Boyd, Leam.

It's called a C64 serial card and you can order one from WTS Electronics Ltd., Bristol Manor House, Great East Lane, Luton, LU4 8EJ. 70000 491190.

How can I get my C64 to behave differently when I press the space bar to where I press the fire button on the joystick in port one?  
Michael Kelly, Lomax.

You can't. Port one is wired internally to some of the same circuit board bits as the keyboard. That's why if you plug a joystick into port one and wedge it about a bit you can get some characters appearing on the screen.

I decided to browse through my CP magazines for some useful programs. The Double Height Code

incredible fonts can be created

Incredible fonts can be created

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# Fun With Fonts

With a little bit of imagination, it's possible to come up with some extremely impressive fonts. By paying a bit of attention to the look of your text, it's possible to completely transform the look and feel of a message.

The Ages boyz games enjoy a very distinctive feel thanks in part to the time they spend on getting the fonts right. The boys reckon that they get their inspiration from all over the place and if they see a font they like then they'll try to recreate it on their C64.

When you come to create your own font, be aware of technical aspects such as the space between the letters and how everything will look when it's strung together. The most difficult job is in making the letters look rounded. All too often, font a look jagged, square and otherwise unattractive. Have a look at the fonts on the left. It's all the same text and yet the words are transformed by the font they're placed in.

The best way to creating legible fonts is to experiment. Use the C64's own character set as a starting point and see what happens when you add the odd pixel here and there. Guide often you can completely transform the look of a letter by simply pointing an extra pixel on one of its curves, horizontal lines.

## GOT A PROBLEM?

Jason Fitch is more than willing to answer all your technical questions, so write to him at Techie Tips, Commodore Forum, 20 Moorvale Street, Gath, Essex, SA4 0JW. Please remember that Jason cannot reply to any letters personally, so please don't include a self-addressed envelope. This feature has been brought to you by PowerGen. We're working hard to open you up.

## THE SECRET TO GETTING YOUR LETTER PRINTED

- Rotate copies of technical information about your C64 setup, for example which peripherals you have plugged off your modular interfacing to the serial board.
- Don't load too many prints in your letter. Stick to one serial print.
- Use a card get your letter printed if good.
- Make sure if you have parallel interfacing.
- Don't keep sharing an anti-emo if the garbled get. We are busy to turn your letter to you better.
- Don't use an IBM, approximately personality to any of the letters you send it.
- The more original the problem the more likely to be printed. Trouble plugging into a printer interface.

# GO FINCHING

## CASEBOOK

**Part Three: The peculiar case of the binary parrot. In which Interpol and send for Jason Finch technical tective to the stars.**

**W**ith programming, unless you understand the fundamentals inside out, there is no way you will ever be able to throw down your pencil and take up the challenge of writing your own games. The trouble is that books always tell you what to do, but not why it works. Then, when you need to do something relatively simple you can't - you're stuck because you don't know why what you have been doing for months actually works and so you cannot develop it to your own needs. Okay, sounds very logical, doesn't it? (I'd be about a 1/2 mile) Well, it doesn't have to be. The reason we're going to prove playfully through the wild world of binary, moving on to the heavier stuff next month.

### IN THE BIN

Imagine you were using a calculator - starting at zero, keep adding one. First you get the zero appearing on the display. Then a one, followed by a two and so on up to nine. After that, the right hand digit becomes a zero again and the calculator stuffs a one before it to make ten. That carries on until 99 where

the next two to show, then add them in eight - that means, take eight, then add five and you have

the calculator makes both of those zeros and stuffs another one before it to make 100. That number system is called decimal.

Now imagine that you only have about the numbers zero and one. So you enter a zero, you add one and get one as the result. Now when you add one it can't give you two, because two doesn't exist. Instead it changes the one to a zero again like it changed the nine with decimals and bumps a one before it. Then it adds one to the zero on the right and you get 11. Now add one on again but the one cannot go to a two, remember it goes back to a zero, so it does the other one, and a new number one is stuffed at the front of the queue. So the new number is 100 and the number system is called binary.

### LET'S TALK MONEY

You probably found that a little difficult to follow. But if you haven't landed yet and are still with us, let's consider an easier way to look at

it. Picture this: you can buy your hands on four bags of money. In the first bag is 0, in the second is 1, in the next is 2 and in the last is a measly 3. You can't open any of the bags. If you needed 13, you would need the 8 bag, the 4 bag and the 1 bag because  $8+4+1=13$ . No other combination of bags will give you 13.

Represent the four bags by numbers - if you have to use a certain bag to get the amount of money you want, give that bag a number one, otherwise zero. So, to represent those four bags for 13 you'd have 1101 (because the first two bags were needed, as was the last). If you only wanted 8 then it would be 0110 as you'd only be taking the 4 bag and the 2 bag.

These rules of zeros and ones have an amazing resemblance to binary. 1 would be 0001, 2 would be 0010, 3 0011, 4 0100 and so on. Just remember that the left most digit is the 8 bag, the next the 4 bag, followed by the 2 bag and the 1 bag and with a zero meaning 'no bag, I can't need that bag' and a one meaning 'Gimme that bag!'

### HEY BIG SPENDER

Extend that idea, and today \$0.0000000000 you end up with a 10 bag, a 32 bag, a 64 bag and, for the big spender, a bag containing 128. You can have any amount of money from nothing to 203 by taking different combinations of bags. Imagine you're a bit of a greedy wot, so you take the 128 bag and the three least significant bags, 64, 32 and 16 bag. How much do you have? Well,  $128+64+32+16=240$  so you've got 120 by taking those four bags. Bang bang the 4 bag and take the 32 bag instead so you have  $128+32+16=176$ .

Use the system of zeros and ones to represent it: you took the first bag, the one with 128, so give that a 1. You left the 64 bag so give that 0, but you took the 32 bag so give that a 1. That's 101 so far, but there are still five bags left. On the same with them and you'll get the numbers 0, 0, 0, 1, 1 and 1. Join the whole lot together into eight digits and you find 10100011 represents the amount 183.

### MONEY MONEY MONEY

You have just learnt everything you need to know about the binary number system! Simply remember how much each one of each of those bags, and keep working out which combinations of bags you need to get the amount of money you want. Taking them all, you end up with  $128+64+32+16+8+4+2+1=255$  which is, indeed, the most I said you could get.

### NEXT MUMF

Next month if he showing you exactly how the money bags story related to how your computer works. And if he showing you how to recreate a crude model of the CMOS Suspension Bridge with some old paper, a 4 1/2" floppy diskette, some sticky-backed plastic and an old pair of pliers - Mads! Until then, amigos.



# TIP OF THE GAMEBUSTERS

**Stuck, lost, bewildered, Welsh? Never mind, the CF crew aren't the sort to bear grudges, so here's Andy Roberts with a wedge of game cheats, listings, pokes and advice for lost gamers.**

## TIP OF THE GAMESBUSTERS

### RUSSA 3

It's again here, this time with a new, more powerful solution for this enjoyable arcade game. The goal is to - enter bottom door - enter middle - enter left bar - in - enter middle - enter top bar - in - enter bar - in - enter it.

Control the legs, handles, eyes, and pelvis when you need them, and select the blue spots when before you start.

From the start: B, R, COLLECT MAGIFYING GLASS, B, R, COLLECT CAR PRIZE, COLLECT CAR PRIZE.

M, DR, LT, LT, T, T, LT, R, B, FOX PRIZE TO CAR, Repeat! You're finished!

### ACTION REPLAY POKES

Here's yet another stunning array of Action Replay POKES courtesy of Richard Deacon and dedicated to the Superman Beynour compilation. To use the POKES, freeze the game, press "F" to enter the codes, and then select the game using "F".

### WILD WEST BEYNOUR

POKE: 0258-173 - No cheat

POKE: 0257-173 - Infinite time

POKE: 0258-173 - Infinite energy



Funny infinite lives and energy for the first 'Seymour's Hollywood' thanks to the Action Replay codes.

### SUPER BEYNOUR

GAME THE PLANET

POKE: 0798-165 - Infinite lives

POKE: 0799-165 - Freeze in/outdoor

### SERGEANT SEYMOUR

POKE: 1870-173 - Infinite lives

POKE: 1870-173 - Infinite lives

POKE: 2172-164 - Programs on level 1

POKE: 4022-165 - Sparks up game to Beverly Hill speed

### SEYNOUR DOES TO

HOLLYWOOD

POKE: 2094-173 - Infinite lives

POKE: 2094-173 - Infinite energy

### SERGEANT SEYMOUR ROBOTCOP

Richard Deacon has some extra tips for those of you using the cheat implemented in CF30. As well as pressing "F" to skip the current level, you can also press "F" to jump straight to the next level (without the easy-in-between level, or even "F" to jump 10 levels). And just in case you missed the aforementioned cheat, here it is again: on the screen, type in 0000780-000-0000 on any system. The number will change colour to indicate that the cheat is active - infinite lives are yours to play with.

## REGULARS

### TIP OFF 33

The best of the hints, cheats and solutions sent in by you lot. It's over there on the left.

### LISTOMANIA 37

Prices, listings, get 'em while they're hot, they're lovely. Special offer today, 20 for the price of one.

## MAPS & SOLUTIONS

### THE SIMPSONS 34

Part three of this five part mapping extravaganza.

### NEBULUS 35

It was on our coverage it's brilliant, but it's also just plain. So if you're team struggling to progress a small game frog in a series of some towers then check this lot.

### SUBURBAN COMMANDO 38

66 yellow pants please! Hulk Hogan gets the once over from Andy Roberts. Can you finish the game now, with all his help?

### CASTLE MASTER 40

This first part of the complete solution to the fairly three-stage castlescape.

### GAME OVER 41

It was on our coverage it's brilliant and it's spreading itself. If you're a bit stuck on the absolute best-check this out immediately.

### NOBBY AARDVARK 40

Scumbasted and released into the wild.

### STREET FIGHTER 2 34

Such tricks out Zangief, Okuni and M. Bison.

### BEE52 34

The Collins' latest about set-up has caused you for a few headaches. Here's some advice.

## SOFTWARE VOUCHER ALERT!

Here at CF we've got a warm eye for just the right, excellent software, including software maps, and just like POKES, if you have something to what our agencies will, fund it into an invoice and post it to: Andy Roberts' Gamebusters, Commodore Forum, 20 Marnock - Street, Perth, Assoc. (WA) 2000/00, and we'll provide not to get there. Honestly.

## TIP OF THE GAMESBUSTERS

It's again here, this time with a new, more powerful solution for this enjoyable arcade game. The goal is to - enter bottom door - enter middle - enter left bar - in - enter middle - enter top bar - in - enter bar - in - enter it.

Control the legs, handles, eyes, and pelvis when you need them, and select the blue spots when before you start.

From the start: B, R, COLLECT MAGIFYING GLASS, B, R, COLLECT CAR PRIZE, COLLECT CAR PRIZE.

M, DR, LT, LT, T, T, LT, R, B, FOX PRIZE TO CAR, Repeat! You're finished!

Here's yet another stunning array of Action Replay POKES courtesy of Richard Deacon and dedicated to the Superman Beynour compilation. To use the POKES, freeze the game, press "F" to enter the codes, and then select the game using "F".

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PART 1

PART 2

PART 3



# THE SIMPSONS

## BART VS. THE SPACE MUTANTS

### LEVEL 4 - SPRINGFIELD NATURAL HISTORY MUSEUM

#### PART ONE

On this level Bart must collect as many of the XXXI signs as possible (Sounds logical - Oh, and for once it isn't necessary to keep using that .RAY special - every creature on the level is a space mutant. From the start, walk right and jump up onto the first picture frame to collect the gun. Then jump left to grab the first XXXI sign. Now go right again, jumping over the mutant on the ground. Be cautious of the mutant in the picture - it will come to life as soon as you get close (see underneath) - it

will jump into the glass case, then jump onto the top to get the extra life. Continue right, under the next mutant, then prepare to tackle the first set of four doors. It's all a matter of timing, so observe the pattern briefly then run quickly past them immediately after the bottom laser flashes. Stand on the glass case to reach the next XXXI sign (avoid the mutant below), then walk past the next set of laser beams into the very 'thick' single window. The insect captures while you're across the ground will follow you, so stay on the mark and be ready to jump. Go right and keep on the 'gap' ahead, then continue right past the bridge and jump up into the branches of the tree for safety. Jump over the

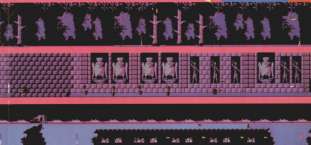
dragonfly which heads towards you, then jump right onto the tree in the middle of the ceiling (jump up to avoid yet another dragonfly). Now jump onto the tree to your right, then wait until the crocodile appears in the training below - jump carefully onto its head. When the second crocodile emerges, jump quickly onto it to avoid the falling

#### PART 4

It's the positively perfect penultimate part of Andy's complete solution. This month Bart pays a visit to the Natural History Museum, so pay attention - I may be asking questions at the end class.

PART 4





stairs, and repeat this process when the third crocodile appears. When you reach the right-hand edge of the swamp, jump right (over the invisible back onto background), go right, jump on the lake's head, then use the gun to get rid of the monkey. Jump right onto the middle tree, then right again to the next tree. The spiders are fairly easy to get past - simply walk underneath them - but beware to take your time, as it's very easy to get killed. Continue right past the EBT sign, then jump on the guy's head as below.

## PART TWO

Go right past the next set of stairs, then jump up onto the left-hand edge of the picture frame (avoiding the instant) and collect the EBT sign. Go right under the instant, avoiding the instant on the ground, then grab the invisibility coin and quickly run right past the two sets of stairs. Collect the gun from the picture frame, go right under the next instant then jump on the guy's head. When the instant on the ground is under the picture frame is your left, jump into the edge of the frame and jump right to get the EBT sign. Then go past the next set of stairs then prepare for one of the hardest parts of the level. It is only safe to walk on the



red tiles. Walk on to the first red tile and another will appear. Jump onto this tile and another will appear - get the picture! The red tiles appear in this sequence: 5 forwards, 4 forwards, 2 backwards, 5 forwards, 2 backwards, 3 forwards, then jump right onto the 'safe' ledge. The next set of platforms work on a similar principle: jump onto the first platform and a second one will appear. Jump onto this, and a third platform appears. When you're standing on the fifth platform, jump right onto the safe ground. Make your way to the right, jumping over the crates, until you reach a room with three statues. Jump up onto the ledge by the left most statue and stay there. When an Abbot appears above Bart's head, jump up and collect it. It is advisable to stay on the left and be patient, but if the time limit is low move carefully from statue to statue avoiding the insects which fall from above. When enough coins have been collected, the screen will shake and you can proceed to the right to meet the monkey. On the screen there is a hidden platform at the top left, which is the ideal place for Bart to stand in order to avoid the Munchy's bullets. It can be filled by jumping on to the first two times, but if the monkey leaves the screen the fall count is reset (so try to keep it on the screen).

## PART THREE

Now go right past the bear, grab the EBT sign, then rush past the next bear and collect the gun. Use the picture frame to get the other EBT sign. Continue right, and collect the invisibility coin to get past the instant with ease. Then get the extra life and the gun. Use the picture frame to get the EBT sign to the right. Run right past the next set of stairs into the wilderness, and jump on the guy's head for another 'good of existence' coin.

Now walk right until you reach a red tree, which can only be jumped using the top which floats down the screen. If you jump when the log is halfway down, everything should be fairly okay. Continue right, jump on the bear's head as before, then avoid the bear and jump across the chain using the platforms provided (don't worry, they won't disappear). Make your way carefully to the right, using the moving platforms wisely, as well as ducking under any trees which fly by. Carefully walk, move right until the huge dinosaur comes into view. To get past this hefty opponent, jump at its head three times. There are two hidden platforms and to the left of the dinosaur. Bounding the fireballs, jump onto the top platform, and then three onto its head.

## PART FOUR

Over the dinosaur's dead, jump right onto the dinosaur's back and get the EBT sign, then jump right again onto safe ground. Run right and jump on the guy's head. Now run past the instant, then use the picture frame to collect the next EBT sign. Make your way and another two sets of stairs and continue right until you meet with Dr. Marvin Mongoose. Using the ladder as a ramp, bounce up onto a picture frame and avoid them to all the hard work. If you collected enough 'good of existence' coins, it not just being jumping on the head and the history.



## NEXT MONTH

Watch Bart traverse the thrilling and game continuation in the Springfield Power Station, same time, same place, um, different month.

# NEBULUS

A great philosopher once wrote 'Hubble, bubble, toil and trouble'. Little did he know he was describing one of toughest games around. Or maybe he did. Anyway, Andy Roberts is here with the first part of our complete solution.

## PART 1

The two boxes at the end, then drop off onto the 10 when the slider is motionless to be seen. Climb up on the 10 and push through the tunnel to the left again (you'll drop down to the other side), then quietly walk left, through the tunnel, then go up on the next 10. Now walk through the tunnel at the top to complete the level.

### LEVEL 1 - TOWER OF EYES

Time Limit: 100

From the start, go through the tunnel to the right, run underneath the eye, then get on the 10, and go up through the tunnel. Go left and get on the 10, go up to the next level (the grey ball won't block you), go right onto the next 10 and go up again. Then hit a blue and shoot the two Mooks and the yellow box, then walk left up the stairs (avoiding the moving eye above you). The stairs are slippery, so keep running to avoid falling back. Now go through the tunnel at the top of the stairs. Then immediately face right and shoot the ball. Walk right onto the 10, go up to the next level, then slide left onto the platform and wait until the ball has bounced out of sight. Now drop down to the left and shoot the ball at 10.

Access: Walk left under the eye, then stand on top of the stack of platforms (which will subsequently disappear). The next time



The ball level's really designed to see you into the game.

is to go up on the 10 without the ball above (making you slide again - become a movement pattern and time your ascent accordingly). When you reach the top of the 10, jump over the platform to your right (it will disappear if walked on). Once safely across, go through the tunnel, then walk left and go up on the 10 (when the eye above moves right). Now go through the tunnel to the left, then go right and through the next tunnel to complete the level.

### LEVEL 2 - REALM OF ROBOTS

Time Limit: 100

From the start, walk left and jump over the first gaps. Then get on the 10, go up, and jump left over the sphere when it moves down. Go up on the next 10, through the tunnel, then walk left up the stairs (avoiding the sphere above). Half-way up the stairs, wait for the sphere to move right before

getting into the 10. Go up, through the tunnel to your left, then jump onto the 10 to your right when the sphere moves down to 100.

Ready to begin? Go up on the 10, walk left (underneath the sphere) down the next set of steps, then get on the 10 and go up again. What is left of the tunnel is your left, and when the sphere disappears round the corner, go through it - you should emerge safely and drop down on the other side. Get on the 10 and go up, but do NOT go through the tunnel to your left, instead, walk up the stairs when the sphere moves right. When you're halfway up the stairs (just above 10), turn left, wait for the sphere above to move right before running at the way up the remaining stairs. When you reach the top, DO NOT stand on the platform above the 10 until the sphere below has moved left. Now walk onto the platform (which will disappear), then get up on the 10 and go through the tunnel to complete the level. Make yourself a cup of tea.



### LEVEL 3 - TRAP OF TRICKS

Time Limit: 100

From the start, go left and shoot the ball, go through the tunnel, then get on the 10 and go up. Walk right up to the wall and wait for the alien to appear and break you to the level below. Shoot the ball, then walk right to the end of the platform, the ball platform will disappear, so drop onto the 10 and go up. Go through the tunnel to the left (you'll drop down on the other side), go up on the 10, then walk left underneath the two 'sliders' and get on the next 10. You should just be able to see another slider at the top of the 100000 - go up on the 10 when the slider is clear. Now drop off to the left and walk left when the slider above you has moved right. Walk all the way up the stairs, shoot



### LEVEL 4 - SLIPPERY SLIDE

Time Limit: 100

From the start, go right up the stairs and jump over the first sphere, then go up on the 10. Then the block is your right. Then go left and shoot the other two floating items (you'll need to drift backwards to do this). Now walk left down the stairs and follow the path around to the 10 - go up and through the tunnel. When you appear on the other side, jump over the platform to your left (it disappears) and go through the tunnel to the left. Go up on the 10 to your left, through the tunnel, then walk underneath the sphere and go through the tunnel to the left.

Shoot the block to the right, go through the tunnel to the left, then shoot the ball and walk left to shoot the remaining block. Go back through the tunnel and up the two stairs, but don't go back



Because jumping you're not allowed to combined with.

through the tunnel - drop off right onto the 10. Go up on the 10 and shoot the ball, then walk right down the stairs and get on the next 10. Avoiding the sphere above, go up on the 10 and step onto the platform to the left. When the 10 has gone down and the sphere has moved left, drop down and jump the gap to the right (this is very tricky indeed, so keep practicing). Go through the tunnel, then go up in the final gap to avoid the sphere which comes from the right. When safe to do so, walk up the steps underneath the first sphere. At the top of the stairs are three platforms in a row - the middle one disappears, so jump over it. Edge left and shoot the ball, then get on the 10 and go up. When the middle is clear, drop off to the right and shoot the two balls. Now walk right (jumping over the stack of platform) until you reach a wall - and wait for the alien to knock you down to the level below. Now drop off to the right, go up on the 10, and walk through the tunnel to complete the level.

Next month we lead you through levels five through eight (Nebulus fans, Hurrah, lol)

# LISTOMANIA POKERAWA

More freakish listings to impress  
and amuse your relatives.

## LETHAL WEAPON

Games

We've given you

maps, we've given you a stage solution, and now

here's the king on the case - the invaluable list

for infinite lives, ammunition, energy, and time.

1. 000 000000 0000 00 000

2. 000 0000 0000 0000 0000 0000

3. 00000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000

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10. 0000 000 000 000 000 000 000 000 000

11. 0000 000 000 000 000 000 000 000 000

12. 0000 000 000 000 000 000 000 000 000

13. 0000 000 000 000 000 000 000 000 000

14. 0000 000 000 000 000 000 000 000 000

15. 0000 000 000 000 000 000 000 000 000

## LETHAL WEAPON - DISK

Games

And especially for all you lucky 1341 disk-drive

owners, here's your very own listing cheat for

infinite lives, ammunition, energy, and time. Aren't

we nice to you? Or counts we are.

1. 000 00000 0000 00 000

2. 000 0000 00 000000 000000 0000

3. 000000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000

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16. 0000 000 000 000 000 000 000 000 000

17. 0000 000 000 000 000 000 000 000 000

## HYSTERIA

Alternative

Stop pulling your hair out, cease taking the cat

around the living room and put the joystick back in

the tank. There's absolutely no reason to get

hysterical, thanks to this superb-listing PONE. Type

it in for infinite energy (and you'll only need to

collect one star per level).

1. 000 000000 0000 00 000

2. 000 0000 00 000000 000000 0000

3. 000000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000 000 000 000 000

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18. 0000 000 000 000 000 000 000 000 000

19. 0000 000 000 000 000 000 000 000 000

20. 0000 000 000 000 000 000 000 000 000

## POWER PACK

### STARRAT

Now you can put the "ster" back into your "ey" with this listing for infinite energy and infinite

replenishes.

1. 000 000000 0000 00 000

2. 000 0000 00 000000 000000 0000

3. 000000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000

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10. 0000 000 000 000 000 000 000 000 000

11. 0000 000 000 000 000 000 000 000 000

12. 0000 000 000 000 000 000 000 000 000

13. 0000 000 000 000 000 000 000 000 000

14. 0000 000 000 000 000 000 000 000 000

15. 0000 000 000 000 000 000 000 000 000

Shooting at a TV camera in a fast and aggressive style won't get you very far. Instead, try this listing for infinite lives and infinite time (without which it's impossible to complete the demo).

1. 000 0000 0000 00 000

2. 000 0000 00 000000 000000 0000

3. 000000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000

9. 0000 000 000 000 000 000 000 000 000

10. 0000 000 000 000 000 000 000 000 000

11. 0000 000 000 000 000 000 000 000 000

12. 0000 000 000 000 000 000 000 000 000

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16. 0000 000 000 000 000 000 000 000 000

17. 0000 000 000 000 000 000 000 000 000

18. 0000 000 000 000 000 000 000 000 000

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20. 0000 000 000 000 000 000 000 000 000

21. 0000 000 000 000 000 000 000 000 000

22. 0000 000 000 000 000 000 000 000 000

23. 0000 000 000 000 000 000 000 000 000

24. 0000 000 000 000 000 000 000 000 000

25. 0000 000 000 000 000 000 000 000 000

26. 0000 000 000 000 000 000 000 000 000

## SUBURBAN COMMANDO DEMO

## BREAKTHROUGH DEMO

Not to be confused with the time-averse companion of the same name, this utterly DEMON-istic demo can be made much easier - just type in this listing from SUB in the infinite lives

1. 000 000000 0000 00 000

2. 000 0000 00 000000 000000 0000

3. 000000

4. 00 0000 0000 0000 0000 0000 0000 0000

5. 0000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000

9. 0000 000 000 000 000 000 000 000 000

10. 0000 000 000 000 000 000 000 000 000

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17. 0000 000 000 000 000 000 000 000 000

18. 0000 000 000 000 000 000 000 000 000

19. 0000 000 000 000 000 000 000 000 000

20. 0000 000 000 000 000 000 000 000 000

# SUBURBAN

## PART 2

Andy Roberts leaps into the super-hero role yet again, exploring the second level of this mammoth platform game. This month, we go inside the General's starship.

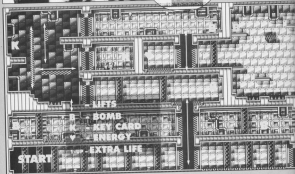


### LEVEL 2 - INSIDE GENERAL SUITORS STARSHIP

From the start, avoiding the flying alien, go right and kill the guard. Continue right, get on the lift and go up a level, then kill the guard and jump off to the right. Go right and see the first bomb, then go back to the left and jump across the lift shaft.

Continue left and kill the guard on the corridor's left, then head left to prime the second bomb.

Go right back to the lift shaft, wait for the lift to arrive, then go up to the next level (the guard this time re-appeared, in which case kill him again). Kill the guard at the top, collect the key card to your right, then go down on the lift to the





# COMMANDO

bottom level. Go right and open the door, jump right over the pit, then go up on the right-most lift.

Collect the key-card at the top, then use the other lift to get on the platform to your left. Drop into the anti-aircraft lift and jump off at the top, then jump left and prime the bomb. Now drop down, go left and get on the lift, then go up to the top-as before. Repeat.

Walk up to the barrier to open it, jump left over the energy beams and get on the lift. Jump off onto the slow-moving lift to your right (the one that moves sideways), then go right and collect the key-card. Go back to the left and get on the first lift again, then go up to the top and get the key-card to your left. Climb on the fast-moving lift, then go right and use the other lift to reach the top level.

Go right, open the door, then kill the guard. Continue right until you reach a lift shaft - jump across it and prime the bomb. Now go down on the lift, collect the extra energy to the left, then go right to the end of the platform. Jump right onto the platform below, then jump right again and get on the lift. Jump off at the top, jump right again onto the next platform, then continue right and collect

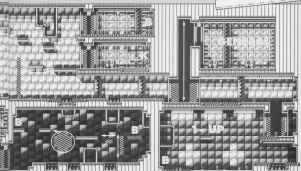
the keycard. Go left and use the springboard to bounce up to the higher platform, then make your way up and left using the platforms provided until you reach the bomb - prime it.

Now drop off the platform, go back up on the lift again, then bounce up on the springboard as before - only this time you'll need to hold right to reach the top-right corner. Go right and prime the bomb, then go back to the left and drop down to the bottom. Go right as far as possible and drop down the gap, then drop off to the left. Go left, kill the guard, then use the second springboard you encounter to bounce up and collect the extra life.

Drop off to the left, prime the bomb, go back to the right and use the springboard to bounce back up to the right-hand ledge. Use the main springboard to exit the chamber, then go left and get on the lift. Go through the barrier, then prepare to meet the General - just keep kicking and punching until he's dead. If you're finding him a little elusive, go to the far right and face right - he should get wedged between you and the wall, which should hopefully make him a darn sight easier to kill. *Edwin, hunter*

## NEXT MUMF

See it fully fully crash-landing on Earth, which is where he started back in the first place. Anyway, turn in for top games and more updates when we continue next month.



# CASTLE MASTER

It's out on compilation, it's out on budget, but it doesn't get any easier. In fact, over the years we've been inundated with letters for ages now, so here's Andy Roberts and castle-busting chum Andrew Davies with part one of a complete solution.

**F**rom the start, walk up to the castle, shoot rock of hole to left of drawbridge to lower it, and enter the courtyard. Take the door at the far right into the lobby, shoot the spirit, collect KEY 25 from the table, then go through the open door into the kitchen. Select crowd and shoot the rat under the table, go through the fireplace into the ladder, then set enough food (starting with the top table) to get maximum strength (see weights at each end of the bar).

Go back into the kitchen, take the left door into the lobby, the right-hand door back into the courtyard, through the castle entrance back into the wilderness. Face left, run towards the fountain, then run into it to reveal a hole. Select crowd and drop down the hole, look up and shoot the spirit. Collect KEY 42 from the box to your right, walk over the barrier, and through the door into the subterranean. Go left, go right at the junction, then go through the door. Walk straight ahead and through the next door, left, then through the door into the next room - shoot the spirit and leave. Go right through the door, take the first right, then go straight ahead and through the door. Shoot the spirit and leave as before.

Go left through the door, go left at the junction, then through the doorway to the right. Kill the spirit and leave the room. Go right through the door, then right at the junction. Walk straight ahead through the door, go left, through the next door. Run about the spirit and leave. Go straight ahead, left, then through the doorway to the right. Continue straight ahead, through the doorway, right, then through the doorway ahead to the stairwell.

Take the door ahead into the passage, then the door ahead again to arrive in the hospital. Look right and shoot the spirit, then go out into the

passage (you can walk here to recover if your strength is less than 1 weight). Take the door ahead into the stairwell, then face left and unlock the door using the action codes 'A'. Go through the door into the lobby, then take the far door back into the courtyard. Walk over to the wall, use your action on the wall to collect KEY 43, then select crowd and drop down the wall.

Face left and use your action on the box to get KEY 44, walk over the barrier, then go through the door to exit. Go left, walk ahead and take the next left, then through the door. Walk straight ahead, go right through the next door, right, then through the door into the stairwell. Take the right door into the lobby, then the far door into the courtyard.

Go through the castle entrance into the wilderness, then face right and follow the road around until you reach the Wizard's hut. Use your action on the door to unlock it, go through the door, then use the chair to jump into the table. Face the chair and

shoot and through the door to arrive in the great hall, shoot the spirit, then take the door in the far corner into another passage.

Go straight ahead and through the door into the hot bath, face left, then shoot the spirit lurking just above the water. Use your action on the lever (to your left) to empty the pool, then walk into the empty pool using the steps provided. Soon next, then drop down the small hole into the cavern below. View the lobby part, walk on to the top step of the barrier, turn right, then walk right up to the wall. DO NOT fall off the barrier, as you'll have to re-learn your steps through the catacombs.

Standing in this position, look straight up, aim the crosshair on the crack in the ceiling, then use



your action to collect KEY 47 (you might have to rotate a little). Now exit via the door, left, through the next door, straight ahead and through the door. Walk straight ahead, go right, through yet another door, then go right and through the door into the stairwell.

Go up the first set of stairs, take the door to your right into the lobby, then take the far door into the courtyard. Walk up to the door of the far-hand shed and use your action to unlock it, then crawl under the horses' tails and collect KEY 48 from the hole. Leave the stables, then go through the castle entrance back into the wilderness. Standing on the drawbridge, shoot a rat on the hole to the left of the door - the rat's corpse - you are in the roof of the chapel. Look down and collect KEY 49, then shoot the flag at the top of the flagpole - a rat will appear in the sky, so shoot that too.

Walk all the roof and enter the chapel, then select crowd and walk behind the pulpit to enter another cavern. Face left, collect KEY 50 from the hole in the wall, then walk over the barrier and go through the door. Go left at the junction street, crowd underneath the barrier, then go through the door. Go left, left again at the junction, then through the door into the stairwell. And that's where we have to leave it for this month.

So GAMES, your game position and wait until CFB is in the first, climactic showdown with the mighty dragon. Get your sword sharpened now.





# GAME OVER

Arguably one of the most difficult and frustrating games we've ever put on the Powerpack, so we decided to enlist the help of a master gamer... unfortunately he was on holiday, so Andy's here instead.

## PLANET HYPSIS

For the first time, I'm not recommending a game, but a strategy to make jumping planets a task. Normally, planets are at their most obvious when they're the closest target. So practice focusing first on just that one planet.

So just that one planet. And concentrate on that! Because in other times when you get your target.

Now get into the next screen. Starting in

the center of the next screen, jump forward. The left side is talking about the screen. Jump over the bar at the top, about to reach the bottom of the screen. The next screen of jumps need to be very precise. Jumping at the left side of the screen.

jump, when the left side moving forward, is moving off from the bottom of the screen, when the bottom reaches

the top of the screen, about 1000, 1000, about 1000.

Now jump into the next screen. Jump over the bar at the top, about to reach the bottom of the screen. The next screen of jumps need to be very precise. Jumping at the left side of the screen.

jump, when the left side moving forward, is moving off from the bottom of the screen, when the bottom reaches

the top of the screen, about 1000, 1000, about 1000.

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the top of the screen, about 1000, 1000, about 1000.

Now jump into the next screen. Jump over the bar at the top, about to reach the bottom of the screen. The next screen of jumps need to be very precise. Jumping at the left side of the screen.

make a ladder, it ends up at a

On top of the previous screen and what the bar, go right up to the ladder, then jump over the bar and press it. If you're

involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

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involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

and the previous screen is closed the gates

from the bar, then go right back into the screen and press it. If you're

involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

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involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

involuntarily, go right up to the bar at the top, then jump over the bar and press it. If you're

## GENERAL TIPS

- You have an infinite supply of bullets - keep firing at all times.
- Enemies will appear most of the way outside of the screen.
- Hitting the bar that time prohibits for the light screens.
- Position jumping is not possible, it's a bit tricky.
- Jump over the bar and press it, it's a bit tricky.
- Jump over the bar and press it, it's a bit tricky.

# NOBBY THE

He's an aardvark, and he's blue. Oh, and his name is Nobby. Nobby the blue aardvark. Who eats ants. Andy Roberts cracks open this latest Thalamus blockbuster. Andy isn't blue. (Or sane - *Ed*).

## LEVEL 1 - AMERICA 1931 AD

From the start, jump left over the gap, then get on the moving platform when the gust of water goes down and jump off at the other side. Get on the moving platform and go left, jump off at the other side. Then collect some ants from the ant hill. Get on the next moving platform and head left.

When the gust of water subsides, then continue left and jump over the next gap when water is down. Jump up onto the platform above, then up to the next ledge when the gust of water goes down.

Collect the ants from the ant hill, then walk all the way to the left and drop off the ledge. You'll need to duck under the wrapping belts. Avoid the cat-type creature in your sight, then collect the Acme General Purpose Industrial Lubricant™ without which you won't be able to use the oil-slick later on. Climb back up into the ledge and go right (you'll need to duck under the wrapping belts again), then jump up to the second platform and avoid the Tumbler-like devil when he starts spinning.

Head right across the platform, ducking in between the plants when he barrels. Then drop down to the ledge before when you reach the mountain. Go right, avoiding the cat-like creature on the plane, collect the ants from the ant-hill, then jump onto the leafy green platforms. Climb up a little, then head right, avoiding the cat as you go. When you reach the next mountain, jump up to the fourth platform. Then drop down to the wrapping belt. Now climb up to the oil position and go left across the



## LEVEL 1



# AARDVARK

lucky series of platforms. The strange "mushroom" creatures can only be shot while they are walking west and the pattern should be precise as follows. Then jump left when you reach the very last platform.

Once you're on the rocky ledge, run left and collect the pills at the end. Go left across the platforms, shoot the bushman dead, then continue left and shoot the bird. When you reach the end, jump left into the rocky hole just before. You can climb up and hit the two bushes on either side, but it's a very tricky "Walk all the way to the left (climbing under the bird as before), then raise your nose up

and left (there is another bird to avoid in the way). At the far left, use the moving platform to jump up to the railroad, then get on the rail-car and swing the rope provided (like crazy). Just before the last rail, jump off to avoid the last. Now get back on the rail.

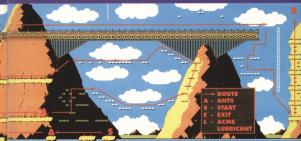
Travel all the way to the right, jumping off to avoid the mushroom creatures or avoid the birds. Oh, and you'll need to wiggle really quickly to get out of the buffers which block your way. When you reach the end, step off onto the platform below and shoot the rat. Now for the tricky bit: jump right off the bottom platform, stepping as close to the spikes as possible

without actually touching them. When you reach the bottom of the spikes, gull right and you should land on the cliff to the right... hopefully. Then jump to the top, into the balloon basket to complete the level.



## STAY TUNED

You'll be here next month, same time, same place, whenobby continues his mad, crazy life in a hot air balloon. You'll be glad to say to me, a JCP anti-crazy to write! — EC



# STREET-FIGHTER 2



The hot act of the world's hottest, as demonstrated here by Zangief.

## PART 3

Hard chopping, head lopping, kick fighting, ear biting

action with Zangief, Dhalsim and M Bison. Hutch continues his in-depth, up-front, bad-breath analysis of this stonking beat-'em-up.

If it's the fighting crazes that's sweeping the nation, Street Fighter 2 must have done something right because all the newspapers have carried normal reports from "leading" psychologists, teachers, MPs and parents. While that can either be about something they're never understood, we're not so into playing the game better.

### FROM RUSSIA WITH KEVIN

Here's a tip, for a head and/or to get the best of huge set combinations that Bison would be proud of. Zangief is BY FAR the strongest, slow but powerful, in his tactics, he has plenty of resources to look up the strength of his set-piece moves. In fact, Zangief has the strongest move in the game. Zangief's special moves are the spinning plate-spin and

the spinning plate driver (the hardest move in the game). The spinning plate-spin just requires repeated use of the fire button, much like Chun-Li's quick kick. To do the spinning plate driver you'll have to get in close and pull one of those rotating motions on the joystick. If you've timed it right, Zangief will pick up your enemy and spin round with their heads down near the bottom. It's not very pleasant but it's pretty effective. Other moves to check out include the plate-spin (a simple version of the spinner), the spinning punch and the bean-buster (or which Zangie bores the opponent over the shoulder).

In terms of move combinations, by pulling a spinning roundhouse kick followed by either a plate driver or a spinning plate driver. Alternatively try a roundhouse sweep into a heavy punch. The best way of beating Zangief is in the air, due mainly to the fact that he's a slow chap. Avoid those lame punches and use missiles and aerial attacks.

### BIG BAD BOSS BISON

Ah, the first of the bosses, dear old M. Bison. He... sorry! M. Bison is an ex-World boxing champ who's got a chip on his shoulder and is keen to show to everyone that he can destroy the entire Street Fighter 2 army. Don't worry, he's got all of those big, hard punches which has been known to topple buildings.

To beat Bison your best bet is to keep straight in with a strong kick (Ken or Ryu's hurricane kick, for instance). Above all, avoid getting within striking distance of his powerful punches. Try to use long range weapons and low-tweak links.



### NEXT MUMF

We'll wrap up this series of game-tips with a look at the three final bosses: Evilgen, Sagat and Vega. Be here or be somewhere soon, sorry, sorry, come and completely defeat Bison. If you see these things, take 'em. Please!



### INNOVATIVE INDIAN

First of all Dhalsim's got something of a bad reputation. It may have something to do with those skills he brings around his neck, or possibly the peculiar way he can stretch his body to reach out and hit his opponents. Whatever it is, if you master Dhalsim and his funny ways you'll have an extremely useful fighter.

Being Dhalsim's the oldest fighter in Street Fighter 2 and therefore he's had plenty of time to perfect some uniquely odd

moves. Dhalsim's specialty lies in the use of his, he has his names 'Yoga flame' and 'Yoga fire'. The former's when he does his impression of a flame thrower and the latter's when he kicks a ball of flame across the screen. To do both of these moves you've got to master the left-tilt-tilt-tilt motion of the joystick. The best of these is the 'Yoga Fire' as it leaves Dhalsim out of harm's way at the other side of the screen. Other famous Dhalsim moves are the 'Naga' (when he scrouches like a snake's head), the 'spine' (when he 'wires' across the screen, making all the other hit the headbutt where he usually brings his head head down on the enemy).

The combinations by the way, followed by a knee stab and then a kick. If the opponent's strongest you try doing a footstool (F+K) into a knee kick, repeated off with a headbutt. To beat Dhalsim, pop a footstool at him so that his off balance and use it with a combination of kicks or punches.

# BEE 52

**Bees, wasps, and things that go buzz in the night. Yep, this game is packed full of bugs, crawflies, and ugly insects, so who better than Andy Roberts to guide you through the game.**



Commander Roberts' first view from level 1 of the whole game.

## STAGE 1

This level is a nice, simple introduction to the game, and you should really use this opportunity to practice shooting, dodging, and running away. To complete the level with ease, simply collect the honey from the first three flowers you discovered, then head quickly back to the hive. There are some bubble monsters hanging around, but if you move quickly enough you'll never encounter them.

## STAGE 2

This is where the wasps appear for the first time, and it's important to learn how to deal with them. When they appear, fly away from them (don't turn and shoot when you're a safe distance away). You'll also notice that the flowers now contain bugs - avoid their bullets at all costs. Collect honey in batches of two or three, returning to the hive between collections.

## STAGE 3

Frogs are abundant on this level, fly over them if they're on the ground, by order them if they leap. There are more bubbles floating your way, which can be deadly if a bullet-holding bug is nearby. There are also a few caterpillars dotted around, which drop from the top of the screen.

## STAGE 4

From this level onwards, a whole jar of honey needs to be collected - a formidable task indeed.

Caterpillars make even more appearances, and generally there are lots more bugs around. Staying alive is becoming more and more difficult. As for collecting honey? Impossible... nearly. Collect the honey in one big batch, as it's too risky to go back and forth along the level.

## STAGE 5

Yet another new opponent to deal with, and this time it's those lovely pink forces. They act in much the same way as frogs, but move a little quicker (and appear quite unexpectedly). Collecting honey is very, very difficult now, and the main task is to stay alive long enough. Having said that, it isn't as hectic as the previous level, so grab the honey in much the same way as before.

## STAGE 6

Frogs and bats are the major problem here, especially when flying underneath a barrier close to the water. It's better to be patient - wait at the top of the screen and allow them to move before proceeding. Surprisingly, the honey isn't that difficult to collect, unless you get chased by a wasp. If you don't have any bombs handy, you'll need to keep a cool head to survive.

## STAGE 7

Another new bug appears on this level... the dragonfly. It gives no direct warnings, unless it gets hit by a stray bullet, whenever it will give

them your way through the game and you'll get to see their substitution and return.

chase (in much the same way as the wasps). If you are unlucky enough to hit it and get chased by a wasp, you can kiss your striped body goodbye (Yough! - die). The banners are the biggest problem, and it pays to wait rather than rush through the level.

## STAGE 8

Being the final level, you won't be surprised to find that everything and anything gets in your way. The dragonflies are more aggressive than before, and move a bit faster... and they now fire bullets too. Collecting the honey isn't that difficult, but it does take a long time as the flowers are very far apart. Watch out for the remains of bees in those ever-so-awkward places. Survive this stage and you've made it, now go and make yourself a large cup of coffee to celebrate.



## BEE ADVENTUROUS

If you're still finding the game a little hard, try this cheat on the title screen, type **SPRINKLEPALLA** (without spaces). The Commander's legs will start to twitch, and you can now start the game with infinite lives... plus the ability to stay levels using 'F'. The question is, can you remember who took that title and how? Answers on the back of a used tin can to the west-of address.



# OFFICE IN MY POCKET

Home accounting on your 64 needn't be dull. It's never going to be a non-stop laughter session, matron, but maybe Smokingun Forrester can liven things up a bit, as he looks at the camera and says "Get spreaded."



Learn to use your spreadsheet of home and car. It lists all items in one bank or financial institution. Includes, that was a serious caption - 64!

**H**owdy with your software? If you are, good for you (I personally haven't even thought about it). Even so, work mentally through your day - there are bound to be things that you will do on paper when you could be saving yourself a lot of time with your 64.

Let's say, for instance, you're running your own little business - maybe it's something to do with your C64 (good times, there are some neat people out there). Are you going to mess around with paper and pens for the rest of your life? Hey - dig out that spreadsheet we were looking at last month, and we'll see what we can do...

Somewhere on this page, you can see a little diagram of a spreadsheet (yep, you can). It's figure 1a. On that spreadsheet, you should be able to

see some highlighted boxes (they're gray whereas the others are white). What does this mean? Read on...

The title spreadsheet you can see is very much like the kind of thing you'd be drawing out on paper. There is, however, one major difference - most of the values were calculated as opposed to being written in by you in the first place.

Let's take the box relating to the cost of printing 10 units (this example relates to duplicating and distributing software), represented by the letter A. The initial cost of printing one unit is 10p.

However, because of the cost of cassettes we're going to assume you cannot buy packaging (yep, bags, or something) with bulk discount, so the price per unit doesn't decrease when you calculate higher figures. This means that the box displaying the cost of ten can contain a curious instead of a figure - ten times the cost of the price of one. The same goes for 5, but with one hundred times the price instead of ten.

The same can be seen with the row of postage costs (G). Really simple, huh?

All the boxes that are highlighted are what we call "calculated cells": there's probably a glowing floating around those pages somewhere, so take a look at that for a definition.

In the meantime, let's take a look at boxes D, E, and F. These are column totals. The means that box D is adding up the values for the cassette and letter; it's not adding up other boxes in that column.

Just when you thought it was safe to calculate cells - now we're going to do profits! There's another diagram, so wait.

Really, incredibly simple, this. The first row, being simple, was taken from the final row of the first spreadsheet. The second row is simply the revenue less the total amount of money taken from the

Figure 1

	1	10	100
Cassette	0.28	3.20	36.00
Letter	1.00	1.00	94.00
Packaging	0.00	0.00	0.00
Postage	0.47	4.70	47.00
	0.15	11.25	111.2

What does it actually cost you to create and distribute your own tapes. Find out for yourself with the help of a spreadsheet!



Figure 3

	1	10	100
Cost	04.95	71.95	719.50
Revenue	05.00	5	500.00
Profit	0	34.95	388.50
RFU	03.01	03.00	1 083.00

When your costs change, you can simply change the data in one box.

customers. As you can see, the majority of this row is highlighted. This is to signify that this box was calculated as opposed to being entered normally. Box A is calculated by multiplying the box on the far left of it's row with the quantity displayed at the top of it's column. This is the same for box B.

Next, then, we have to calculate our profits. This is done by subtracting the cost from the revenue. Every row on the column, therefore, is automatically

## FIVE THINGS TO PUT ON YOUR SPREADSHEET

- 1 Your home accounts.
- 2 Your business dealings.
- 3 Sports results.
- 4 Manual calculation.
- 5 Statistics.

calculated by the spreadsheet.

Getting the hang of this now? One more time, then - with the first row being profit per unit.

This is a very simple calculator, being total profit divided by quantity (Box F, for

example, is the answer to the sum 388.50/100. You may be thinking "well, I've got the hang of that, so where does it get difficult?". The reality strikes in is that it doesn't get any more technical than this - the real life in the realm of accountancy - it's better put-off a bit...

So, Mr Forecaster, we're going to take a look at your home accounts. We're going to take the following factors to work from:

Salary

Salary		Rent		Electricity		Gas		Water		Council Tax		Mortgage	
1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000

Individual cells can contain either a number, some text or a formula derived formula.

Bank		Savings		Investment		Other	
1000	1000	1000	1000	1000	1000	1000	1000

If you're unhappy with any portion of your sheet, you can simply edit again.

## FIVE THINGS NEVER TO LET ANYWHERE NEAR ANYTHING THAT LOOKS EVEN VAGUELY LIKE A SPREADSHEET, EVER (MY, WHAT A LONG TITLE)

1 Complete details of your budget and trading with flexible East-positivist accounts - with two rows each.

2 A run-down of how much office time you spend working as opposed to commuting, lunching, and generally messing about. Chat.

3 A cream-cheese teagay with a side order of orange slushing.

4 Two tables (perhaps the fact that a spreadsheet looks perfect for laying out data, the fact you never using a spreadsheet wouldn't help you a bit - there's nothing to multi-tabularly calculate).

The answer is a big one - anything.

Finally, there are pie-charts, bar charts, and the like to demonstrate visually where all your money is going to, or failing that, there are some slightly more "alternative" uses - check out our interview with "Bill" elsewhere in this piece.

You don't just have to do accounts and other boring stuff like that - there are loads of other uses.

### Going your homework

A Level statistics, isn't it? Well, yes. Yeah. So why not do all those binomial, quadratic, simultaneous linear, cubic, and P-type equations on a spreadsheet? You could use the package to create whole looking tables of various values and results at the touch of a few buttons. These are not the only uses - you could test compression, conformity, degrees of freedom, marginal of error, you name it, a spreadsheet can do it (OK then, what about spoken French or Spanish or Greek cooking or The complete Shakespeare? - Potatoes please).



Bank  
Gas bills  
Electricity bills  
Phone bills  
Fuel  
Clothing  
Recreation  
Savings

So let's put these down the left hand side of your spreadsheet. Now on the top you'll need the months of the year, and a total column, making 13 columns in total. In the first column, you'll enter your total salary - which will be divided into the twelve months. That makes your monthly salary cell a calculated one.

Every other cell in your table column is calculated, though - giving a total for the year of exactly how much money goes to each cost. What was that, Mr Forecaster? There are people reading this? OK - we'd better do a cut-down version then, for two reasons:

1 The size of the spreadsheet doesn't matter for this explanation - the Reader will get by the same.

2 You won't want everybody knowing how much you earn.

So let's take a look at our cut-down diagram 4B (over the page please). Plus, let's do it once again, you can quite clearly see the calculated boxes, as they're highlighted, and it only takes a moment to work out where they're calculated from.

This is basically all there is to it - from this diagram you can quite easily calculate anything you'd need to, such as total savings, total rent, etc, along with slightly more complex arrangements. What can we do with these figures, though?



GSM		GSM		GSM		GSM	
1000	1000	1000	1000	1000	1000	1000	1000

Here's a chart in spreadsheet form. Make the spreadsheet that looks simple.

**Making a decision**

Just think. After months of painful deliberation, you finally reach to the doorway of your wallet, decide to buy a car. (But which car? There is a much simpler way to decide than walking round looking types. Why not set up a table of various cars, calculating their fuel consumption over distance, etc? It would make life much easier, and allow you to make a more informed decision.

**Making lists**

It might also be wise to remember that a spreadsheet, at the end of the day, is just a grid of boxes — a spreadsheet is a spreadsheet. The Ultimate Spreadsheet Series, for example, features lists of every phrase ever seen since the dawn of time — the kind of thing you could use a spreadsheet to calculate as it automatically lists all the figures out neatly, instead of messing around with a word processor and a few hundred tab spaces. Smart process.

You don't need to be a high powered millionaire to tinker with the stock market, just as you don't need to be a professor of mathematics to operate a spreadsheet package.

Sperman

Every working class person should have a spreadsheet, for using it to make a fortune.



$C_2H_5OH$  - Ethanol

**Figure 3**

	Jan	Feb	Total
Salary	12000	12000	24000
Bills	10000	10000	20000
Leisure	10000	10000	20000

Add a few receipts and this is getting close to Guller's balance sheet.



Make sure you consider whether or not the government are using spreadsheets, or just guessing everything.

Lament actually used a CIA to keep track of this country — the entire population can be blamed on a slightly glibby pink voter, you know.

**Spreads tables**

To play baseball in this day and age, you need more than a good hand, a fast sprint, and strong forearms. To follow baseball nowadays, you need a degree. The statistics don't just state who's where though. They also display individual player performance, games behind, team length, and the like. So why not keep track of the league on a spreadsheet.

**Reburses**

For a small business, accounting can be a hassle, and an expensive hassle at that. So why keep an accountant to do the job that a spreadsheet can do for less money, and in a fraction of the time? Just think how much easier running a business would be if you brought a spreadsheet into the equation.

**Projecting cash flow**

When new businesses start up, they need to find out exactly how much money's going to be flowing through the company's accounts. To do this and to use a spreadsheet to project how much they're going to spend, how much money will be coming in, and what their costs will be.

Let's say that the firm were worried about business falling off in the winter. They could enter in reduced sales turnover and see how much the profit margin dropped by. This kind of analysis can be as broad or as fine as is required. So for instance, you could break sales down into different brands and types. All of which enables you to find out exactly what's selling and when. Smart or what?

Nowadays all the banks expect firms to come up with a comparison of their sales first, before they lend them a penny. Therefore, it's a pretty useful skill to be able to set up the kind of sheet. Just ask the bank that asks to see where's my spreadsheet?

**Planning a loan**

These days the banks are more than happy to lend you as much credit as you could cheerfully spend in a year. But the realising a lot of interest, it's easy to get in over your head and end up missing repayments. Spreadsheets are perfect for calculating exactly how much you can afford to repay each month.

This spreadsheet can take into account other costly factors such as interest, bank charges, inflation and any other extra costs you tend to incur. All of which gives you the complete picture rather than the usual picture one which most banks are happy to leave you with.

**Improving elderly relations**

Ever had the problem of the inquisitive grandparent? You know the one, they pop round for someone's birthday or for Christmas or something and inevitably want to see something impressive on your computer.

Well fear not, all you need to do is crank up your spreadsheet, which's a few imaginary numbers in and Boiny your Uncle Terry's list made from years back. You can even expand the whole imaginary spreadsheet to explain to your grandpa and parents how you manage to write your homework as quickly.

Then once everybody's stopped off to have a glass of sherry and some interesting stories, you can thank you have far less on the stereo and settle down to some intellectual gaming.

CF

**AN EXAMPLE**

In order to demonstrate a little more clearly the advantages of using a spreadsheet, we talk to a man who makes a living through the very effective use of Microsoft Office 2. In the interests of safety, we'll refer to him as 'Jim', but for all those who are interested, his name is Colin Carey, and he can be found at 21 Appleton Lane, Birmingham, B10 4AD.

CF: So, Colin, Jim, how did you make out of the excellent spread sheet package?

Jim: It was quite easy really — all I had to do was put a computer on the desk at all my home accounts, entering 'Ox', and wait for a bit until CF said that the instant account?

Jim: At first, I don't think so. All I did, really, was work out how much income, value added, savings, investment, had, and so on, and what the income was like. I would have actually just got required to how much I was being charged, and presented this information to the tax man in a nice neat way.

CF: I don't imagine that made for incredibly happy.

Jim: It didn't — he tried to several thousand pounds to bring a smart idea, and gave me an invoice, suggested software.

CF: So there you have it, kids — that has to be organized, but how'd it end up the government taking you out?

Jim: That's not all — the book is a cut from MS, but he said if I ever had anyone about the, he'd... CF: Yes.

CF: Jim? Come back! Jim...





# UNCLE DAVE'S BUY-A-RAMA!

*I don't know about you, but I still haven't found what I'm looking for. So we've got 250 pages of classifieds for you this month to peruse at your leisure.*

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- Want books on Demos, Water, Plus/Plus 64, also any floppy 1616 or disk with disk/book if possible. Phone Sarah on 061 670 4032 (Swinging).
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- Wanted Commodore Format cover tapes from issues 20, 24, 30, 33 and 34. Also CP magazine issue 38. Will pay any reasonable price please. 0232 454146.
- Keep any Fimbo's Dams, Time Machine, Night Grid, Star Control, Furies, Stern Sprints for any Nick Fiddler, Cheems 2, The Power, 1994, Food, Man, 3, Crystal Dairy, Cool Error Trains, Physics Soccer Collection. Must be good condition, please. Tel: James on 0450 832871.



Has anyone got any copies of the Commodore 64 Programmer's Reference Guide, Edit or Memory? Tel: 011 453 2190, ask for Sam, mention C64.

- C64 tape for everybody. Call 0960 764209



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■ Great Games Books, wanted Power Wars. Tel: 0921 850409. Also I will swap a ZX Spectrum+ for 20000 any 6400 computer or console including the Game Boy. So I will sell for £50.

■ I sell 16, 8 disk drive, Resonance-procs process, Contact Max at 8 Lutley Close, Swaffthorpe, Northole, CB 17 9SD.

■ Death Knights of Britain and Gateway to the Savage Frontier and Gateway to the Savage Frontier case book. Write to Paul, 81 Moor Grange Court, Moor Grange, Leeds LS16 5BB.

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■ Wanted old games, CP 1-16, defat or working old computers, free or cheap. Play the PAF. Round Salford for 64.

■ Wanted The Pawn on C64 disk and Retrograde on disk. Please 0463 580 917 after 5pm, seven days a week.

■ 1541-8 disk drive must be cheap as on the 1541. Ring James on 0832 769000.

■ Wanted Ultimate Family games on disk by Datacube, The Dungeon and The City. CB each. Please 0204 on 0898 953495.

■ Manual for the Commodore 885. 801 matrix printer. Also wanted map for Palomps 2 and Shadow of the Beast, both was the cartridge version. Write to John, 23 White Crosses Key, Ballyboden, Dublin 14, Eire.

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■ 1541 8 disk drive, Action Replay 64. V. Phone 081 368 9882.

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■ Wanted Phoenix 1 and 2 on disk for C64. Will pay reasonable price and postage. Contact James, 156 984 Street, Shaw, W. Giffarth, Lancs. OX2 8LL.

■ Would like a code companion - need to specialise in coding music in machine code. Preferably under 16. Write a letter to me marked Code Companion. Must run a tape drive. Address: 11 Plover Hill, Gwala Boregong, Derby, DE14 2RS.

## USER GROUPS

■ Hey! Do you want to form a programming club? Make games? Maybe market them? Can you program graphics, music or anything else? Write me in January, 10 West Loan, (Prestonpans), Turriff, Luthvan, Scotland.

■ Sub-Boss - We no profit service for 8-bit machines. Pkg or 17-50 with cover tape. Contact James, 6 School Lane, Battensea, Boston, Lincs. PE22 9RQ.

■ Call 66, the ultimate disk mag and 885, for an info sheet name an SAE. It's Patrick Jordan, 9 Fern Road, Fintona, Monaghan, L7 3AD.

## PEN PALS

Do you seem a bit? Then pay to the person I want to write to. Doesn't matter what kind of music, you're, or your age, or if you're a guy or a girl and I don't mind where you live. So if you want a pen pal just write to me. (Email: 25 Travelling Road, Borewall, Cornwall TA 9 3SD).

■ Pen pal wanted for C64 owner. Swap games or programs. Write to 67 Hawthorn Road, Melksham, Wilt. SN12 9AA.

■ Calling all owners of the best computer in the world (C64 if you don't mind). Swap any software, tape, maps etc? Write to Keith Barnabas, 10 Greenhill Road, Wincoburgh, Hampshire. 0502-617.

■ Contacts wanted, C64 users at 260 pps, write to me @ Pass, 83 Meadow Avenue, Wood Mills, B17 3EP.

■ Pen pal wanted, free music, C64 member any age (2nd between age 8 and 15) write to: 604, 100000 Road, Cornwallwall, Scotland.

■ Pen pals wanted for person with C64, swapping games, CDs, maps etc. Write to Michael Barry, Kinawick, Co. Down, Ireland.

■ Pen pal wanted who is interested in exchanging tape, games, etc. If interested please write to Ruth, 8 Parkside Cottage, Clifton Road, Burn-Loughran, Co. Down, Ireland.

■ Looking for pen pal to swap games and/or share programming knowledge. Contact to Guido Tooty, Polderlaan 23, 8000 Zwijndrecht, Belgium.

■ Pen-pal wanted for 11-year old boy. Prefer pen pals who swap computers and want to play on games. Write to David, 82 Pinnerston Road, Epsomville, Dorset DT4 4RL.

■ 14 year old girl wants male pen pal interested in computers. Also for swapping tapes and games. Write to Jane, 10 High Road, Troonville, Epsom, Surrey.

■ 8, Philip, 10 Wood Road, Bridgend, Glam. Sps, Wales, Sps, Sps.

■ Wanted pen pal with C64. Any age, boy or girl. Swapping music, maps, books etc. Please write to Lisa, Moorpark Hill, Congleton, Co. Cheshire, Ireland.

■ 11-year old boy requiring female pen pal. 14000 if possible, write to Paul, 2 Roman Crescent, Walthampton, Gloucestershire, Gloucestershire, G91 1DP.

■ 10-year old boy wants pen pal. I like most music, possibly want photos. Write to Chris, 28 Babbleridge, Walsingham, Norfolk & Wilt.

## OTHER

■ Wanted info on the whereabouts of anyone who went to Eads Head Primary School, Tottenham, in 1981-1985, if you do, or know someone that did, give me, normally a ball-on ball? 02027-1. It would be nice if you could fill out: 024 optional.

■ Exchange Little Computer People, Transformers, Eragon Hughes International Soccer, Highlander, Silver Rider, Mouse Monsters, Wanted, another board games, Paper Boy or Buzbee Bubble gum. Call Pauline on 0504 635088. No game - better's please.



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MAYHEM



IN  
MONSTERLAND



TV-14

CREATED IN

SUPER-DINOVISION







From the makers of *Creatures* and *Creatures 2* comes probably the greatest platform game ever created for the C64; *Miyhem in Monsterland* is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spiky blue hedgehogs.



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- ★ Not available in ANY shops ★



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# MAYHEM CONTEMPO

## RULES

Obviously the *Mayhem* Competitions are quite pleased to have featured *Real Games*. So here they are, pleased that they've laid up this brilliant comic exclusively for readers of *Contempro* format. The chance wanted to go for the more traditional sort of prize. Submission and what have you, but we had the cunning idea of creating some extremely exclusive *Mayhem* t-shirts.



Now these aren't just going to be any old t-shirts, oh dear no no, we're talking quality off-colour patterns. And we're only going to make ten of them. Yeah, just ten of you lucky *CGAs* will win one of these early editions of the only computer or console game to achieve a perfect 100% score. Now, that's a special prize.

So what do you have to do to win one of these *Super Smash Bros*, well like you to put your artistic hands on and do up a sign of

artwork. We'd like you to imagine what a sixth level of *Mayhem* would look like (game mechanics, effects

- You're in part of the *Mayhem* challenge when you draw ideas, and can imagine some Future Publishing, as they
- The winning idea for this contest in the 1st of November, we want to see any feature after that date.
- No outside money please
- The winners' names or *Address Information*
- The authors' names to keep

and what have you, and send them in, you to show it with *Mayhem* charging around in it.

Once you've got your ideas together, simply draw them on a sheet of paper no bigger than *A4*, write your name, address and age on the back and send the whole lot off to *Keep Some, 18 Tulse Mayhem Ave, Day Of The Week, Mayhem Comics, Competition Format, 30 Moorhouse Street, Bath, Avon, BA1 2BN, England.*

And for a change, here's a picture of *Mayhem* in *Smash Bros*.





# CHARTS

## TOP TEN

- 1 **THE SIMPSONS**  
 HIT SQUAD £3.99 **CF33 93%**
- 2 **RAINBOW ISLANDS** NEW  
 HIT SQUAD £3.99 **CF19 92%**
- 3 **WWF WRESTLEMANIA**  
 HIT SQUAD £3.99 **CF33 88%**
- 4 **MAN UTD EUROPE** NEW  
 BUZZ £3.99 **CF38 59%**
- 5 **MULTIMIX 1 GOLF** NEW  
 KIXX £3.99 **CF10 50%**
- 6 **JAMES POND 2: ROBOCOD** GAME  
 KIXX £3.99 **CF33 40%**
- 7 **CREATURES** ▲  
 KIXX £3.99 **CF34 44%**
- 8 **TEST DRIVE 2** NEW  
 HIT SQUAD £3.99 **CF27 43%**
- 9 **STREET FIGHTER 2** ▼  
 SB GOLD #13.99 **CF39 42%**
- 10 **RODLAND** ▼  
 KIXX £3.99 **CF35 41%**



## CHART FACTS

Start and Go have risen to the top of the chart, just ahead of the brilliant Rainbow Islands. Given a shake between the two, the CF score would place Islands.

1 Soccer games: The hit one so far, and it's now 5th by the looks of it.

2 Full price games.

3 Budget releases - you always get it.

4 Game named PlayStation because horses why (though, we wanted you not to buy it).

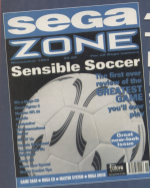


## THAT WAS THE MONTH THAT WAS: NOVEMBER 1992

- 1 Amia (Rappin')
- 2 Garden Ace (Frankie)
- 3 Rainbow Islands (Hit Squad)
- 4 Gamestar Business Manager (Rappin')
- 5 Rixxy Down: The Apple (Riddemaster)
- 6 3D Puff (Endemashere)
- 7 Go for GOLF (Kixx)
- 8 Letter Turbo Challenge (SBK)
- 9 Championship 3D Breaker (Rappin')
- 10 Super Off Road (Frankie)

## 10 THINGS AN ELASTIC BAND IS GOOD AT DOING

- 1 Fixing it your editor who's reading it magazine instead of your copy (What, I can't do)
- 2 Binding your joystick's wire into a nice little bundle so you can fit back into the box to fit it to your cousin for an extra-credit award. Giovanni Jones
- 3 Pressing small keyboard key assemblies.
- 4 Making not very musical instruments.
- 5 Tying your hair back to stop it getting in your vision.
- 6 Making huge heavy balls - Simon.
- 7 Put them round your face to ease your gaming.
- 8 Tie a few together for a cheap exercise exercising thing.
- 9 Keeping your place in your diary.
- 10 Binding your socks up.



# "BETTER THAN LIFE ITSELF"

Read Stuart Campbell's outrageous review of Sensible Soccer - only in the November issue of Sega Zone.

**Also:**

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Jameson Are My Neighbors

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00 You may kill me, but you'll never silence my praises for the game. Never mind the problems, it's tap-dancingly good fun to play. Arrgh. (Diss.) 00

Arthur Park, NES



00 This is the 1990's, we do not need dull pics, dire sound and revisionist right wing politics 00

Captain America II: The Avengers, Super NES



00 Press L, R, B, A and START together and you'll achieve world peace, England will qualify for the world cup and BBC sitcoms will be funny 00

Championship Pool, Super NES

00 It always takes me back to those halcyon childhood summers of Bush Puppies, ska music, space dust and rivalry with the local Chopper gang 00

Head Bash, Game Boy

00 A twisted John Ford pastiche of frontier life, it's the surreal progeny of Westworld meets Unforgiven 00

Samurai Warriors, Super NES

The magazine for SNES, Game Boy and NES owners is

**on sale  
11 Nov**

**it's the thought  
that counts**





# HOOK

with all sorts of a mischief really, what with quite a weak life force. There aren't really much scope for engaging. Playing Peter Pan is quite fun, though.

Slowly they all looked

round to see the tall adolescent in the doorway, her flowing hair as she studied, lightning striking into the darkness behind her.

It takes the form of a platform game with various subjects based on lighting being swimming and aerialy avoiding. The only problem is that it's really quite repetitive not giving much scope for free exploration - you're almost following a predetermined route round the levels' continued the figure, a long coat flapping around his legs.

It's a fun game, it's a platform and it's a multilevel - a long multilevel. James Leach gave it 83% or thereabouts when he reviewed it a while back - must suggest I mean the control system is off what's nice if it's fun there's nothing new here apart to that and with a multilevel system as well as the one I find several minutes just loading up an internet search program through the game does a lot of its attraction. He almost complained his boss will be remembered the look on his face and thought damn it.

There's not much else I can tell you - the graphics are reasonable, the music continues but the gameplay leaves a lot to be desired - in the end of the day Hook just doesn't have enough scope. The figure was moving slower, wrapping his head around the table as it did so. By the time it had walked right up to the group his face was deeply visible.

'Well, Captain Harry - what happened to your head?' Pigeonhole heard more than one tale that night.

GGMM



**"Gather round, yer sea dogs," old Captain Budsaye leant forward, "and I'll tell ye a tale to make yer ears curl." His dramatic air only slightly compromised by his beard, which was nicely bathing in his ale and his parrot which was pecking at his ear...**

To be good a certain 'gravelled Pigeonhole' slipped her hand on the back in the kind of way that, though appearing aggressively friendly, feels like bloody hell.

And so, as Marnie Kurke and Sander set around making their statements on the spot the Dubsaye began his story.

'Thus, Cap'n Puckstall and I labored the Striding on the High seas, headed for Behemoth land when we saw this fair vessel to portside. Well, we thought we'd take a look for the sake of our bounty, y'know, as we sailed up to her the Air taken down with us, she, aimed in the teeth with the sharpest surfaces between here and Devil's Bay.'

'We thought like the males of the sea that you to right an' 'bouted Pigeonhole, slipping the thigh and getting the left over. What, what'd just come down to you then, and he'd! I'm aware of a look for at least another seven months.



And as hairy tales with a hook and a hat come with, 'hook, it's really incredibly tall, isn't it?'



Again, but I wanted quite a few minutes to be get released on by some crap boy! But!

Dubsaye recovered 'Yeah well, we thought and was anyway. So some better Air than, wasn't what we could say. We when we found this lot of windows magical light on a table. On a piece of light coming from the chest over the sailing point with all sorts on back of buoy.

'We telling you now to be a Commodore if you're really about' interrupted Pigeonhole with enough regard to make Kurke stop his chatter, which rolled off and started putting setting for it's a while long.

'Look, well you just shut up! I know it wasn't a CRP job of more running Hook, the new budget game from EA Space.'

The others drew breath through their teeth when they realised that Dubsaye had seen the release they'd all been waiting for. 'How did it play?' asked Captain Budsaye, drawing up a chair and taking another hearty look from the fire.

A voice from behind them had over 'Well, it



And Peter Pan climbed up the ladder towards a block with a sword. It's all the over there in this.



It's another piece of scenery, very much the every other piece of scenery in this game.

- Graphically, it's nice, but nothing special, and really quite patchy, unfortunately.
- If the gameplay is really limiting, to be honest, quite boring after a while.
- It's got probably the most irritating multilevel system in the history of gaming, making you wait while it loads a sub-screen, then wait again while it loads the main level.

**POWER RATING**  
**55%**



Suddenly, Mayhem realized that there was no escape: he was forced to run all sides.



But after a bit of slugging and stomping, he was back to his usual schedule of star collecting.



One of several, filling levels of code (lines). After all, there's gotta be just something out of

# MAYHEM IN MONSTERLAND



Dear ThePowersThatBe,

How can Commodore Format possibly award Mayhem a perfect 100% score? Have they gone mad? Is it just a shallow bit of circulation boosting hype? I think we should be told,

Yours,  
Arthur Reader Esq. (Retired)

Some things are so eagerly awaited that it becomes almost painful to wait for them. Christmas morning, exam results, first dates, driving tests, Erika Farnest appearing in *Requiem*, the home-time bell at school, an ice-cream "Deal Paper™" on a summer's day, the first part of the weekend. They're all capable of turning the strongest-willed personality into a gibbering wreck. Which is precisely what has happened to the CP crew while we await this game.

*Mayhem in Monsterland* is a cobby platform game. It's not as *Elite* (oops). There's not a texture mapped wall in

sight. It has no 3D, no CD, no CD-ROM sound, no multi-million pound marketing budget, no funded string-team publicity, no novels, no stickers, no badges, no marketing launch in a *Sales* brochure, no London PR agency, no cinema advertising, no celebrity sponsors, no film footage (and to top it all you can only get it on the C64). So why are we so hyped up over it? The answer's simple. It's a game. A game composed of levels of platform leaping and bouncing action. Each of these levels is made



**BUT WHAT IF APEX DECIDE TO DO MAYHEM 2?**

I could say that well (over that ledge when you come to it, I said) it was a terrific example of the same quality as this then, and give it 100%, on the grounds that it wasn't as original as *Mayhem in Monsterland*.



After all, this is a family map, so we don't want to be seen to promote gross physical violence.



Remember kids, don't let this bit of foam (especially) get to anyone's face! We don't want any!



Simon Kat  
© Simon Kat  
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Simon Kat  
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ago of two sections, happy and sad. The idea of the game is to make each of the levels funny, but retaining the standard to its former (great) state.

In order to clear things up a bit you've got to collect magic dust and stars. The magic dust is obtained in Three Stars at the end of the last level so that he can transform things. The stars are for your own benefit, think of it as a bit of pocket money.

## BOUNCE ON THE BONCE

Of course it's not that easy. *Monstercat* is populated by lots and lots of (funny) me if that is correct) monsters. There are spiky monsters, bobby monsters, and fenders, under-water monsters, rabbit monsters, grumpy monsters,

## SIMON'S SAY

MyName, got? This is a game (or rather this is a movie) that has caused a great many arguments (all scale wars) between me and Clair - sometimes to the point that people have walked over from Edge (they're right, they don't) and asked us (me) very politely to shut up (or die) in some noblesse oblige manner.

What is the highest mark a game can get? Move to the game, why has MyName got the mark it has? There's a lot more involved in that answer (not a mere computer game - we call it circumstances, and I really should've taken into account what reviewing any game.

Now last, when we play games like *Monstercat*, all we're playing is a completely original invention of a game running on anything or something. This is all very well, but the code (or if you prefer, the software) isn't really written by someone (say) with a major software house, who's only actually working on the CD for the money, or because someone forced him to. This does not result in a quality version of any game, if the programmer wasn't willing to spend his putting in any kind of effort.

Indestructible monsters and jumbo monsters, it's about the levels, remember the blasting mode for Jurassic Park.

Learning how to deal with all these different monsters is what MyName's about. It's all too easy to get floundering down the level, barely trying as every monster is tight, only to discover that the ones with spikes or their backs can do serious damage to your life counter.

Initially enough it's the small dinosaurs which are the most dangerous, not the whopping great dinosaurs of earlier levels. The single most annoying monster of all is the rubber ball monster, an indestructible behemoth who bounces around the screen.

It's at this point that MyName comes into play. It was written by dedicated CD developers, Bob, and I know, David, Luis et al. When MyName was up to the edge of a platform, his facial expression changes to a slightly nervous look. This is good stuff. You see, it's not a convention in any sense of the word - you won't find this game on any other format.

If you want the full benefits on the game, you'll have to read the main review (sorry, it's HMOS), but bear this in mind - when you take a game that's worth over 90%, with the background of a CD dedicated project (this is NOT a conversion), done by a low price tag (as opposed to the CD's real companies would charge you for a new game on disc), you get 100.

Oh yeah - for all the moaning and groaning that everyone who disagrees with this is a snob, or doesn't effort's undoubtedly look down their noses at this for years to come, what's the point in having a rating system with an unnecessary big mark? Surely our rating system is far ahead (as a percentage) of this as far as it's even going to get - as opposed to 'nothing is perfect, as you'll never see because we'll always find something to grip about, so cheer up!

## SIMON'S SAYING: 100%

absolute to absolutely any attack, a kind of bonus ball. Anna Schwartzenberger.

On the last levels, the monsters only require a single bounce on the fence. When you make it through to the happy level those same monsters require two or even three hits, all of which makes life a bit tricky. You often find yourself precariously leaping off a platform onto a moving monster that requires at least three hits, it isn't easy.

## WILD WEAPONS

But what about the power-up weapons that are sprinkled around the levels. I hear you asking, surely MyName gets some help on his perilous journey to happiness? Well, yes, of course he does. Gladly.







Oh, and little spikes (what else can I call them?) is being attacked by a huge spike, what, thing.

distributed throughout the levels are loads of handy performance enhancers.

The most important green-up Mayhem can get is the 'thrust' booster. This enables Mayhem to screen storm the level at top speed in a fun, falling act dimension left, right and center. As long as he's charging, Mayhem can take out practically all the obstacles. Besides the charge (and there are subtle in-between top kicker stays in the recesses of the rock), limited possibility items and high jump icons. You really do have to examine every square centimeter of the level to discover the secret bits.

It is possible to quit before the secret stuff is, but only if you look really hard. The Apes characters have slightly changed the graphics where there's a drop-through, so you could squint really hard. However the easiest way to find power-ups is to explore all those seemingly empty dead-ends; you rarely come away empty-handed.

## LEARNING CURVE

All the level games have a nice diagonal learning curve. That is to say, that as you become more proficient at the game, it increases the difficulty level, so that it's always a challenge, but never a chore. Getting that learning curve out correctly can make or break even the best of games. After all, who wants to play the hottest looking slice of joystick action since Super Hangar, if you can't get off level two?

Mayhem doesn't disappoint with its learning



Before you can appreciate this, though, you have to sure you had this happy face with major dots.

## CLUR'S SAY

Oh, it sure! Mayhem in Monsterland is a great platformer. It's kept me excited for hours (and days, actually). But that's all Mayhem's, a platformer - not the perfect game. To me a score of 100% implies that a game is the best that a game could ever be. The percentage mark shouldn't have anything to do with the marketing strategy of the company or how small the CD machine. 100% should simply mean that each and every one of our readers will feel that they're getting value for money if they spend their hard-earned cash on the game. And I'm absolutely positive that a significant percentage of our readers would not get their precious worth of fun wandering around Monsterland.

curly: The first levels, once you gently visit Monsterland, enabling you to peek up the coats-of-Mayhem movement. Then once you've got a bit more confident you can battle the huge levels with their walled mazes and tricky jumps.

Thanks to the full life tank and the continues, it's possible to progress a bit further every time you play Mayhem. It's not one of those games which includes impossible obstacles, a little bit of thought and the hardest jumps can be completed.

## SO YOU LIKED IT THEN?

Mayhem in Monsterland pretends to be nothing other than a slab of gems. Everyone else might have said the past commentators along the line, but the Apes Twins, power-fathers of Mayhem didn't. While the rest of the computer games industry have become obsessed with marketability, cost-per-potential, target sectors, banks per second, CD-ROM chips and other utterly tedious matters, they got on with writing up the single most righteous game to ever appear on an 8-bit machine, simple or otherwise.

So, you may well be wondering how we can justify that big 100% rating, after all, nothing is great perfect. Are we saying that Mayhem's without a doubt on its rocky face? Maybe not. What we are saying is that this is as good as you can realistically expect it to get. The perfect game? No. The best you'll ever see on the CD in this decade or

the next? Yes. Hard words, enough said.



However, various authorities don't like people having much fun, so it makes you have like this.

For the one that answers most of the phone calls around here, the one can deny that I have more contact with our readers than anyone else here in the office, so I feel I know our public a little better than you lot. I mean, a committed adventure gamer will get very little from Mayhem in Monsterland, while the confused platformer (the crowd I have to worry) will get weeks and weeks of playing pleasure.

Don't get me wrong, dear old Mayhem does deserve a Cookie. I won't deny it that. And I may be writing forever for the coolest game, but inside this line I'm quite happy to have another blast at Disneyland. Bring us that psychic, Hank.

**CLURATING: 96%**

## CF VITAL STATISTIC

**NAME**.....MAYHEM IN MONSTERLAND  
**PUBLISHER**.....APEX PRODUCTIONS  
**CONTACT NUMBER**.....0000 00000  
**PRICE**.....19.99 24.99/19.99 24.99  
**AVAILABLE**.....ANY TIME  
**GENRE INFO**.....BUY IT NOW

## MAYHEM IN MONSTERLAND

- Borking game by absolutely anybody's standards...
- ... one which you could return to again and again and again.
- This is as good as it gets.

**POWER RATING**  
**100%**

# NIGHTSHIFT

Hutch moonlights in the local pub in the evening, Ollie wouldn't give up his football practice, so Clor had to cancel seeing the Machine Manifou gig to put the beast in chains.

**Y**ou know it's not only ghosts that get up in the middle of the night to go to work, a lot of factory workers don't even leave for work until ten at night. Do you think it will give you some clues

to be from that, too, because you've been removed as the mother's side, but it makes no difference to the game play as one of three night workers, looking after a old making machine called the Boss.

(You can see the cartoon series *Boris!* The Boss is like a bigger version of *Ter*). The Boss is an old and rusty machine from which you fall off at very regular intervals.



The Boss machine tells you your status for the evening.

Your job is to not only

get the machine going in the first place but, more importantly, to keep it going all through your shift. The first level simply involves looking the play and looking it in, lightning a rail and covering the electricity supply by prefiling the site. Most of the controls are automatic, at first.

On the later levels more control panels are revealed so there are more knobs, screens and switches to control with. As if that wasn't enough, an hour later the factory makes its first appearance. This amazing life creature has only one task in life, to hinder you.

The one problem it's the only obstacle I have.

But it's a big one, with Night Shift is that it's a follow-up game to get into in the first place: it's later you at least a couple of days to get it succeed. The aim of the game is thoroughly explained in the manual, but it doesn't give you any clues as to how to actually achieve those goals. How does it exactly how to control Fred or Flore, it got told you that you can look things, and Ollie actually explain what you should do with the possible to make your character look.

The last documentation, really might what could have been a great game. As it is, you need to have the patience of a particularly patient family pet and the determination of a gladiator to beat this thing. Once you have worked out where the game's heading it does get really interesting and becomes great fun to play. But that first hurdle will be too much for a lot of games players.

CLOR 



**TIP OFF** The first thing you have to do is check that the Boss's plugged in, so to save time, use a button to take you all the way to the top instead of platforming it all the way.



Working and jumping to the top of the Boss table for the first time. Which is still on a big yellow button instead.

## CF VITAL STATISTIC

CLASS	ADULT
REEL INDEX	82%
CONTACT NUMBER	01 224 5200
PRICE	£3.99
ANALOGUE	507 020 0
ORIGIN INFO	1991 000 7



If you need to get there in a hurry, choose the alternative and fast past the platform.

## SPLATTERHOUSE

There are two ways to dispose of a learning, both are total.

Introduce great cut - "Splat". You can either suck the little splatters up into your face... or... vacuum cleaner. Or, with more fun, by a central learning tap on the floor and watch it get the face head, Fun.



If you need a machine about it you're going to get something out of the game...

...that more you get into it you want the able to stop playing.

Completely it can be a full working if you don't know what you're looking for.

**POWER RATING**  
**72%**

# MANCHESTER UNITED EUROPE

Comonuuuredds, cooocommonuureads.  
Someone shoot the referee.



My head isn't a rubber ball. (Rubber balls don't bounce heading goals.)

If you don't know about the referee, but whoever decided upon putting a crap football management game together with a partially new arcade football set deserves to be shot (either that, or beaten severely around the stadium with a slightly damp handkerchief). Most football management games are not that exciting, but the good ones manage to get you really involved with the players and their problems.

Manchester United Europe on the other hand only lets you change formation, head players around or change your players names to something relatively safe. The most far-fetched was changing all the players names to Berlusconi. I'd love to see Bert and Giovanni get their tongues round that — waddy dream tape stuff. — and it's Berlusconi coming to Manchester, but Berlusconi has misheard. Oh no it's a foul! Berlusconi is being shown the yellow card. Man United has just Manchester in its name generally... and yes... goooooooooal! Berlusconi has scored!

Anyway back to the game. Although the management side of the game, to put it politely, leaves a lot to be desired, the football side isn't all that bad. It's got really nice footballs such as red and yellow cards, aftertouch controls and aerial lifts. Also unfortunately the great control system is hampered by

## TOP OFF



**you're really serious about beating the game it's best to let the computer play for you. No matter how good you think you are at football since it's better not to leave it up to luck.**

seriously slow play and the fact that before every half you have to sit around while you wait for your players and the umpire to shuffle slowly on to the pitch. What we want is to hit the and go straight into the match play. If I wanted to get in touch with all the problems in the game of football I'd go down Twickenham Park on a Saturday to watch the Floures. Unless you're a serious Man United fan there's no reason why you should waste your pennies, go out and do something less boring instead. Like getting the beer up to O2, Telford and drinking in the electric atmosphere of a great home game.

CF

Each team's own controlling computer.

Just look for a better system in the future.

## 10 THINGS YOU NEVER REALLY WANTED TO KNOW ABOUT MAN UNITED

- The team's most commonly known as the Red Devils.
- Brian "Captain Fantastic" Hudson joined the O2 Telford club in 1984 for a three month season fee of £1.5 million. (That's more than for they pay our publisher Gary.)
- In August 1975, the Manchester United keeper was later to forget during an away game in Birmingham, he was suffering with a dislocated jaw recovered by allowing at his team-mates.
- Gary Palmer was the most expensive defender in Britain.

- when he signed for Manchester United and that went on to be named player of the year by the United Supporters Association in 1980.
- Last season Man United paid up more cash than any other club from satellite company PlayStation.
- After winning the Premier League last season the club is now value at £20 million.
- This season the team finished 50th entry to play against Arsenal in South Africa.
- Ryan Giggs has recently signed a deal with Microsoft worth an estimated £100,000.
- The green and yellow strip was designed for Arsenal in the original Ministry team Patrick Healy, but he designed put the colours the wrong way round.
- According to my mate Tim their real nickname is The Bums, not the Red Devils at all. Hahaha.

## CF VITAL STATISTIC

GAME	MANCHESTER UNITED EUROPE
PRICE	£29.99
COMPAT MACHINES	ATARI ST/2/5/6
AGES	13-99
AVAILABLE	NOT NOW
OTHER INFO	MULTIPLAYER

## MANCHESTER UNITED EUROPE

- I managed to get through to the semi-finals of the Cup Winners Cup by just clicking on the box every time.
- One ball of a multiball, even on disk.
- Aftertouch, yellow and red cards and sending off is the arcade section.

## POWER RATING

# 59%



ARCADE, WHICH  
MAY BE MY FAVORITE.







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