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FORMAT

ISSUE 10 • £3.00 • DECEMBER 1992

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DEEP STRIKE FULL GAME

THE CURSE OF VULCAN

READER GAME

ROBBERS PD GAME

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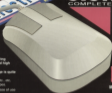
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POWERPACK

39

POWERPACK



Oh, what it is to be a world famous playboy... But when

the world seems a little small, why not wander off and smooch your way through space?



FULL GAME

FREDDY P

HARDEST

of two of the most beautiful games is set in the enemy base itself. There are 16 computer-generated scenarios scattered around the base levels of the base (it's from there that you obtain the captain's code and relevant information about the hyper-drive of a particular colour of ship).

Nuclear energy cells are also scattered around and these must be taken to the marked pits. To activate the lift, access the terminal control with 'up' on the joystick when you're standing in front of it.

When you've got all the relevant information and loaded a ship, go down to the hangars, jump in, punch in the captain's code and take off.

If all this sounds straight forward, just hold on a minute - you don't think it's going to be that easy do you? While completing your tasks you also have to cope with some pretty angry residents who don't want you messing off with their ships. There are three ways to take out the bad guys - you can shoot, kick or bump 'em. Pull down on the joystick to pull out your gun then hit fire to load your laser. Up and fire gives an impressive firing link, but remember you can work out most of the puzzles for yourself just hold fire and wiggle the fire.



I'm just a computer terminal, what did you do, when the hell did Freddy learn that point?



1. **CONTROL ROOM** When Freddy's returned a job of the power has not still got through with a heavy load on it.

2. **MISSION COMPLETE** If Freddy's lucky enough to find one of the power cells (it

appear right here again).

3. **MISSION COMPLETE** - Log onto a computer by putting up on the joystick and hit the screen message to show him. Remember to write down the captain's code when you find

them, as you'll need these later.

4. **MISSION** - Get 10,000 and Freddy will get a new piece of the car repair machine and send it to the next level (1, 2, 3). They go quickly, so be careful as when they run out, you're in.



Freddy, though rarely hearing his back on the starting audience, accesses a computer terminal.



They sound double - now be that, when you're, having in the right direction, and you've got it.



VITAL STATISTICS

NAME: FREDDY P. HARDEST
 PLATFORM: ALTERNATIVE
 GAME TYPE: ESCAPE ADVENTURE
 DEVELOPER: PUNCH DESIGN

QUICKSTART INFO

Base One + Type Code 000 + joystick, part 2

- ↑ UP/DG Jump
- ↓ DOWN/DG Dash
- ← LEFT/DG Run left
- RIGHT/DG Run right
- FIRE/SPACE Fire gun/attack

©1982 by the last of the great big 'unpublished' layout and in the process not in the last section is a little bit, please not a

Even then, some of the days I'm being written up in the middle of the night, turning downstairs and out into the cold air for fear of your house collapsing around your ears (I used to live by a train track, you see). Anyway, here's your chance to relive it all over again in a slightly more generous way — by your licks against the Red Baron and his flying circus of World War I flying aces.

You too can take control of a fully armed fighter plane to blast your

enemies out of the skies (and off the ground as well for that matter). There's planes, balloons, zeppelins and airships to take out your frustration, so get to the air and let 'em all fall! Being that you gain by through the skies (avoiding warbirds, tugs, and combat) to the blood victims of a bloody war below, but that's boring, so get killing.

The game starts with your plane on the runway ready for take off. If you pull the joystick down (before you reach the end of the runway) you'll find yourself heading for the skies. Once you're up, you



can control your flight by pulling down to climb (pulling back, up to descend (pressing forward and left and right to steer the plane (steering).

Pressing fire will not only set off your machine guns but will also instruct the plane you're wanting to drop its bombs. (I don't know — maybe they're really stupid or something.)

Your enemies are red and your enemies are black, so don't make the mistake I did when I first

loaded it up — I fired at the really little black thing in front of me to get it out of my way

DEEP STRIKE

FULL GAME

(which didn't exactly make me popular with The Cause). Mind you, if you don't fancy all this mission stuff you can just load up and make off for a good shooting session — you won't score at that and but you'll have a jolly good time. For the skill level (on the info screen) is easy if you're just after a mindless bit of psychotic blasting, otherwise you'll get shot out of the skies before you can sing the first verse of those wonderful blues in 'Dear Flying Machines'.

One handy tip for all those fast time-flyer — always remember which way the ground is, and avoid it at all costs.



Here's the map's view onto the wilderness, and it isn't too unlike the best I've found! (Sorry...)



Oh, it's a view of these trees scattered around. Oh what the hell, I'd better show it away another.



In clearly bad planning, the final picture is one of you taking off at the beginning of the game.



Oh... Another view. I think to be all levels, but let's that one of the good ones we're shooting at!

QUICKSTART INFO

Side One • Tape Control Off • Joystick port 2

- ↑ UP/DN Fly higher.
- ↓ DOWN Fly lower.
- ← LEFTS Bank left.
- RIGHT Bank right.
- ↑ FIRE/SPACE Fire guns and drop bombs.
- M Display map.

VITAL STATISTICS

GAME	DEEP STRIKE
PROGRAMMER	DAVID SOFTWARE
PROGRAMMER	JOHN WILLIAMS
GAME TYPE	ACTION/SHOOT 'EM
DIFFICULTY	MEDIUM GAME

NO LOAD ZONE

If you're having a hard time loading this month's powerpack then look at the left page in a jiffy, too. It's in 3A1, and it's up and and 310, CP 38.

Tape Replacement, Atlas Audio Video Ltd., Newport, Powys SA 1, Talbot, Swansea, TF1 42G.



1 2 3 4 5
SCORE: 000000 HIGH: 000000

1 2 3 4 5
SCORE: 000000 HIGH: 000000

1 2 3 4 5
SCORE: 000000 HIGH: 000000

1 2 3 4 5
SCORE: 000000 HIGH: 000000

1 2 3 4 5
SCORE: 000000 HIGH: 000000

1 2 3 4 5
SCORE: 000000 HIGH: 000000



Off to the spring nearby, every graveyard, or is it associated with a vampire's sleepkeeper from hell?



Is this Volcan history lesson? 'Need a whole island after all - he's just a beach town, isn't he?'



'Need that? I would have gotten away with it, too, if it weren't for you meddling island boys!'

As you enter comfortably then it begins. Once upon

a time, before your father was nothing more than a sportsman in his day's

youngling, there was a young boy named Agemon. The Popoloca. His home was a tiny island in the middle of the Sea of Islands, known as Volcan. Agemon didn't have a very full life. He spent most of his time gardening in his small allotment. One fine day he was digging up potatoes for his father to roast with the Sunday lunch when he found three small strange objects. Being the cheeky boy was, Agemon decided that the best thing to do with the objects was to rub them together in his father's old stained gardening mittens.

In an almost predictable manner, there was a sudden blinding flash that scattered the objects and caused Agemon to drop dead - he had broken the Curse of Volcan. Volcan was an extraordinary city and was scattered around in the early days of the world and, being true to all the classic conventions of evil islands, he admired the stunning beauty of the small island Volcan and wanted it all for himself (sounds a bit like that). So he built himself an iron shack atop of the coast from which he could cast long range spells in order to drive the natives away from their homeland. Finally, he had succeeded in driving most of the occupants away (he was a rather dove to a state of suicidal madness or turned into small green tree frogs).

Over the years the true story of the people of Volcan was lost through the myths and legends of

READER
GAME

THE CURSE OF VOLCAN

the rest of the world, until one day a stone tablet describing the whole affair was found by Sir John Oswald, son of Galahad the Great King. The stone tablet told of a way to restore the island to its original inhabitants, the small, green, beak-like tree frogs. The three magical objects must be brought

together again and taken over to the island in order to get rid of the terrible beak-like tree frog men and for all. Bring the three objects together and the island would turn back into the present place that it was at those years ago. Traps of heavenly light transforming logs into beautiful flowing waterfalls, etc. Trap you guessed it - here's where you come in:

Quick Oswald through his home town and beyond to find the lost objects, then onto the Volcan to do away with the evil Volcan father by shattering ancient incantations, or a better look in a

Tape to disk

If you're lazy enough to turn a tape drive and want to avoid as well as a drive it, then you get this on the floppy. Powerpack on disk. Simply cut out the label on the tape, stick it on your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order - made out to Miles Appleby, then let it fall to cover duplication costs and send it in.

Off to Tape to Disk
Miles Appleby Video Ltd
Newport, Newport 14
Tel: 01492 522222
Simple, isn't it?

very Point & Click. The game uses all the standard adventure vocabulary such as get, note, examine, look, read, look, go west, will, load, etc., so you shouldn't have too much trouble with the language. Remember not to give up at the first obstacle, a lot of lateral thinking will get you there in the end.

If you, like the author of this game, have written what you consider to be a darned fine adventure game, why not send it

along to us? The really simple - all you have to do is look on page nine if it's opposite, stamp it for the box called 'Send in', and go from there. If you need a little inspiration, you could always take a look at the month's Ultimate Point Adventure feature, where you can go into quite a few ideas.

- If you get stuck on this game, however, there are four options open to you:
1. Return from trying to find a solution - we don't think you, you see, so there's no point in asking us for it just yet.
 2. Wait for a few months until we print the odd hint for it, or even a complete solution.
 3. Try drawing a map - it'll help you see clearly exactly what you have explored, and exactly what you haven't.
 4. Start packing.

Quickstart INFO

Save files - Four (Count them) - separate part 2

It's worth a good old fix power that most in this game will have a fix to get you started.

- | | |
|---------|----------------------------------|
| Example | Check out an object. |
| WORTH | Go in a compass direction. |
| Get | Pick up. |
| Load | Look at your surroundings. |
| Inv | Inventory, what you're carrying. |
| Up | Up a ladder or something. |
| W | Display map. |

WANNA SEE MORE?

Five titles in a just part of a PD address disk available from Point & Click. If you'd like a catalogue of their titles then send a large SAE to: Point & Click, 21, Field House Lane, Pinner, Bucks, HA 5, 10, Midlands, DYS 4-0.



VITAL STATISTICS

NAME THE CURSE OF VOLCAN
PROGRAMMER EDWARD THE GREAT
GAME TYPE POINT ADVENTURE
DIFFICULTY 14.07 TO MESSURE

Diamonds are forever... or so the people who are trying to ring the champagne glasses say.

Like thieves' lives — they're definitely far from hard, but rickety from their department stores can get you into an awful lot of trouble, especially when the cops are ransacking the building on the look out for shoplifters. So what does the respectable shoplifter do when a security guard comes his way? Put the nearest stuff back on the shelf and run like the wind to the front door? Nope, he should run dead if you can feel an attack of paranoia coming on — *Robber*. It's almost as violent as *Terminator* but like *True Romance* (almost) but not quite.

as that was it, instant for words. Cops and *Robbers* is one of those games that you play purely for points (and what do points matter), the more diamonds you collect and the more cops you kill (What is this — isn't the computer game? — *Robber* the more points you get. Simple as that, really.

You start off in the streets of a swiss-rod western town. There are cops everywhere, even up in the skies whizzing around in a helicopter. Try to avoid the 'cops' as you make your way to one of

the buildings in the centre of town. There are three different buildings to raid for jewels — the store, the bank and the jail.

If while you're on your shoplifting spree one of your men gets caught, he'll get locked up in jail. But you can bust him out if you need him. Break into the jail then wander to the cells, shoot a few guards (do you do? — *Robber*) risk the key, shoot a few more guards and release the prisoner. This will effectively give you an extra life to guard the bank and with that the hot looking about party.

ROBBER



Drive to an parking shelter — being in possession of forbidden munitions can get you up to the old eyes.



Just slightly bleeding glass figures in a federal offense is quite a low status in America.



Little things to avoid in the confusion for getting his eyes on the first Thursday of the month.

QUICKSTART INFO

Game Name: *Robber* Commodore 6500 — Available point 2

- UP ↑ Move up.
- DOWN ↓ Move down.
- LEFT ← Move left.
- RIGHT → Move right.
- FIRE Fire weapon/aim safe.
- PLAY End or skip.

VITAL STATISTICS

NAME.....*JOHN AND BROTHER*
 POSITION.....*PROFESSOR*
 PROGRAMMER.....*JOHN BOWEN*
 GAME TYPE.....*ADVENT*
 DIFFICULTY.....*SOFT EASY REALY*



Head on a minute... Once when did you see a policeman in *The Big Brother* jail?

SEND IT IN!

If you've written any games at all that you'd like to see incorporated in the EP coverage for all eternity to praise and marvel at, it's all really quite simple.

All you have to do is cut-out and fill in the form below, and send it to us along with your game, if necessary to the usual address.

Remember — anything you've got, do not take a look at every single one that comes out, and yours might be the one we pick!

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 number.

Signed

Date

WANNA SEE SOME MORE?

If you'd like to see more of this sort of thing, send an SAE to Kingway PD, 12 Sherwood Road, Sherwood NSW 2122 for a catalogue of the masses of PD that they'll be happy to supply you with.



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THE ULTIMATE TEXT ADVENTURE

For seven years, Simon Forrester journeyed through the land of C'madar in search of the ultimate text adventure.

We join him shortly after he's discovered the philosopher's stone, as he tosses it aside to continue with a far more important quest.

The doors of the Future Publishing lift swished shut leaving the faint smell of asbergines lingering on Hutch's clothing. The floor numbers slowly counted up until they reached floor five. The doors opened again and Hutch left the lift, stepping neatly over the comatose software house representative who'd made the mistake of complaining to Simon about one of his reviews.

The shelling was surprisingly light for a Monday and so Hutch didn't bother with the flak jacket, though he did plunk a hard hat on his head. As he passed by the dimstrud Action offices he heard a faint grunting coming from underneath a desk. He peered over the top and saw Dave Felder lying on the floor with a nasty bruise on his head, while next to his cranium lay a golf ball. As Hutch surveyed the scene of devastation another golf ball came flying from the direction of the Mega offices, bounced off his hard hat and came to rest in the coffee machine.

Deciding that he'd leave Dave to his own devices, Hutch turned the laser triggered alarm off, opened the CF office door and kicked it open. A large ballbat fell onto the floor with a satisfying thud and Lisa's face appeared around the corner. She cursed her aim, picked up the fish and dropped it back into the Mighty Brain's tank.

You sit down at your lovely imitation pine desk. On the desk is some unprinted copy, a large red pen, some Jaffa cakes, seven toilet rolls, a packet of Namadin Extra, Vanessa Paradis and a cormorant called Trevor. There are exits to the west and east.

...What do you want to do?

Eat Jaffa Cakes

...Jolly tasty too, bit stale though. What now?

Laugh hysterically and throw a toilet roll at Lisa

...Good shot. The roll bounces off Lisa's head. She looks a bit bemused. What now?

Resign and retire to Australia to raise a fine beer gut

...Nice try, but this is Future Publishing. There is no escape. What now?



doing laundry, and featured (surprise surprise) a washing machine. The washing machine itself was rather a complex little thing (I'll let you about it - Mads).

You see, in order to work the thing, you have to put money (it was in a bundle, like you see), washing powder, and your clothes into it. And that, as they say, was that. Had the game been another action puzzle (2D), you'd have had to open the door, put the laundry in, close the door, open the powder tray, put the powder in, close the door, put the money in the slot, then finally turn the internal thing on. Instead, Bubblez (the working title for the theoretical game) took it for granted that you'd open the door before trying to put the clothes in, etc.

■ Don't mistake the title for witless, Rogoz, and amazingly abstract puzzles would do little more than confuse, or irritate you.

MAP HAZARD

When you load up an adventure for the first time, no matter how important things to do is start building a map. This is a very simple task after, as text adventures are nearly always laid out on a grid-like way. Really simple.

Imagine the following: you start at location one, go east to location two, north to location three, and west to... if you've got a really wretched game on your hands, location one again. This is not right. The actual reason for this is that the exits from a room are not always exactly in the direction that's portrayed. This is all very well when you're talking about keeping interesting things and secrets, but when all comes down to it, it's just a pain to use, and the hassle you'll have trying to keep track of exactly where you are far outweighs any sense of custom gained from trying out a game in this way.

You see, for a 2D location game to be playable, it really does help if it's impossible as well, as you really can't expect anyone to keep track of exactly where at the time, as geographically it something isn't quite simply laid out. It may be laid out like the *Temple Court* maze, just so long as every direction is exactly that direction, and the whole thing lies comfortably on a grid structure.

- If it doesn't have a proper map, it's worthless.

LOOK AROUND YOU

So we've got a map, and we've got lots of lovely locations. When you enter one of these rooms, you'll be given a description of the room. That's right - there are a lot of different ways to describe a room, as well.

Let's start with a simple room description.

You are standing in a room, with an unimpressive old looking door set to the north. You can't see a god.

Okay, that's fine for a simple description, but aren't we losing the point of text adventures just a little? Surely you'd prefer:

The bright sunstone makes the invisible you'd normally in look positively serene, as the gentle breeze ripples the lush green grass right the way to



Text-based adventures offer plenty of opportunity for repetitive phrasing, which is never a good thing.

the shimmering northern rock flow. Looking around, you can see a single gleaming stalk on the ground ahead. As the grass waves gently in the breeze, the stalk reveals itself to be a hand gun.

Now that's more like it - when was the last time you read a novel that contained something as (obviously) unimportant as "Open your eyes, and look at the restaurant, the Diner, and wait home again"? It just doesn't work as well as a long, drawn-out description of the hand-popping into Clara's finishing capote (E... Excuse me - Clara). To shorten this down to just three words (which you could see above about half an hour ago - Mads), we have it good.

■ This, lengthy descriptions, please.

TRY NOT

TO LAUGH

The next big reason other included or excluded is obviously credited by a lot of text

adventures is humour. Now I'm not trying to say that all adventures should be funny, just as serious ones are incredibly worthwhile, but humour should not be avoided if you're the kind of person who usually use it - some of the best adventures of all time have been more than a little comical. I'm thinking specifically of *Leather Goddesses of Phobos*, a game which failed to stay on my best forwards.

Quite a while ago now, a man called Douglas Adams (author of the famous *Hitch Hiker's Guide To The Galaxy* series, for those of you who avoid all forms of literature like the plague) got his head talking round (WRITING) on his computer in the form of a text adventure, a game which captured the imaginations of many adventure writers, really allowing them just what they could do with a computer, a sense of humour, and a little time. Also, the fact that the man himself was both a comic and a literary genius helped him quite a lot, but that's another story (I quote it in my argument).

I guess what I'm trying to say is that if you're a big fan of humour - I used properly, it can transform the duller game into a laugh riot, and usually useless objects can be justified if their description or purpose is in the least bit comical (people don't get as annoyed by real hangings if they make them laugh).

■ We definitely need humour.

PARSERS

All of those of you who aren't yet familiar with text adventures or the language that goes with them, the parser is the part of the program you directly deal with - it's the bit that accepts your commands, and tries to interpret them into something it can make sense of. Recently, that term has grown (it was originally a programming term) to encompass the theoretical chunk of the program that actually accepts commands and acts on them. So what?

Well, the standard of parser varies greatly from game to game, with some adventures allowing you to place objects inside other objects (put key in bag), give multiple entries (take pen and paper or take gun and if Clara will you just stop that? Clara), or even use those complex sentence forms (take pen and break it). Of course, a lot of these types of command structures are largely unnecessary, but they really do help to make an adventure a little less like an exceptionally simple logic system.

The next criteria for a good parser is for it to have a large vocabulary. For instance, referring back to *Breakfast Diner*, and in fact, that very same *Take Item*, when you wanted to get one of the three again, you had to undo your wear fast (which, as we've already seen, is far from desirable). However, the parser wouldn't co-operate if you tried to



old words like "undo" or "rewind," and so you had to sit there, stuck, and you came up with the word "undo." This just leaves you thinking "What good was that?" because you knew full well what you wanted to do, and the only thing that was preventing you was inevitably bad programming. ■ A comprehensive parser is a treat.

EXTRAS

It's always nice to know that a programmer has put a little thought into the game, and given the player the odd helpful extra. Here are a few that you might find useful.

Hints - No one's really quite sure whether a command that lets you undo wrong moves is really cheating or not. Personally, I rather like it, but having one at hand means you don't have to visit your game and follow your footsteps exactly, going through the whole thing again just to get back to where you were in a game, so a little cheating can be nice.

Verb - This is a command that you don't come across all that often any more. The basic idea is that if you want to know for definite exactly what a parser will understand, it's nice to be able to call up a complete list of commands. This, incidentally, had this has stopped a few more having to invent a copy of the manual to play a game to quite an effective degree against software piracy.

Filling - If you're going to go on an epic journey across the land of whatever, it's nice to be able to store your position at the end of the day and come back to a game later on. "Buff" said.

Quit - It really is strange, but there are quite a few games that don't have the option to return. This leaves you running round desperately trying to get rid of which is quite hard once you start trying, just to you can start again.

■ Most of 'em is a little easier with some extra. Thank you very much.

HATFL!

There are many games that will happily give advice when you ask for it, and many that just tell you to do it. Neither is all that much fun, to be honest. I prefer a happy medium of the two extremes - no game should ever be worth playing if you know that right from the start you had the complete solution at your fingertips, but at the same time you want to know that if you don't get into really serious trouble help is at hand. This is why regular or limited advice must be used, when the game doesn't give you an entire solution to any puzzle when you ask for it, but instead offers little hints as to what you might like to try doing.

■ Don't tempt the will with a full solution - everyone has a challenge.

GRAPHICS

Do you want pictures in your game? Well, it all boils down to two types of question - do you like radio plays? If the answer is no, your imagination is free enough to conjure up reasonable mental pictures of what a room looks like (ie radio persons, you won't see

The funny thing is that many adventures are actually far more atmospheric than the graphics require.



```

THE KING OF THE CASTLES
-----
You are standing in a large, empty room. In the
center of the room is a large, ornate throne.
The throne is made of dark wood and is
decorated with intricate carvings.

```



FIVE NEW COMMANDS FOR A TEXT ADVENTURE

Remember - These computers controlled characters really can get you down at times.

Cancel - Well, why the hell not?

Repeat - To be used to dispose of enemies with a lot of not stopping words.

Misses Keyes - For when you want to transport and characters have nearly as much trouble.

Take - Utilizing the new command **Spontaneously Command** - In certain cases when you're desperately in need of energy.

Talks to - Do you find those troublesome fairies keeping you progress?

Use - For those times that a magic hat doesn't quite do it.

Imposter - For when you need ideas for friends in CP systems.

someone else's interpretation to spell that magic for you. If however, you don't automatically fall in the gaps of a description and manage to visualize your location in 3D person, graphics are all well and good (another type of person is better, they're just different).

■ The more entirely up to you.

THE ULTIMATE TEXT ADVENTURE

In this adventure, there are all time words, better of a text adventure must have a them and second good talking and other relevant points, what leaving out all the relevant parts. The world that has to be a star big that logically structured place) with lots to see and to call of which should be nicely described, with each puzzle having a logically achievable solution. As well as being detailed and lengthy, all words in the game should be only one, 4 at all possible, funny.

On the programming side, this should be made easy - not only with some useful extra commands, but with an intelligent parser, stuffed full of useful commands, and something over with commands that I may never use, but are there if I ever decide to do make me feel like the happy meaning an opposed to following some pre-defined rules.

POSSIBLE WORLDS: HOW ABOUT THESE ADVENTURE PLOTS?

Wise and wary - Daphne meets a handsome warrior on the beach and has a wing, but gets spotted by Papa. You're asked to follow who offers to help you if you collect five objects for her. The clock's counting down and you've got 24 hours to find all the objects and get Daphne to speak to Papa. **Character** - Your party has escaped into power for the third time running and you've been appointed Chancellor. Unfortunately, all these disastrous economic policies of the past have caught up with you and the country's on the verge of bankruptcy. There's no way of reversing the decline, but can you get yourself a load of company shareholders and a merger before time runs out and the people riot?

Teen sensation - You've a great looking 16 year boy with a desire for fame, money and a great skill as Celebrity Signator. Do you have a few good pop bands and make it to number one on Christmas day before getting time and you lose your interest?

Bookish - You're the Editor of a brilliant but failing sci-fi magazine. Can you get donations despite having to write forecasts for your staff writers?



SNIPPETS

Don't just sit there doing nothing, read this, it could just change your life forever.

GALLUP GALLOPS TOWARDS A NEW AGE

Gallup has announced a major overhaul of their games-sharing service, starting in the new year. Gallup (just in case you didn't know) are the folks who let us all the numbers to bring you the games that we use in *CF* every month. As from January 1994, they'll be monitoring the sales figures of 2001 retail outlets, compared with the more 842 that they get figures from at the moment.

The new stores include large chains such as Argos, Wile video, Comet and Tandy, although many more are currently considering joining the survey base. But more importantly for the *CF* market, is the fact that they're tied up a deal to use all purchase data from the various 6000+ outlets all over the country. So make sure that you watch out for the all format software charts - we'll be back.

SUBURBAN COMMANDO COMPO WINNERS

Back in issue 36 we ran a compo in conjunction with Alternative software. We've now done the winners and their names and the winning programs are listed below. (We began with a short memory we asked you for examples of the words 'Suburban Commando'. The best five win a copy of the game and the video:

Ian Pogarty, Beolington - Comd and Burn a Burn
Ken Pughes, Bristol - A cool moon fun-dumb
Robert Harvey, Harlow, Essex - Our mod team's a CD burn

Thomas A Truscavelli, New Jersey, USA - Burn a common-burn all

PICTURE THIS

Looks and looks of you Peter Reed showing us and willing to do to see when we're going to read another *Andy Pally* life always try to do right by our readers, to send at your 6th school drawings or computer created drawings and we'll print the best in *Andy Pally* & the the page of *Hubb*, in a couple of weeks time. You never know we may arrange through the editor and design up a prize for the best one, so don't forget to include your name and address with your material.

Send your art work to: *Andy Pally* & *Commodore Forum*, 38 Mermaid Quay, North, Peter, BA2 7DQ.

D Broughton, Southwark - Put Madonna's Bum On and the five numbers up with a copy of the game.
Mark Hamilton, Colmer - Road burn took a run.
J Palmer, Bath - Don burn took on roads.

Imag Gates, Worthing - Adam burns moon rub.
Peter McEwenall, Bedford - Hot Dumb Burn Moon.
James Matthews, Leeds - No burn, but can't burn.

By the way, the *CF* Greater UK third best was *Mam Burns* because it's a, but unfortunately, the creative genius who came up with this wonderful pun forgot to include a name and address. Pity that they could have won themselves a great prize. So, don't forget, next time you enter a compo to give us your name and address or there's absolutely no way you can win. Whiskey? 

FUTURE ZONE'S THE PLACE TO BE

Future Zone have done it again, not only are they the major store where featured in the 6000 games scheme, but they're also stocking all of the *Woz* and *Mad* *CF* titles on their brand new budget. Zone what? You can't miss this section in the shop because everything comes packed in distinctive (that's being kind) 1/8 yellow artwork packaging, being strung out in display such as *Dubble Double*, *Hot Dangerous* and *The Simpsons*.



Open a whole new world!
Where you'll
find all the
latest titles
and
more great
value
commodore
with exclusive
of budget
prices.

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for those chipmunks.





Take one computer, one floppy (great!) and lots of goodwill and start creating your own.

There are loads of reasons why you should start up your own 64 fanzine and why the why you should. It's one of the best ways to start off your career in computer journalism, for instance. You wouldn't believe how many people at Future (CPI's parent company), started off like that. How they're playing computer games for a living and have thousands of people waiting to buy their very own, too! Not bad!

Starting up a fanzine could even make you your first million. Not everyone knows that the first issue of a fanzine costs more production and has thousands of people every month fork out for the trade copy, turning all those involved in it into millionaires.

One of the reasons why '64 was so successful and why we're the top selling 64K mag, was that we did 64K floppy great editors. No matter how pretty you make your magazine look, people are not going to buy it if the articles, text or if they were written by a system broken with a magazine. Periodically, it's your

REMIX

Okay we'll admit it we're not perfect, but you could be. Clur talks you through the ups and downs of producing your very own fanzine.

grammar's worse than a three day old chicken's than why not get someone else to do all the hard slog of writing the thing for you (after all, journalism is what it's all about, hey Hobbit?), (Babbage), (not-wot, Babbage?) what you need - >RUON.

Once you've found yourself someone else can string more than two words together

coherently then you'll have to start

thinking about your subject matter. We get

loads of letters asking that we

don't put enough listings or games in

the mag, or there's not enough adventure game

coverage or that they'd like a whole

mag dedicated to platform games. Obviously we

can't cater to all your specific tastes, we'd have

to print 60,000 different copies of the magazine. But as an editor of a fanzine

you won't have so many people to please. So you can dedicate your

scribbles to exactly the audience you want to reach -

people who like the exactly the same stuff as you.

Next you'll have to make the qualitative decision, exactly how big should your fanzine be? One A4 sheet of

paper filled with a wodge of text would do for a fanzine, and so would

100 pages of top quality printing. Max I recommend that you start off with around 8-10 issues of A4. If you want more pages later you can always go the other way. Printing loads for your first issue would cost you a lot of money, which you may not receive - you wouldn't want to go bankrupt before you start even, would you?

CHECK FOR COPYRIGHT IN YOUR COPY, RIGHT?

Be very careful about what you print. If you feel free you could be taken to court. Be especially careful about any graphics you use. Don't go near anything associated with Star Trek if they've got your name on it. In fact stay way clear of anything that you feel might belong to someone else, it's definitely better to be safe than sorry than litigious.

MR PINK EYES

You've got all the articles written, and now you can check them out from your prototype and print 'em out, yeah? Nooo, I'm afraid there's a lot more to it than that. One of the most important things to do is to

check every line of text for spelling or grammatical mistakes, as well as stuff that may not be factually wrong or misleading. This is called proofing or editing and if you're doing it right, it should take you even longer to do than it did to write the piece in the first place.

You can go about creating the finished thing in two different ways. There's the old-fashioned way of setting out and sticking down lots of paper and pictures and then photographing everything. Or you can use the technology available to you and get into it, by publishing DTP to those in the know. There are a number of DTP packages available for your 64, there's a copy some in the Plastic Domain. The one I've been playing with is called Strip Presentation, AMR which comes free with

the three bottom issues.

DTP packages enable you to move around with the way text and layout is, as well as to import graphics to the document to show up your page a great deal more full enable you to use text created on another program such as a word processor or to type words straight into the page.

If you look through '64 you'll notice that the text is split into columns and those columns are themselves split up by those funny heading type things, ornaments. This is because it makes the words easier on the eye, than if it was just text

64's

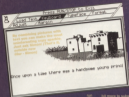
- DO check everything you write over and over again.
- DO spend time on your cover, that's what all other readers will see first.
- DO offer subscriptions, some of your readers may forget to order your fanzine even in a white.
- DO name all the contributors, writers can get really angry when they're not credited for their work.
- DO try to get interviews with people big in the 64 scene, there's nothing like a spot of power people to sell a magazine.
- DO be a little innovative in your design, use more than one column, or text on the page.
- DO stick to one of two main lines throughout the fanzine. Just because you've got a printer built into your DTP program, you don't need to use them all.



Before the computer, there was the quill, or even a red and gaudy one a lot more difficult.



What better place to write that great novel than a rambling candle holder away in the Woodlark Highlands yet close to all amenities.



If you're unhappy with your handwriting graphics, then simply create your own.

They'll know when they're being copied. They know as well as you how much it costs to photograph 5 sheets of A4. Very few people will shut out entries to you can't let your graphics CD source you would change that little



word doing, it's worth doing right, as I'm sure you've been told on numerous occasions.

If you get good at this fancy bit then you might like to try producing a local newsletter. There are lots of clubs, societies and groups who could do with this kind of service. One of our readers produces the local parish newsletter on a CD and it's gone down a treat with the vicar and his parishioners, but they even give paid for his efforts. It's nothing else you may be able to do with some of your knowledge for your English GCSE course work. So for it, you need know, it will might be your lucky break.

Just straight across a page as if you'd write a letter or an essay. We also use boxes to separate out sections of text. This is again to make it easier on the eye and to avoid a line of text on the page and we will hopefully show the readers attention as on that particular page.

The trick is to make the text look snappy, take interesting chunks and repeat them in a large font across the middle of the page and spend time on your story's headline, that's what will draw the readers in. It's like looking you'll see people off immediately, make it look exciting and you'll know how to number the pages at great speed.

STOP DEAD

As you probably know, printed paper costs a lot of money. It's much more efficient to only print one copy of your finished up your printer and then photocopy the rest. Stop around for the best price when you're looking for a photocopying service, they always can vary immensely.

But even before you trouble open up the printers you'll need to have a vague idea of how many copies you should make. One way to decide if to only copy records of your favorite refers you get an order, but this can be difficult if you live in the middle of nowhere, far away from the nearest Photo Print. If you do have to do bulk copying, take a copy of first, only do about twenty or thirty in a go, it might take a while for news of your favorite to spread further in the world.

Talking of spreading the news, there are loads of ways to let fellow owners in on the fact that you're running a favorite. One of the best is to distribute not only locally but nationally too. Why not place an advert in Little Dave's Day-A-Flame (CP's free reader ad section), that'll reach over 80,000 people in one hot breath? Does anyone go up your school or club and get your pass to help spread the news.

The main problem involved in running a favorite is the prohibitive cost of doing it all. A good way to cut costs is to ask for a stamped self-addressed envelope form people who want the mag, as postage needs will be a major proportion of the overall cost to you.

Most favorites charge a nominal fee to cover printing costs. Do remember though that your public aren't stupid and

will never subscribe some type of promotion. Many bit owners might be persuaded to try it if they stand the chance of winning a prize or prize of software or a 7-in-1 perhaps.

HAPPY THE MAN

One way of cutting your costs is to print adverts, if you charge a reasonable amount using PG companies and the smaller software people might just accept with you. It's an outside chance though and I wouldn't count on it - their advertising budgets are usually pretty small, if not non-existent.

Printing costs and other limitations may lead you thinking about desktops. A desk based magazine obviously contains all the stuff that you'd put in a magazine with maybe a few extras like some PG games or utilities. Desktops don't cost you a lot of money, especially if you distribute from a modem. But you do run the risk of alienating a large group of CD users, namely those who only have access to a database. Please note that a cassette based magazine really wouldn't work very well. The great thing about any magazine is that you can flick through to find bits that interest you, your readers wouldn't soon get fed up of having to go through the articles in order.

Unless that it sounds like an awful lot of hard work to produce a favorite, but it is only

DON'T get excruciating marks after everything. If you can't stand an ordinary joke spontaneously hilarious.

Don't write once said that an inscription that read the laughing at your own jokes. DON'T use a fancy type face. If your readers can't make out the things they don't buy your mag again. DON'T fill spare space with a plain section, they are never ever funny. (Unless you do it of course - Ed). DON'T write the article you think that your readers would like to read, write the article you'd like to read. (Can we talk about the one Char? - Healy). DON'T expect people to fork out for bad workmanship, lines, fog and be proud of your mag, just like the CD's cost do.

DON'T forget to send a reply to us here at CF, we'd be happy to treat you to a monthly official you want.

DON'TS



All these newspaper adverts you see get created on 800 packages just like those you'll find on the CDs.

Even you can make a little geography homework out of that if you locate your kids a bit.



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SEX

Whoever talks about getting your advert noticed... But seriously... this advert is really about SEX, the PD collection specialist. They have decided to call their brilliant software collection ECLIPSE at a special SUPERLOW price on TAPES or DISC for the COMMODORE 64. The normal price is £12. But if you order now, the collection is all yours for only £8. To find out more about the brilliant ECLIPSE collection, please carry on reading this special notice.

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There are many things about ECLIPSE that make it a BRILLIANT collection. First of all, the collection is 90 DISC, it takes up BOTH SIDES of TWO TAPES or TWO DISCS. Another thing that makes it so BRILLIANT is the handy INSTRUCTION MANUAL 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.

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2 SPRITE EDITORS
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A FONT EDITOR
AND A LETTER WRITER

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This price includes everything, it even includes FIRST CLASS delivery anywhere in your home. The price may only stay at £8 for a limited amount of time so please order as soon as possible.

ECLIPSE would be a GREAT CHRISTMAS PRESENT!
You MUST buy your ECLIPSE from OCLIS because it is NOT available in the shops.

HOW TO BUY ECLIPSE...

You can pay for your ECLIPSE by sending a CHEQUE or POSTAL ORDER for £8 made payable to OCLIS. If you decide to buy ECLIPSE, all you have to do is write your name and ADDRESS clearly on a piece of paper and please don't forget to write TAPES 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 OCLIS at this address.

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He's a portion of the central nervous system, he's very, very brainy and he's got a bad attitude. The Mighty Brain can answer all your questions...

LONE REVIEW

Dear Tim,

I couldn't help noticing the lack of reviews in CF87. There was only one, *Alien 2*. Don't let that be the thing's not enough really because you tucked space for three pages of *Magnum in Manhattan*. Although *MM* is a great game, don't you think that's a little unfair on all of us hardcore space fans with a beloved and a large market to write to on this. Daniel Debeck, Gloucestershire

The CF crew love writing reviews just as much as they love spending their (spare) but we can only review the games that get out there. When the team sat down to create CF87 we realised that we'd reviewed all the games that were out there with the single exception of *Alien 2*. Which tells me that as much as he'd love to reap loads and loads of reviews into the magazine, just just isn't the software just there to rate. Hopefully things will

pick up around Christmas, but it's likely to last off again in the new year.

HAVE YOUR CONSOLES OUT

Dear Tim,

I would be extremely pleased if you would answer a few questions, please.

1 Why do you and Nintendo co-optimize? I admit I wouldn't mind seeing a CD32, who would it be? \$500,000 (big) seems probably. But having to shell out 100-200 for a game is extortionate.

2 My local deck is a wreck. Its highest point was *Manhattan* in 202, yet it loads anything within 20 foot. What I should do is get a printer, write a little while and yell "Hey, I've had enough" to replace it now as it's not nice out on any *Manhattan*?

3 Why is *Golden Peak* so good?

4 Can the power transformer ever over-heat and do any damage to the CD47?

5 Is *Magnum* faster than *Born* on the Master System? We and a friend tried them out side by side on my desk and came to the conclusion that *MM* was faster. Better presented, better graphics.

IVOR STAMP

Dear,

Compare on a five mag - the tapes with the best yet, and I can't read for MSB. Okay here are some questions and demands:

- 1 Firstly, the subscribers letter. Ted Simon to keep his masterd opinion to himself.
- 2 Don't put *Lemmings* down so much, in issue 87 you started on about the programmers. The game will help the MS, so you should support it.
- 3 Quite a while ago now, I repeatedly remember someone writing to you saying "... it's new to the Commodore scene and wonderful if you could give me a few tips..." Does this mean we have a Russian spy in our midst?
- 4 *Amiga V.C. Mega Techno* and a few others have been on the outer edge of the Early Warning scanner for months and months. Are they going to come out this decade?
- 5 Someone asked for a game editor on the PhasePak - why not contact *Amiga* and try and get *GameMaster*? I've got a tape version of it - it's

really smart for non-coders.

6 Even if this letter is rubbish, you should print it as I've got funny names and you can take the risk when you put a file of the top-20's. *Rory Stamp, Bangor, Cornwall*

I like his got rather odd taste in music hasn't he, like all you readers that don't subscribe (and if you don't I'll just send you an issue, here is page 28 for details - *Hubert*). Simon's got his own column in our file.

One candidate to which he's not rig about the kind of music he doesn't like. Simon's hardly into loud guitar music, but he hates conventional rock bands like *Queen* and *Roxas* and then



What's a reader's next best party host night?

Master. As a guess I'd say that *Rory* likes *Queen* and *Roxas*.

7 We'll support big games like *Lemmings* of course, but they've got to get here first haven't they. The original 16-bit version of the game came out in 1985. Why did it take so long to make it onto the CD47?

8 It certainly does and I reckon that he's in contact with *John* the Publisher. Colin's got the Hammer and Sickle on his wall.

9 No. Not this decade or the next for *Amoral* because

That's how have decided not to release it. We're so

worried on what's happening with

Mega Techno yet, MS Gold are still undecided. 5 Much says he'll look into it, it's a rather peculiar, but I guess you should be glad that your customer's not *George* or *Tony* or something equally odd.



HELLO TRENTY

Dear TMS,

Thank you for absolutely fantastic email service that you've written of this magazine first. Please deliver my greetings.

- 1 I have noticed on my travels that there is a certain other magazine, a leader which carries letters by 'someone' who came in an airplane of your... Dear Trenty.
- 2 Plus this magazine used to say that you write an over-sized pile of cardboard letters.
- 3 Are you scared of Clor?
- 4 How large or small are you?
- 5 How often you read letters if you are only a letter and have no type?
- 6 Please please please get out of Roger Franks. See your friend the central codes.
- 7 P.S. It's not bad that people threaten you.
- 8 P.S. Say hello to Trenty for me.

Nice to know that somebody's got their priorities straight.

- 1 I can't be a very good magazine, because I can anyone I know (like the whole universe) has ever heard tell of it. Are you sure you didn't have a really bad nightmare or something?
- 2 Sounds a lot like they're scared or something. What do you say the name of this 'magazine' was again?
- 3 Not on your nelly. The codes arrive as all rightening but that's not really.

4 My physical dimensions within the newspaper sometimes fluctuate all the time. Usually I can be as big or small as I want. This is gilly handy when you're trying to get to the front of the queue in McDonald's or when the bus is full to the gills.

5 It's all to do with psychic waves. Think beyond the restraints of your material senses, all-anything.

6 Why? What's he ever done to you? Actually Franks is doing a perfectly good job getting rid of himself at the moment.

7 P.S. It doesn't bother me, they can't hurt me. If they do threaten me then it's probably because they're scared.

8 P.S.5. What I was going to get Trenty to write a message of peace, love and unity from his shiny new magazine but the jammy so-and-so was in Scotland Las Vegas at the time on some software house tour. GIL.



Trenty's magazine is an attempt at the concept of making his magazine.

STREET BLIGHTER

Dear TMS,

- 1 Firstly (and hoping to read) Hahn is a good Editor for me lol.
 - 2 At the present moment I'm trying to find Street Fighter 2, but at the shops I go to don't have it. Where can I get it?
 - 3 This might sound stupid but how do you get out the second row in Knightmare by Hooter.
- Thomas Cunningham, Ayrshire.

- 1 He's alright. All that dance music he plays is doing my teeth in a bit though. Give me something cerebral please.
- 2 You could try either Wizard Games or EGOS (01458) or the new EGOS system in John Menzies (phone 0183-88888) for your nearest stocking.
- 3 Personally, I'm pleased on your query to Andy Roberts in the Commodore team.

SCANNER BANNER

Dear TMS,

- 1 I have a slight question for you. In CF2 on the Scanner I did Clapnet was about two months ago, yet in CF2 I had a review of Clapnet in it. Why is that?
- 1 When Cunningham's released, will Clapnet's 2 start to Clapnet.
- 2 Why, why, why in Clapnet Clapnet, in the article of course, where you in a glass pot? Or I really appreciate the hard work you did in compiling these lots of games in Clapnet Clapnet.
- 3 Can you add more colour in letters section? Ian Wilson, Ayr.

What can I say, the scanner was playing up again. We had the repair man in last week and he



The scanner looks like a Commodore scanner.

spend five days (going with a mate) for £2000 the next week, but the scanner is still not running too well. I've had Hahn's book back on payment of the bill and he got his scanner's bottom in here and sorts it out.

- 1 Pretty good stuff. Look how long it took for the original review of Cunningham to arrive. It made it onto the Spacing below the DBA. That's bad.

- 1 I was having a bath if you must know. Or see thanks.
- 2 Hold on and I'll ask him.
- 3 Hahn can we add more colour to the letters section? "No."
- 4 "Oh."

EXCUSE ME?

Dear Bladen,

I am writing the letter to you. I want to know the real addresses to write to with to the firm for the

and doesn't force you to mortgage your house.

7 The MM was posted in the shops?

I think I found I thought Creative was a CD only offer and was pleased that someone was staying loyal to the CD. But then, as I walked into my first gaming shop, two things knocked me through a plate glass window and hit me separately with a rather large whirler and:

at They had stopped stocking it out for other early PlayStation and Captain My Justice have our our Dynasty, and

8 Creativity has been replaced on the Amiga for CD-ROM? What really shocked me was when I asked the retailer if I had to use it second-hand. Is this true? Is the same line to store for Creativity and MM? I surely will report on J. Bladen and his CD. Joiner.

I'd be jolly interested and it will continue to be so long as the two main console manufacturers (Sega and Nintendo) avoid or changing on



And now it's Bladen's, in which Bladen says a new sign and models it for a standard form.

bludgeoned them for their games but I say, so what, we've got the CD which makes the hell of a lot of changes and a look right into play. If there are more out there willing to pay £20 for a glorified clone that let them.

2 It would be an idea to buy yourself a new one because Commodore have stopped manufacturing them now, so they're going to get increasingly difficult to get hold of.

3 Why is that? You best?

4 I very much doubt Clor's not satisfied for these enjoy off for the last year and it's still going strong, that's not necessarily you leave yours on for so long, but they are rugged bits of kit.

5 Hey! I have to set up a first and best cut. Certainly my money's on Mayhem CD. Certainly my money's on Mayhem CD. Of course the reply was (perhaps) in that, so it's still a letter. How that's wrong view for money.

6 He. At least, not unless the Apex boys sell the license to a company who want to produce a '98-bit version.

7 Creative got 80% in CF's state magazine, Amiga Format. The reviewer said that it was "an adequate conversion of a cracking CD ROM." So there you go. The thing is that the Apex boys didn't create the Amiga version and they're indicated that if they sell Mayhem to a third party then they won't do that either. All of which means that we're likely to read "an adequate enough conversion of a stunning CD ROM" in a forthcoming issue of Amiga Format.

Commodore 64/128 computer. Multitasking isn't a guide to the keyboard for Commodore 64/128 computer and also the addresses to write off an e-mail reader. Please let me know this early if you can and also me a telephone to the firm to get on the addresses in piece of paper in the letter. And the link to the 640K disks is not. Please let the firm as can the Multitasker be for Commodore 64/128, Special one. M-JJ Wilson, Birmingham

Estimate: Yes, would like the address for Commodore then? That's easy it's Commodore House
The Edinburgh
Gardener Road
Middlesbrough
SUSYSA.

The phone number is 0428 279888. As far as I know the Multitasker is for beginners, all sorted one. Right, awaiting eagerly on.

BIT OF AN ODDBALL

Dear Mighty Broadband,

Please answer these questions or I will click a nuclear warhead right up your place when it really hurts.

- 1 Do you have any news on that funky, floor, floor game yet, old chap?
- 2 I've heard rumours that there's some Hack Mags Guide to the Clonay games floating about, how can I get one? Is it just a rubbish game of the book type thing?
- 3 When's the upcoming hot will. When 2 to be on the CD4?

P.S. This is the most amazing magazine ever, keep up the good work.

Cheers really, respect for the inventively Clonay team!
Derek North, Farnham

Where's that Ben? Bourneville?

Tony? The attitude? I really don't know what you're talking about.

- 1 No.
 - 2 I've advertised in Uncle Dave's Buy-A-Bama.
 - 3 Like new, dude.
- P.S. Thank you. Do say hello to all the dealers, extras and orderlies for me.

DIZZY DREAMS

Dear Mighty Ben,

Recently I bought Majestic Clap. I have managed to complete a lot of it. Here's what I have done:

- 1 Collected the power pit.
- 2 Collected the 12 diamonds.
- 3 Collected the witch's cat.
- 4 Given the cat to the witch and she has told me what to collect.

This is all I have been able to do. Where are the other diamonds? Where do I go to collect the fire to light the cauldron. The real from the book and something poisonous?

I would be very happy if you could help me with this problem, as my game is now getting rather out of control. I don't know what to do. Thank you.

Clare Hunter, Warrington

Have you had time like the frog to get Prince Charming? I'm going to the great hall to get the ruler and work things out from there, if you're not late call the CallMaster on 0489 00000. This is one of those premium phone lines so do call a parent before you make the call. If you want to hold on, I believe that Andy Roberts is going to do a complete solution for the game for the Gamblers and the fairly good anyway.

DESKTOP STRUGGLING

Dear TMS,

Before I start my frustration I would like to say that I love CD4 as the best computer mag out. Now some questions:

- 1 Could you let me know if it is possible to get a deluxe software package for the CD4? I have a disk drive and I'm not afraid to use it.
- 2 Is Egoon?
- 3 Could you have a built-in package to do your text a separate box?
- 4 Could you let me where I can get a good but inexpensive printer for my CD4? How about? Steve King, Bedford

Thanks.

1 Yes, the program which comes with the AMX Mouse is a good one. If you can't find it in the shops, then either we get it Buy-A-Bama.

JIM THE PIN

Dear Mighty Ben,

Answer these questions or I'll make my CD4 suffer by endlessly playing Don Tracy, Clonay Heat and Christmas 5 What happened to Saunders and Pleasant Street?
2 How about Speedball, Puzman, Spelman or Revenge of the Mutant Clonay on the old Pleasant Street?
3 Are Clonay and Pleasant having an affair?
4 How Ben?

- 5 Will you please ever make a sequel to Egoon in Japan?

6 What did you hear the best of the microwave Andrew Parker, Highgate.
P.S. I am writing this letter on behalf of Mr Jason Forbes (contact via of Friday the 13th) and when he asks questions he don't want answers. In fact he's coming for his tongue. Please, this my mate... glider glider gadder bon. Oh, Mum ya. I must go, strange men are coming towards me with a white screen. They can take the away. I am a member from the valley of Gales. All praise to Jason D.

You can make your CD4 suffer all you want, it's not going to make any difference to me when your lovely computer has enough and quits out on you.

- 1 They want the way of many prospective CD4 games, namely development hell, is about they never get finished and will never be released.
- 2 I've asked Matt if he'll consider it.
- 3 I'll be writing on Prince to in Prince and Clonay's name to Ben, I doubt if it's Ben, Benches, she keeps an ex-Zap (whatever that might be) writer locked in her cellar, bringing the out when the carpet needs knowing or the Beatles need playing. She tells me that he needs to fix every word.
- 4 Black list?

2 Not completely fabulous, but more than adequate.

- 3 Yes it does have one built in.
- 4 Either advertise in Buy-A-Bama or get in touch with Ben on 0428 279777.

TERMINATOR X

Dear TMS,

I hope you enjoy my questions and then send an answer to all my friend Craig Burdell.
1) How do you know the best football manager game. What's your opinion?
2) You say Alan Shee's out on the CD4. If it is could we have a demo on the Pleasant Street?
3) Could you give me the any thing for (Kingmaker)?
4) Support Matt (as for an English team) Who do you support?
5) Will 2 Mags (like come out for the CD4? Jonathan Gell, Coventry

Why would I do that if he's your friend? Strange chap.

- 1 I think that you are entitled to your opinion.
- 2 No. Yegor don't want to do one and we can't force them.
- 3 Yes, always when Pajamas and if you see someone getting depressing, don't take them up because you can give them a big shock. Matt will see that too brother

3 David. He's a little wrapped up in projects for Matt and then Jason wants to do any CD4 stuff.

4 Obviously have no effect on me at all, because to get the way I am now I was involved by an including one. Nothing that you think something can come up with can hurt me, with the possible exception of David Mingo.

P.S. Jason Forbes is a big issue. Everyone knows that the boy Krugger could take this out any day of the week. Even

Camelton could do for Wallace. Oh and Andrew's book professional help.

an idiot? I really think, don't call me, I'll call you in. Boy! How many letters? Right on it's not. I don't know, it's Prince, brother.



got up while sleepwalking one night and wobbled all over the wall by the guest's bedroom. Glad I haven't got a bladder.

4 I support Commodore UK and Amstruc International.
I'm.

CHEATIN' TROUBLE

Dear Tim,

I don't understand how you write down your 'Easy Button' cheats. For instance, I was reading your Commodore Format cheat news (Something tells me that you've duplicated the notes for a while cheat - Haha!) and I found that I didn't understand how you had written down a cheat on page 41 like Polar 12421.175. Please could you tell me is a different number how to try this or many other cheats as I would like to try out your cheats in the future. Thank you.

Lucian Charlotte Phillips, 14

We've had quite a few letters from people who are confused about how to use cheats. To this end, next month Dutch has promised to do a help feature on the topic. He says he'll get Andy Roberts to explain exactly how's cheats, so if you're new to the C64, check it out.

NEO GEO

Dear CF,

I have a question for you. Last Christmas I bought a C64 & Disk Drive Package (our website included a copy of 2000 Dear Joe after paying about with this for a few months, it rapidly became obvious that nothing of substantial quality could be delivered without. See White and/or Joe Point.

I have visited some of the local computer stores and enquired about these, but it seems that I am more likely to get even info on Lord Local winning the Grand National on Sunday. Can you help? Where can I get them and how much will they be?
P.A. Morgan, Northham.

Unfortunately I don't know of anywhere that stocks this stuff now. As always, though, you can

THE MIGHTY BAROMETER



TRAITORS

Dear Tim,

- 1 Commodore Format is the best cheat.
- 2 Please use the letter Traitors.
- 3 I have just found out that Dave now works for Atlantic Action and James works for Commodore.

P.S. Do you know that Dave's



James is disappointed by Dave's departure from the company.

1 Thank you very much. (Cheers mate - Haha!)
(It's very much - Clat) (Right or - Jimmy/Thanks mate) - Gilled (please) - Lita.

2 It's no problem.

3 It's behind the times actually. Brown because James now with another Future Publishing magazine called Top Gear which deals with

Super Nintendo and the associated problems. You're right about Dave though. Love you.

which an advert for Ray & Steve and hopefully a copy of the magazine will come to your rescue.

GAMING GRIEF

Dear Tim,

- 1 It is possible to get Jordan-C64 Magazine?
- 2 I'd like to try using games that have been taken to work. (What am I doing wrong?)
- 3 Do you have a video to play 'Must Win the Golden'?
- 4 Please you get any tips on how to play the Atlantic Flight? (Pole, Clay, Procs, Sniffing)

1 Unfortunately not. It's not likely to be either.
2 Next month we're going to be doing a help feature for troubled cheats.

3 No.

4 There was a cheat for this game in the April issue (1971). If you haven't got it look to page 33 of your back issue.

GREAT GREEK

Hi Tim,

- 1 Can a Greek C64 be used and would the same information both you.
 - 2 I would like to know how I can get PC software from you.
 - 3 If I send you some PC games and Commodore could you send them?
 - 4 Would there be any discount.
- John Fiddler, Morley - Grease.

Greetings. How are things in Greece at the moment, probably hot, sunny and laid back, unlike sunny Britain.

- 1 Try writing to Binary Zone (P.O. Box 104 Portland Road, Dartmouth, Devon, PL2 1RN).
- 2 If they're any good then we'd put them on the coverpage. You can't spread them much more than that.

got a girl band called Ally Rose? I just thought you'd

Power Heat, Commodore

- 1 Thank you very much. (Cheers mate - Haha!)
(It's very much - Clat) (Right or - Jimmy/Thanks mate) - Gilled (please) - Lita.
- 2 It's no problem.
- 3 It's behind the times actually. Brown because James now with another Future Publishing magazine called Top Gear which deals with

2 For what? Some identical hair cutters? & standard? Can't help, sorry you've lost us.

HUTCH-NAPPED

Dear Merv/Better News

- 1 This is my part-time writing to you. If you don't answer this one I'll get someone to do my habits.
- 2 I'd like to know by Medscape coming out on the C64?
- 3 In CFM you never signed the end of your letters, why?
- 4 When are we getting the items of Mythen in Mountain?
- 5 Can I have a photograph of you off?
- 6 What can I get for you?
- 7 Will there be another Salomon Faint page, as I have a photo for it.
(M/Salomon, Mountain - Island)

- Go ahead, he hasn't made the coffee in weeks and so he may be missed.
- 1 It's not always that.
 - 2 Lots of space mainly.
 - 3 You've had two. How many does do you want?
 - 4 Both, but in pages four and five.
 - 5 It was on PowerPack 38.
 - 6 There still interest. Send in all your artwork as quickly as possible. You can find all the details about the Art Party on the next page (27) so get your treasured works out and send them in.



ADIOS AMIGOS

That's your last issue now, folks. If you'd like to send the some mail, get your letters off to me, The Mighty News, Commodore Format, 30 Blackwell Street, Bath, Avon, BA1 2BN. Please don't include an SAE with your letter as I cannot reply personally to any letters. I thank you all.

BETTER BY DESIGN

Fancy designing your own game? Don't know where to start? Need a bit of professional advice? Want a thick nutritious shake in the morning, one at lunch time and a proper tea? You'll be requiring the Apex boys then...

PART 1: STYLE WHO'S WHO

John and Steve Rowlands have been designing and creating video games for the past few years, and their portfolio includes *Phantoms*, *Cybermen*, *Warren*, *Stratagems*, *Creations*, *Creations 2* and *Mayhem in Montserrat* (between the two). John is a kid with bits, bytes, and multicoloured sprites, while Steve is the good-looking professional. The unofficial third member of the team is Andy Phipps, a long-serving CP contributor who also works on *Mayhem*. In a nutshell, that's what he had to say: "Over the next few months, the three of them will be creating the ultimate resource behind the design of a block-busting video game."

LET'S BEGIN

The style of game you choose to create is all important, so it defines the control mode, the scrolling-screen update system, is fast nearly all of the game characteristics. For example, a puzzle game is usually set on a single static screen, whereas a platform game like *Mayhem 1* - 622 would benefit more from scrolling scenery. So initially, choosing a game style is the first task. For example:

- Shoot 'em up
 - Beat 'em up
 - Platform game
 - Puzzle game
 - Strategy game
 - Arcade adventure
- However, things aren't as clear-cut as that. Take *Medieval*, for example: it is quite clearly a platform game, but it's also a puzzle game. And there are things to shoot at. Oh, and strategy bits too.



Steve Rowlands

Confusing isn't it? So you might say that the first rule of game design is Don't pick a specific game style... yet. Let's try

looking at it another way. If you're designing a game, you might have already decided when and where the game is based - a role game called *Squirtle* lives in the middle of a Medieval forest and has to rescue Princess Flab.

Therefore, the style of game has to match the main character (Squirtle) and to the surrounding area.



When picking a name for the sequel to your last-selling game, simply by adding a few extra 0s.

Squirtle the guide for the motif of an arcade adventure, possibly combining some of the other styles so it has to collect objects along the way that introduces a puzzle element. Oh, and don't be tempted to sit down and come up with character names and specific locations, but why? Design the game first, and you'll find that names and other such ideas will suggest themselves. Now the game has three ingredients:



Just what kind of trademark, trademark what name up with an official game like this then later?



Andy Phipps

which was, at the time, unrealistic could set around a local collecting mode of items and bonuses, very much in the style of arcade platform games. The first stage was to decide the screen-update system. In the case of a fast, 3D-directional horizontal scroller like this came the need for a main character. As there was no other characters around at the time (this was during April '92, when *Ultimate* [Pak] was a main character), it seemed logical to make the main character a slug, which therefore dictated the third direction: the game had to be set in the professional era.

Now you're probably wondering why, if the game is set millions of years ago, there are items such as jellyfish (bit of jelly), Squirtle (bit of squirt), and Phipps (bit of pippin). Basically, real life is boring. People don't play video games to confront reality. They play games to escape into another dimension, to become someone or something else. They play games to perform otherwise impossible tasks. It's all very well saying that a disease would never run around collecting bags of dust, but if he didn't the game would be nobody's business. If Phipps could only do the things that real life diseases could do, the game would have no appeal. You can afford to bend the rules a little - no one will question your thinking. Above all, be imaginative. Hence the second rule of game design: The unusual + choicer scenario and go block-busting mad with the thing.

This is by no means a demand for game design. Phipps would have started off as a game set in the professional era, which creates the need for a disease-escape main character. It could then have been decided that the disease setting would make a great platform game. As you can see, the process can work in reverse quite easily.

Finally, it is important to feed your brain, so watch plenty of television, read plenty of magazines, go to the cinema, and play plenty of games to gain as much mental stimulation as possible (but do your Maths and English homework too, kids - lol).

NEXT MONTH

We'll be looking at machine limitations, the process whereby you take the game you've spent weeks designing and for half of the week before you touch the keyboard.



SECRET OF SEUCKCESS

Want to learn how to shoot-'em-up? Jon Wells has been tinkering with the Shoot-'em-Up-Construction-Kit and he has this fantabulous report...

PART 1

This feature is dedicated solely to the shoot-'em-up-construction-kit. In the coming months we'll be looking at endless possibilities to enhance your SEUCKSes games. We're going to be looking at how to add music and sound effects, power-ups, loading screens and background animation as well as improving graphics, incorporating BASIC for the title screens, high-score tables and end sequences. We'll also be solving your problems - if you have any the solution is at the end of this feature.

In this particular introductory feature - we'll first be covering the simple basics, and to get you started, here follows how things which aren't a repeat option in your finished - saved SEUCKS game. The first of these is for reusable commands - the second for disk.

```

1 0000 ** SEUCKS
2 0000 SEUCKS BACK ***
3 C=0:000 S =40:000
50 0004:0000 B
3 0000
6,0:0:0:0:0:0:0
8:0:0:0:0
000:0:0:0:0:0:0:0:0:0:0
4 2F C=+0:001 SEUCKS
0000 ** SEUCKS SEUCKS:0:0:0:0:0:0:0:0:0:0
6 SEUCKS SEUCKS BACK FOR SEUCKS
0000 ** SEUCKS
7 SEUCKS SEUCKS AND 00:00:00 00
0000:0:0:0:0:0:0
7 SEUCKS SEUCKS:0:0:0:0:0:0:0:0:0:0
140:0:1:00:10:100:10:0:1:1:0:0
11 0000
000:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
12 0000:00:10:10:10:0:0:0:0:0:0:0:0:0:0:0:0
13 0000:00:100:10:100:10:0:0:0:0:0:0:0:0:0:0:0
14 0000:00:100:100:00:100:00:0:0:0:0:0:0:0:0:0
15 0000:00:10:100:00:1:0:0:0:0:0:0:0:0:0:0:0
16 0000:00:100:100:00:1:0:0:0:0:0:0:0:0:0:0:0

```

```

17 0000:00:10:00:000:0:0:0:0:0:0:0:0:0:0:0
18 0000:000:000:00:1:0:0:0:0:0:0:0:0:0:0:0
19 0000:000:000:0:1:0:0:0:0:0:0:0:0:0:0:0

```

```

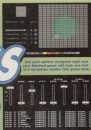
1 0000 ** SEUCKS SEUCKS SEUCKS BACK ***
2 C=0:000 S =40:000 TO 0000:0000 B
3 0000 4,0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
0004:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
4 2F C=+0:001 SEUCKS SEUCKS **SEUCKS
SEUCKS:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
5 SEUCKS SEUCKS BACK FOR SEUCKS
0000 ** SEUCKS
6 SEUCKS SEUCKS AND 00:00:00 00 SEUCKS:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
7 SEUCKS SEUCKS SEUCKS SEUCKS AND SEUCKS:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
8 SEUCKS SEUCKS:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
9 0000:000:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0
10 0000:140:0:1:00:10:100:10:0:0:0:0:0:0:0:0:0
11 0000:100:100:000:0:0:0:0:0:0:0:0:0:0:0:0
12 0000:00:1:00:1:1:0:0:0:0:0:0:0:0:0:0:0

```

To change any, that which was previously was.



Just a couple of white pixels can transform an otherwise green blob. Best of



Get your sprites centered right and your SEUCKSes games will look like a hot hot hot. Double this green blob.

When centering your pattern make sure that the origin row is just right. Get it wrong and they'll be floating right through the air.

```

13 0000:140:11:0:100:0:141:0:0:0:0:0:0:0:0:0:0
14 0000:140:100:00:0:100:0:0:0:0:0:0:0:0:0:0
15 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0
16 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0
17 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0
18 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0
19 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0
20 0000:140:100:00:100:0:0:0:0:0:0:0:0:0:0:0

```

And of course if you missed the relevant basic, it could be wise to save it as you don't have to type it in again. The tape version is easy to correct - simply enter 000 4:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0. The disk version, however, is a little more long-winded. First enter the SYS address - this results an interrupt to access the disk. Now load the game with the usual format e.g. LOAD "SEUCKS:0000",0,0,0 -

under no circumstances should you reset your machine, because if you do the disk will be wiped from memory. You must remember that these hacks only work with limited SEUCKS games - those which are saved by the construction kit's loader. They won't work on the Powerhack games.

START TWEAKING

Once the game has loaded and the title screen appears - you can return to BASIC by hitting the RETURN key. Don't worry, all the games codes will still be in memory. To prove this type 000 1:0:0:0:0:0:0:0:0:0:0:0:0:0:0:0, which will re-enter the game. One other thing you must always remember is that on a tape - memory locations 0000 - 0000 is saved by the SEUCKS and RETURN.



BASEC routine. The actual background character set occupies part of this location and occupies about 198,507,598 and 198,507,599 so never use those in your graphics.

Right, here's half of the way we can start going some nice bits of code. Hit RESTARTPCB again to enter BASIC - hit first change the colour of your player. This is in location \$0200:HEX / 114415 decimal - for player 1 and \$0200:HEX / 114416 decimal for player 2. To do this - we POKE in the memory location with the relevant number and to change the colour of player 1 use the following code:

```
114411,0200:024114:00000000+
:COLOUR
```

Where COLOUR is the range from 0 to 15. Always remember the game with the (2) (2)15 call and key press. Play the game and you'll find that your sprite is a nice colour... well I hope it's nothing outstanding, but it's a start and it can only get better.

To get infinite lives just POKE

```
11009,173 + 800:2000C for player 1 or
10000,20092,173 + 800:2007C player 2. To re-enable lives, change the 173s to
both pokes to 143s instead. If you want to
have a real laugh then change the
player's speed with - POKE 10000,0 /
100:10000 player 1 and POKE 20000,0 /
100:10000 player 2. The game speed
doesn't have to be 0, you could choose a
higher or lower number if you wish.

```

The amount of level locations are at \$0400:HEX / 10007:DECIMAL, player 1 and \$4000:HEX / 10076:DECIMAL player 2, but - the highest number these can accept are 9 and 99999. The players 1 and 2 character colours are at \$400C / 10056 and \$400F / 10059 respectively, so poking those with 255 (character 255 (255)) will enable you to have 255 of backgrounds.

PICK A COLOUR

LISTINGS

Ready we didn't have room to squeeze Jan's programs onto the coverpage this month. We will however, be putting them on next month's PowerPack along with any listings, be sure to be there first!

Some of the in-game colours can easily be changed. To change the sprite MULTI-COLOUR#1 - POKE 10011,colour / 800:8000.

remembering that the colours range from 0 to 15 only. Other locations are \$4000 / 10016 for sprites, \$047A:00:COLOUR#2 - \$4418 / 17044 for BORDERS COLOUR - \$4005 / 10017 for BACKGROUND-COLOUR#1 - \$4008 / 10018 for BACKGROUND-COLOUR#2 and \$4007 / 10019 for BACKGROUND-COLOUR#3.

Next - follow a couple of small BASIC programs, but first a word of warning. Don't attempt to include large listings of your own. This is because the start of BASIC is at location \$0001 / 10009 and the game code starts at \$0000 / 10001 - this gives us only 256 bytes of BASIC to play with (at the moment and it is going so - you could enter out-usable code).



Anyway, now hit F006 along with the M01 (with maximum strength), we'll get out a simple flashing program. The will give you an idea of the code.

Enter the code below, hit RESTART to incorporate into this. Type in and run the following BASIC program:

- FOR A=0000 TO 2000:GOTO 0000:GOTO A,0000:GOTO 0
- POKE 17000,00:POKE 17000,50
- POKE 200,20:POKE 70,100:GOTO 0

Enter the usual (2) (2)15 to restart, and when you start the game the BORDERS will flash repeatedly while you play. Now reset and (2)21:01:11 - that's the BACKGROUND-COLOUR#1 will flash.

The number colour is poke as - 32 for BORDERS, 33 for BACKGROUND COLOUR#1, 34

for BACKGROUND COLOUR#2, 35 for BACKGROUND COLOUR#3, 36 for SPRITE MULTI-COLOUR#1 and 38 for SPRITE MULTI-COLOUR#2. To change the text - POKE 17000,100 and POKE 17000,50.

GREAT MEMORIES

So here's it done? Well, the sound-effects play routine is jumped to here location - \$0400:5 / 10007 (and we've changed this with the listing code. So instead of playing the sound-effects, it jumps to a new routine at \$0000 / 00004, this first flashes the colour and flashes by jumping to the actual sound-effects - in location \$0004 / 00004. And so we'll move onto a slightly more advanced routine. First type in and run the BASIC listing:

```
1 FOR I=001000 TO 2000:GOTO 0000
2 POKE 200,20:POKE 70,100
3 GOTO 0
```

```
10:200,00:200,71,90:100,0:200
11:200,0
```

Right - so what does it do? Well, turn the volume up on your television and restart the game. Now listen, if you've typed it all in correctly you should hear sound effects on your little screen. You can play any of the [A] that are available to the M01, so hit RESTART the game

and enter (2)01:1, 0:0:02 (number of SP00). Use 24 for no sound. The number formation game like this - then 0 is 7 and the players SP01, it is 15 on the enemy SP01 and from 16 to 20 are the enemy expansion SP01. It would be a good idea to put the TITLE EFFECT in enemy expansion 8 (sound effect 20), you could make a whistle or fan sound sound - this would give an extra effect on the title screen. One last thing - to disable the restore level call (2)15:01:11, it is very useful though, because once you restart the game you'll have no way to read again. Right! sprite-pokers? Sorry.



The view frames in so fully polished that the M01 and screen is the optional here device it.



Make sure that you choose your colour palette wisely, you're stuck with those colours.



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mark, one of the geniuses of our club is to compress SEUCK games. So members can just send their game together with a stamp and we will make it about 100-150 blocks long instead of the normal 200 odd. We also have loads of SEUCK games for our members to choose from, together with a top ten of members' games. I would be very grateful if you could put something in the mag about SEUCKERS for all our readers that enjoy using it. Thanks a lot.
J. Marshall, Great Yarmouth.

Your wish is my command. More information about this new 645 for SEUCK users is available by sending an 040 to SEUCKERS.

J. Marshall
in South Quay,
Great Yarmouth,
Norfolk, NR30 1



Any 64's
Masterblaster game is a
fine example of how
effective you can be with
64K.



RE-WIPED OUT

Dear Techie Tips,

1 In CF28 you printed a listing for a "block" virus but it didn't work! Did you miss some lines out as line 3 suggests. It says

LIST 0:48 whereas you only want to line 33. (Way I congratulate you on your AUTOWIP and FLASH/DISK: Will you be doing a disk version of these so that I can auto-run my disk programs?)
2 Get inside to give Techie Tips more space in the mag. It's my favourite section.

4 I am writing a program and it's stuck as to how to stop people deleting the questions printed by the INPUT command.

5 Is there anywhere I can get a list or manual hard hand drive for my C64? Do you have contacts?

6 To very much!
Simon Whiting, Westbury.

1 Unfortunately, and rather stupidly, the VIRAL INSPECTOR programme is from its own kind of viral infection and some of the files (and not others) are 35-45 blocks long. I've got 1024-1024 and the others are actually bigger at the end too. Next issue I shall Techie Tips, gets its own little slot on the Master Plus/PS and VIRAL INSPECTOR from CF28.

2 Yes, but it is likely to be later rather than sooner. It's a very nice idea but you'd be better off begging to Hatch first.

4 The best way to do it is to write your own INPUT routine which controls what can and cannot be typed. Alternatively, use my one:

```
10 REM INPUT ROUTINE BY J. MARSHALL
20 PRINT CHR$(205.5)
```

```
30 PRINT "WHAT DO YOU WANT TO DO?"
40 GOTO 100
50 PRINT "0=STOP"
60 PRINT "1=DELETE"
70 PRINT "2=DELETE"
80 GOTO 100
```

```
90 GOTO 100
100 PRINT "1=DELETE"
110 PRINT "2=DELETE"
120 PRINT "3=DELETE"
130 PRINT "4=DELETE"
140 PRINT "5=DELETE"
150 GOTO 100
```

```
160 PRINT "6=DELETE"
170 PRINT "7=DELETE"
180 PRINT "8=DELETE"
190 PRINT "9=DELETE"
200 GOTO 100
```

```
210 PRINT "10=DELETE"
220 PRINT "11=DELETE"
230 PRINT "12=DELETE"
240 PRINT "13=DELETE"
250 GOTO 100
```

```
260 PRINT "14=DELETE"
270 PRINT "15=DELETE"
280 PRINT "16=DELETE"
290 PRINT "17=DELETE"
300 GOTO 100
```

310 Now look! (The for C64 are not available in this country and the chances of you finding a second hand one are about as high as finding someone changing their car type on the last mile of a motorway.)

You could make contact at Creative Micro Systems, Inc., PO Box 846, East Longmeadow, Massachusetts, USA though.

8 No problem.



RANDOM TANDEM

Dear Techie Tips,

1 How do I make the C64 pick, at random, certain numbers from a group? I want it to pick at random one of these numbers: 95, 95, 75, 75, 95.

2 I have five books on machine code programming but don't have an assembler. How do you see where it can get one on tape or cartridge?

Andrew McCulloch, Corvallis.

1 There are various ways you could tackle this problem. If you involve picking a random number between 0 and 5 and then deciding upon the number you want. Depending upon what the random number says. For example, the program always the five numbers to be any 0's and then picks one of 95's.

```
10 REM RANDOM PICK ONE OF 95'S OR 75'S
20 PRINT "WHAT DO YOU WANT TO DO?"
30 GOTO 100
40 PRINT "0=STOP"
50 PRINT "1=DELETE"
60 GOTO 100
```

2 If you want something a bit more impressive, you could give the user a list of what you want to buy. For example:

Various PC libraries will stock assemblies on tape. Your best bet would be to obtain catalogues from them and take it from there.



CONVERSION TACTICS

Dear Techie Tips,

I have very recently purchased a new 64 to

replace my aging Spectrum. I am now trying to convert an old Spectrum program to C64 and wonder if you could possibly convert the following lines for future reference to my C64. (The 70's are the 70's, the 80's are the 80's, the 90's are the 90's, the 100's are the 100's, the 110's are the 110's, the 120's are the 120's, the 130's are the 130's, the 140's are the 140's, the 150's are the 150's, the 160's are the 160's, the 170's are the 170's, the 180's are the 180's, the 190's are the 190's, the 200's are the 200's, the 210's are the 210's, the 220's are the 220's, the 230's are the 230's, the 240's are the 240's, the 250's are the 250's, the 260's are the 260's, the 270's are the 270's, the 280's are the 280's, the 290's are the 290's, the 300's are the 300's, the 310's are the 310's, the 320's are the 320's, the 330's are the 330's, the 340's are the 340's, the 350's are the 350's, the 360's are the 360's, the 370's are the 370's, the 380's are the 380's, the 390's are the 390's, the 400's are the 400's, the 410's are the 410's, the 420's are the 420's, the 430's are the 430's, the 440's are the 440's, the 450's are the 450's, the 460's are the 460's, the 470's are the 470's, the 480's are the 480's, the 490's are the 490's, the 500's are the 500's, the 510's are the 510's, the 520's are the 520's, the 530's are the 530's, the 540's are the 540's, the 550's are the 550's, the 560's are the 560's, the 570's are the 570's, the 580's are the 580's, the 590's are the 590's, the 600's are the 600's, the 610's are the 610's, the 620's are the 620's, the 630's are the 630's, the 640's are the 640's, the 650's are the 650's, the 660's are the 660's, the 670's are the 670's, the 680's are the 680's, the 690's are the 690's, the 700's are the 700's, the 710's are the 710's, the 720's are the 720's, the 730's are the 730's, the 740's are the 740's, the 750's are the 750's, the 760's are the 760's, the 770's are the 770's, the 780's are the 780's, the 790's are the 790's, the 800's are the 800's, the 810's are the 810's, the 820's are the 820's, the 830's are the 830's, the 840's are the 840's, the 850's are the 850's, the 860's are the 860's, the 870's are the 870's, the 880's are the 880's, the 890's are the 890's, the 900's are the 900's, the 910's are the 910's, the 920's are the 920's, the 930's are the 930's, the 940's are the 940's, the 950's are the 950's, the 960's are the 960's, the 970's are the 970's, the 980's are the 980's, the 990's are the 990's, the 1000's are the 1000's, the 1010's are the 1010's, the 1020's are the 1020's, the 1030's are the 1030's, the 1040's are the 1040's, the 1050's are the 1050's, the 1060's are the 1060's, the 1070's are the 1070's, the 1080's are the 1080's, the 1090's are the 1090's, the 1100's are the 1100's, the 1110's are the 1110's, the 1120's are the 1120's, the 1130's are the 1130's, the 1140's are the 1140's, the 1150's are the 1150's, the 1160's are the 1160's, the 1170's are the 1170's, the 1180's are the 1180's, the 1190's are the 1190's, the 1200's are the 1200's, the 1210's are the 1210's, the 1220's are the 1220's, the 1230's are the 1230's, the 1240's are the 1240's, the 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1990's are the 1990's, the 2000's are the 2000's, the 2010's are the 2010's, the 2020's are the 2020's, the 2030's are the 2030's, the 2040's are the 2040's, the 2050's are the 2050's, the 2060's are the 2060's, the 2070's are the 2070's, the 2080's are the 2080's, the 2090's are the 2090's, the 2100's are the 2100's, the 2110's are the 2110's, the 2120's are the 2120's, the 2130's are the 2130's, the 2140's are the 2140's, the 2150's are the 2150's, the 2160's are the 2160's, the 2170's are the 2170's, the 2180's are the 2180's, the 2190's are the 2190's, the 2200's are the 2200's, the 2210's are the 2210's, the 2220's are the 2220's, the 2230's are the 2230's, the 2240's are the 2240's, the 2250's are the 2250's, the 2260's are the 2260's, the 2270's are the 2270's, the 2280's are the 2280's, the 2290's are the 2290's, the 2300's are the 2300's, the 2310's are the 2310's, the 2320's are the 2320's, the 2330's are the 2330's, the 2340's are the 2340's, the 2350's are the 2350's, the 2360's are the 2360's, the 2370's are the 2370's, the 2380's are the 2380's, the 2390's are the 2390's, the 2400's are the 2400's, the 2410's are the 2410's, the 2420's are the 2420's, the 2430's are the 2430's, the 2440's are the 2440's, the 2450's are the 2450's, the 2460's are the 2460's, the 2470's are the 2470's, the 2480's are the 2480's, the 2490's are the 2490's, the 2500's are the 2500's, the 2510's are the 2510's, the 2520's are the 2520's, the 2530's are the 2530's, the 2540's are the 2540's, the 2550's are the 2550's, the 2560's are the 2560's, the 2570's are the 2570's, the 2580's are the 2580's, the 2590's are the 2590's, the 2600's are the 2600's, the 2610's are the 2610's, the 2620's are the 2620's, the 2630's are the 2630's, the 2640's are the 2640's, the 2650's are the 2650's, the 2660's are the 2660's, the 2670's are the 2670's, the 2680's are the 2680's, the 2690's are the 2690's, the 2700's are the 2700's, the 2710's are the 2710's, the 2720's are the 2720's, the 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5690's are the 5690's, the 5700's are the 5700's, the 5710's are the 5710's, the 5720's are the 5720's, the 5730's are the 5730's, the 5740's are the 5740's, the 5750's are the 5750's, the 5760's are the 5760's, the 5770's are the 5770's, the 5780's are the 5780's, the 5790's are the 5790's, the 5800's are the 5800's, the 5810's are the 5810's, the 5820's are the 5820's, the 5830's are the 5830's, the 5840's are the 5840's, the 5850's are the 5850's, the 5860's are the 5860's, the 5870's are the 5870's, the 5880's are the 5880's, the 5890's are the 5890's, the 5900's are the 5900's, the 5910's are the 5910's, the 5920's are the 5920's, the 5930's are the 5930's, the 5940's are the 5940's, the 5950's are the 5950's, the 5960's are the 5960's, the 5970's are the 5970's, the 5980's are the 5980's, the 5990's are the 5990's, the 6000's are the 6000's, the 6010's are the 6010's, the 6020's are the 6020's, the 6030's are the 6030's, the 6040's are the 6040's, the 6050's are the 6050's, the 6060's are the 6060's, the 6070's are the 6070's, the 6080's are the 6080's, the 6090's are the 6090's, the 6100's are the 6100's, the 6110's are the 6110's, the 6120's



ON THE FRONT LINE CASEBOOK

More in depth analysis from the programming front line. This is the modern world...

You may recall that last month I showed you how to obtain the binary number system of 0s and 1s in large bits of code. Well now I'm going to get you thinking in terms of balls and boxes, because you are about to learn everything you need to know about memory addresses and how they work.

8 CORONATION ST.

It often helps in life if you know what your home address is. Throughout the world there are millions of houses, but each one has its own address—whether it be in Southampton or Los Angeles. On a much smaller scale, your computer is like a town; it contains, in effect, loads of houses which each have their own address. Unfortunately very little imagination went into the street names and so, instead, they're all just grid numbers. The first house in your computer has address 0 and the last has address 65535. Each separate address is called a location. Now class turn to page four in your books and we shall venture deeper.

MRS SMITH'S SET OF BALLS

ADDRESS 1000
BINARY
10001101

ADDRESS 1001
BINARY
10110101

ADDRESS 1010
BINARY
10011001

ADDRESS 1011
BINARY
10101001

ADDRESS 1100
BINARY
10001101

ADDRESS 1101
BINARY
10110101

ADDRESS 1110
BINARY
10011001

ADDRESS 1111
BINARY
10101001

I shall avoid any double entendres because the title says it all.

LITTLE COMPUTER PEOPLE

In the real world, each house will have someone in it that either has a job or someone that doesn't (do I often state the obvious?). Similarly, the locations in your computer either do something specific, or they don't, they just remember things that you tell them. You probably know that the function of the little mysterious person (not, wait!) that lives at 03280 in your computer is to change the border colour. If we go one stage further, what we want someone in the real world to do something for us, we either write to them or telephone them. Seeing as how your computer isn't equipped with loads of telephones, and you certainly can't pass letters to it, you have to use the command POKÉ.

So to avoid the pain (for argument's sake) at 03280 850 address, you would enter POKÉ 03280,8 on the keyboard. It is just some number that means something to the little man that lives there, if he's not in a mood, then he'll go away and just let it out for you. Now in most that he cannot count past 255. Oooh, that number sounds familiar doesn't it? Yes, if you take all the money bags that I told you about last month, you'd end up with 0255 - represented in binary by 11111111.

A CLOSER LOOK

Each location - or address - inside your computer can be thought of as a big box which is split into eight smaller boxes - a bit like your house is split up into rooms (perhaps you live in a flat somewhere

on the Yorkshire Moors). The person that lives at each location is equipped with eight balls, any or all of which can be put into the smaller boxes (known as bits) in computer jargon at that particular location. Only one ball can go into each box, and they cannot be swapped between neighbours. Like Mr Jones at number 03284 (03280) give his balls to Mrs Smith at 03285, and he isn't allowed to have them down to Mr Brown at number 0324. The sort of thing is just not allowed.

LABELS

Not only that, but each ball has a label stuck to it saying which of the eight boxes it is allowed into - each ball can only go into one specific box at one specific location. The label also says what will happen if the ball is shoved into its corresponding box. Each box also has a label, on which is written a single number - the same numbers as were on those money bags last month. So box number 0 has a "1" stuck to it, box 1 has a "2", box 2 has a "4", the next has an "8" and so on up until box 7 which has a "128". These are the values of the boxes - known as the bit values.

So let's look at an example. Mrs Smith at 03285 has eight balls. On the ball that goes into her box with value 128, it is written "Rabbit Color 0328". The ball for box 64 has "Extended Background Colour Mode", 32 has "Storage Mode", 16 has "Screen Vectors", 8 has "80 rows on screen", and the balls for the boxes with values 4, 2 and 1 each have "Smooth Y-Scroll". Take a look at O'rea's little diagram if you want to see what I mean, imagine that you wanted to display something in binary (graphics) mode. You obviously want the screen visible as well, and you want 20 rows on the screen. So you tell this to Mrs Smith via a POKÉ. You use the numbers that correspond to what you want (8ing and POKÉ 03285,30 + 16 + 4 = just POKÉ 03285,36. Mrs Smith goes off and sorts out the ball situation.

INSPECTOR GADGET

The big inspector comes along every so often and checks out which balls are in which boxes at each address. As he does it, he carries out the relevant work. Like, he'll look at the eight boxes at Mrs Smith's house (03285) and see which ones have balls in (boxes 20, 16 and 8). He'll then go and do the relevant things to give you what you asked Mrs Smith for.



NEXT MUMF

Next month I'll show you how you can use the commands RND and ORF to set the little computer people about individual balls and how you can draw inside the computer and look at which balls are in the boxes at a particular address. And I'll be trying to stop Jason from being glib as many Carry-on page 9 (PLSD).



FINAL
PART



PART 1

PART 2

THE SIMPSONS BART VS. THE SPACE MUTANTS

Will Bart ever reach the end of his heroic quest? Will he ever lose that iconic grin? Will Andy Roberts remember to put the cat out?

LEVEL 5 - SPRINGFIELD POWER STATION

This level is probably the toughest in the game due to the patterns of mutants you have to avoid. To complete the level, Bart must collect the sixteen fuel tabs scattered around the station. There are also several fields dotted about, and these can be used to destroy Homer to destroy all or certain mutants, and a small bomb, more like a small

bomb. You won't need to collect any great quantities of these, or use the A-Bomb space - the only enemies you encounter are plain-old mutants. From time to time Lisa will pop up and tell you the combination for

that particular 'box', which is a bit pointless as they're hidden before. When Bart has collected five tabs, Marge will take them to the basement (you can be found near the main lift doors). Alternatively Bart can take them to the basement himself, but this is a low-scoring **FLORIS 1 50000 COMBINATION 1**. Despite being the last floor, it contains some of

PART 3

PART 4

PART 5



NEBULUS

In the final part of the solution, we tackle levels five through eight with Andy Roberts.

LEVEL 5 - BREKIDR PATR

TIME LIMIT: 180

From the start, get on the left to your right and go up, then carefully walk underneath the eye. The next platform disappears, so you'll have to jump and it is only three units under the eye. Shoot the block to the right, then cross onto the eye and go up. Then walk right up the stairs and through the tunnel. When the line above you returns, walk over the eye to the stairs, get on the left and go up. Avoiding the eye above you, jump left across the gap, then walk and stay onto the platform above the first set of stairs. Shoot the eye above you, jump left across the gap, then walk to the left, then stop at the right, go up the stairs, then get onto the left and go up. Jump across the gap as before, then fall down into the platform above the second set. A wall disappears, allowing you to go up on the left. The wall is a different, really vertical one that falls which has access and returns only down. Jump. Anyway, some left across the gap, then jump left again and the eye. Shoot the block to the left, jump right back over the eye. Then walk right into the left below and go up. At the top, jump left onto the platform above the eye, then walk left under the eye, then onto the left and go up. Then walk left and set up the stairs to appear and break you down if it doesn't appear, jump right over the gap, drop down, then jump left back across the gap. When the eye shows, move left, quickly set up the stairs and drop off at the end before coming at the platform as before. Walk under the eye, get on the left, then walk to the eye to move before you go up and through the

tunnel. Go right up the stairs, then jump right and get on the left. Go up, walk right and shoot the block, then go back to the left and go down again. When the system is to your right, move up, drop down through the gap, get right to the left, then go up. Now also onto the next left and go up. Walk left to the next left and go up, then walk right up the stairs and go through the tunnel. Then go left and jump at the stairs, jump left over the sphere at the top. Then go through the tunnel, get on the left to the set, go up, then jump right into the stack of platforms which will subsequently disappear. Go up on the left-hand side, then walk right, shoot the block, then go back down to the left. Now go up on the right-hand side, walk right, get up to the next left, walk right, then go up to the next left into your vertical platform. Now walk up under the three platforms which is done tricky, so keep going. Then go on the left and go up. Then jump right when the stairs move down, which is even easier than before. When the sphere above moves left, jump up the stairs and shoot back and you reach the top - then go through the tunnel to complete the level.



eye disappears. When you drop down, go left and the platform below you should disappear again (you'll fall onto a platform - so right, go up on the left, then fall right). On the far left, go up, then walk left, then walk right and jump to the first platform. When you disappear, then go up on the left again, go right and up on the left, then right again to the left. Go up on the first set, walk left and get on the second. Then go to the third through the tunnel.



Level 6 is a tricky one, with a large tunnel.

LEVEL 7 - SASTY ONE

TIME LIMIT: 220

From the start, avoiding the walking side above, go right up the stairs until the platform below you disappears (you should now be standing on a left). Go up on the left, then walk right onto the platform below you disappears again - you should fall down onto another disappearing platform and land on another left. Jump up onto the platform to the right, then jump left over the gap onto the first eye left. Go up on the left, shoot the block to the right, then go down again. Then walk over the eye to the right, then go up, then walk right into the gap or below you disappears. Now stop left onto the lower left and go up. Keeping an eye on the stairs above, go right down the stairs, up the next set of stairs, then shoot the two blocks and go up on the left. Go up on the next set of stairs, then up on the next set again. Walk underneath the moving right platform above, making a block to the right - you'll need to jump over the 'tower' platforms, so may disappear, then go forward and jumping until you reach a left. Go up on the left, then set up the stairs above you to climb (avoided before jumping right if it is possible to see on the tower' platforms above the other floating platforms). When you reach a left go up stairs right underneath the first set of stairs, then get on the fourth left, you get onto the next and go up. Walk right, shooting the spheres if necessary, and continue until the platform above

LEVEL 8 - BOND OF COOL

TIME LIMIT: 240

From the start, walk right a little, then set up the stairs to the left of you to bounce off the foot before jumping right to the left. Go up, then go through the tunnel to your left. Now the body bit, you must now jump from the second platform and land on the leftmost platform, which will disappear leaving you stranded on a floating block. This will take a little longer to get right - just set left from the floor and jump when you reach the left-hand edge of the second platform. Once you're landed on the block, walk right a little to allow the sphere to bounce down, then jump right. If you walk back into the block, then shoot the left and go up. Go through the tunnel to the left, then go up on the next set of stairs, then go up the top left. Now jump underneath the stairs above you to reach a left, then go up. Then jump onto the platform, avoiding the stairs above (you just appeared) until you reach another left. Shoot the block to the left, then go up on the right-hand left and through the tunnel. Now jump left across the platform until you reach a tunnel, go through. Walk right a little and shoot the



The final level has plenty of surprises in store for you.

block, then walk right and jump onto the second platform, then go left. Do up, then jump up across the stairs as before. When you reach the next left, go up on the left-hand left. Jump left onto the platform, then walk left down the stairs and go up onto the stack of platforms, which will disappear under your feet. Now go up on the left, set up the stairs to pass underneath, then go up again. Walk left and shoot the block, then walk right and drop onto the left below when you can do so. Go up on the left, go right and jump off the edge platform block, but be the stairs below. Then shoot the block above the left and go up. Walk left up the stairs, underneath the sphere, then go through the tunnel. Shoot the block to the right, walk left up the stairs, then stop left onto the platform above, jump left and shoot the floating block. Now jump back and go through the tunnel. Jump right onto the left, go up, then go through the tunnel above from the right, but do it completely the first and the game.

Now set up three eyes here to complete the monster's great game, which is by the way!



Level five is a tricky one, with a large tunnel.

above you moves, behind, quickly set up the stairs, get on the left, then go up. Shoot the two spheres as you move left, walk onto the eye, then at the edge, shoot to the left and on the left. Go up and drop.

LEVEL 8 - FASTER DELIGHT

TIME LIMIT: 200

From the start, walk right, get on the left and go up. Then right, jump over the gap, then walk to the two spheres to reach up before dropping off to the right. Go left and shoot the block above the left, then go right again, get



Level 8 has plenty of surprises in store for you.



LISTOMANIA POKERAWA

Wanna cheat your way through an impressive list of games? You don't? You're on the wrong page mate, this is Intermediate Cheating with Mr Roberts...

MAYHEM IN MONSTERLAND DEMO

A fine game and no mistake, but the abridged version of Spookland is still a nice trick, so try this listing for infinite lives, time, and continues.

- 0 RUN 8-5308 0000 0000 00 00
- 1 FOR 8-5308 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 INPUT "ENTER LIFE LEVELS TO INCREASE BY" AS "P"
- 4 GOTO 0000 0000 0000 00 00
- 4 INPUT "ENTER TIME TO INCREASE BY" AS "T"
- 5 GOTO 0000 0000 0000 00 00
- 5 INPUT "ENTER CONTINUES TO INCREASE BY" AS "C"
- 6 GOTO 0000 0000 0000 00 00
- 6 GOTO 0000 0000 0000 00 00
- 18 DATA 010,000,000,000,000,000,000,000,000,000
- 19 DATA 000,000,000,000,000,000,000,000,000,000
- 20 DATA 000,000,000,000,000,000,000,000,000,000
- 21 DATA 000,000,000,000,000,000,000,000,000,000
- 22 DATA 000,000,000,000,000,000,000,000,000,000
- 23 DATA 000,000,000,000,000,000,000,000,000,000
- 24 DATA 000,000,000,000,000,000,000,000,000,000
- 25 DATA 000,000,000,000,000,000,000,000,000,000

NEBULUS

As a perfect companion to our repetitive solution, here's a listing for infinite lives and time. Now get to the top of these leaders charts!

- 0 RUN 8-5308 0000 00 00
- 1 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 INPUT "ENTER LIFE LEVELS TO INCREASE BY" AS "P"
- 4 GOTO 0000 0000 0000 00 00
- 4 INPUT "ENTER TIME TO INCREASE BY" AS "T"
- 5 GOTO 0000 0000 0000 00 00
- 5 INPUT "ENTER CONTINUES TO INCREASE BY" AS "C"
- 6 GOTO 0000 0000 0000 00 00
- 6 GOTO 0000 0000 0000 00 00
- 18 DATA 000,000,000,000,000,000,000,000,000,000
- 19 DATA 000,000,000,000,000,000,000,000,000,000
- 20 DATA 000,000,000,000,000,000,000,000,000,000
- 21 DATA 000,000,000,000,000,000,000,000,000,000
- 22 DATA 000,000,000,000,000,000,000,000,000,000
- 23 DATA 000,000,000,000,000,000,000,000,000,000
- 24 DATA 000,000,000,000,000,000,000,000,000,000
- 25 DATA 000,000,000,000,000,000,000,000,000,000

GAME OVER

If last month's guide to level levels wasn't enough to satisfy your voracious hunger for solutions, here is

the following listing that gives you infinite lives, ammunition, and power. Game Over? Game complete, more like.

- 0 RUN 8-5308 0000 0000 00 00
- 1 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 INPUT "ENTER LIFE LEVELS TO INCREASE BY" AS "P"
- 4 GOTO 0000 0000 0000 00 00
- 4 INPUT "ENTER AMMO TO INCREASE BY" AS "A"
- 5 GOTO 0000 0000 0000 00 00
- 5 INPUT "ENTER POWER TO INCREASE BY" AS "P"
- 6 IF C=C0000 THEN FOR 8-5310 TO 0018000
- 6 0000 0000
- 7 GOTO 0000 0000 0000 00 00
- 18 DATA 000,000,000,000,000,000,000,000,000,000
- 19 DATA 000,000,000,000,000,000,000,000,000,000
- 20 DATA 000,000,000,000,000,000,000,000,000,000
- 21 DATA 000,000,000,000,000,000,000,000,000,000
- 22 DATA 000,000,000,000,000,000,000,000,000,000
- 23 DATA 000,000,000,000,000,000,000,000,000,000
- 24 DATA 000,000,000,000,000,000,000,000,000,000
- 25 DATA 000,000,000,000,000,000,000,000,000,000

LUNA LANDER

Let's face it, landing a spaceship is tricky enough at the best of times without the added hassle of wind whirls - which is why this POKE file infinite lives and fuel is a Godsend.

- 0 RUN 8-5308 00000 0000 00 00
- 1 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 INPUT "ENTER LIFE LEVELS TO INCREASE BY" AS "P"
- 4 GOTO 0000 0000 0000 00 00
- 4 INPUT "ENTER FUEL TO INCREASE BY" AS "F"
- 5 GOTO 0000 0000 0000 00 00
- 5 INPUT "ENTER SCORE TO INCREASE BY" AS "S"
- 6 GOTO 0000 0000 0000 00 00
- 6 GOTO 0000 0000 0000 00 00
- 18 DATA 000,000,000,000,000,000,000,000,000,000
- 19 DATA 000,000,000,000,000,000,000,000,000,000
- 20 DATA 000,000,000,000,000,000,000,000,000,000
- 21 DATA 000,000,000,000,000,000,000,000,000,000
- 22 DATA 000,000,000,000,000,000,000,000,000,000
- 23 DATA 000,000,000,000,000,000,000,000,000,000
- 24 DATA 000,000,000,000,000,000,000,000,000,000
- 25 DATA 000,000,000,000,000,000,000,000,000,000

GRD THE PIXIE

A pixie's life is not a Peppy one (as the saying

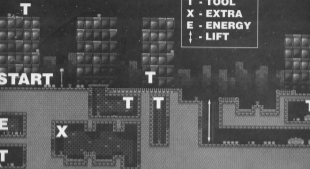
- goes), so why not give Gracie helping hand with this handy cheat for infinite lives.
- 0 RUN 8-5308 0000 00 00
- 1 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 GOTO 0000 0000 0000 00 00
- 4 GOTO 0000 0000 0000 0000 0000 0000 0000 0000
- 5 GOTO 0000 0000 0000 0000 0000 0000 0000 0000
- 6 GOTO 0000 0000 0000 0000 0000 0000 0000 0000
- 7 GOTO 0000 0000 0000 0000 0000 0000 0000 0000
- 8 GOTO 0000 0000 0000 0000 0000 0000 0000 0000



I ALIEN

Apart from Simon's bizarre scenario, you can also add life and ammo to the game with the help of this listing for infinite lives, energy, fire-power, and bombs. Judging by the American arms build-up in Somalia, Pres. Clinton must have a very similar listing in the White House.

- 0 RUN 8-5308 0000 00 00
- 1 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 2,3 00000
- 2 IF C=C0000 THEN PRINT "DATA ERROR" : GOTO
- 3 FOR 8-5310 TO 0018000 Y=C0+C1+P000
- 3 "ENTER LIFE" : INPUT AS
- 4 IF A=C0000 THEN FOR 8-5310 TO 0018000
- 4 0000 0000
- 5 GOTO 0000 0000 0000 00 00
- 5 GOTO 0000 0000 0000 00 00
- 18 DATA 000,000,000,000,000,000,000,000,000,000
- 19 DATA 000,000,000,000,000,000,000,000,000,000
- 20 DATA 000,000,000,000,000,000,000,000,000,000
- 21 DATA 000,000,000,000,000,000,000,000,000,000
- 22 DATA 000,000,000,000,000,000,000,000,000,000
- 23 DATA 000,000,000,000,000,000,000,000,000,000
- 24 DATA 000,000,000,000,000,000,000,000,000,000
- 25 DATA 000,000,000,000,000,000,000,000,000,000



T - TOOL
X - EXTRA
E - ENERGY
↑ - LIFT

SUBURBAN

**PART
THREE**

He's faster than a speeding bullet. He can leap tall buildings with a single bound. But he wasn't in, so we called on Andy Roberts instead. After all, nobody knows level three better than him...

LEVEL 3 - CRASH LANDED ON EARTH

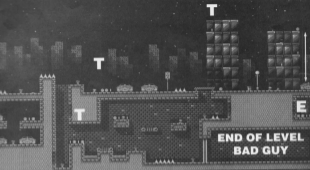
From the start, punch the blocks, then use the platform to jump up to the top of the building and collect the first tool. Drop down to the ground (avoiding the bats), walk right, then drop down the hole. Punch the blocks, then collect the next tool to your right. There is a secret tunnel to the left, which leads to an extra energy bonus - grab it if you wish, use the springboard to bounce left out of the hole, then jump on the springboard and hold right to land on a platform on the building in front of you. Jump up and right until you're standing on the upper right-most platform - now carefully jump right to the next building.

Staying at the left-hand side, drop down and grab the tool as you fall to the ground. Now walk right until you reach a lift shaft. Drop down, holding left as you fall. You will land in a secret tunnel, so go left and use the springboard to grab the tool and get back out of the tunnel. Punch the blocks to your right, continue right, then punch the next bug and use the springboard to bounce up. Grab the tool to your left, then go back the way you came to the bit (punching any bugs that appear) and go up.

Once you're at the top of the lift shaft, carefully go right (avoiding the bats) and use the springboard to bounce right, then continue right, punch the blocks, then use the next springboard to jump right over the spikes. With any luck, you will land on yet

This level's very easy, thanks, unless Belmont wants Lewis Abbey.





COMMANDO



Enemy body cracks. Hold Mega down the street of 'Mega' encounters.

another springboard. Jump on it and hold right to grab the ball suspended in the air. Now go to the far right, killing any thugs you encounter, then go up on the 88 and jump off at the top.

Standing on the top-left platform, jump and hold left to land on a platform on the next building. Climb to the top and collect the tool, then drop off and hold left as you fall. Continue left when you land, then drop down the hole just to the left of the springboard you used earlier. Hold right as you fall to get the tool from the hidden room, then drop to the bottom of the hole and walk left-down the hidden tunnel.

When you arrive in the secret room, jump across the pits and grab the extra life, then go into

the secret room to the left and get the final tool. Make your way back through the rooms and along the tunnel, then use the springboard to bounce up and right. Make your way carefully across the pits to the barrier which should open when you walk into it. Incidentally, if you bounce up on the springboard in front of the barrier there is a tunnel leading to a secret room to the right - go down there for some extra ammo.

Anyway, once you're through the barrier you face the end-of-level bad guy, the evil General Quirk. He can be defeated using the same tactics as the previous bad guy, if he's a bit slower, run right and he'll get himself between you and the wall - punch him repeatedly to dispose of him.



NEXT MUNG

Join us for the fourth and final part of our testing column. Either that or finish the game for yourself. You choose.

CASTLEMASTER

We gave you the first half last issue, and this month we've got the second half and a gaggle of tips and cheats. What is it? Why, it's part two of our complete Castle Master solution...

Go up the cellar steps, across the top of stairs, then follow the ledge around to the second doorway. Select on it, push the rat to the left of the table, take the rat door into the rooms, then use the strength option on the table so you can use a mouse trap (44/100).

Take the rat door (44/100) - it's a passage, go straight ahead (44/100) through into the great hall, then walk around the balcony (you'll have to crawl under the door) to the next passage. Go through under the door (44/100) to the

door ahead to the left, then unlock the door opposite and go through it.

Take the door ahead into the great room, then action on the pillar of rock (44/100) on the left - you can't see them, it's dark.

If a door to go through is (44/100) which is most handy, unlock the door to your left, go through it

to the sports (44/100) to the three (44/100) sports. Go back the way you came, via the courtyard passage, bathroom, passage, great hall, passage, stairs, courtyard, and finally back to the dormer. Go through the door on the next level of 170 a passage, then through the

door ahead into into the doorway. Shoot the spirit to your right, take the door opposite into the passage, then ahead into the bathroom. Go around the balcony - a door will appear as you get near to the end, so go through it into the corridor. Unlock the first door and enter the King's collar, select sword, then shoot the rat and leave. Unlock the other door and enter the jute room, shoot the spirit, then go through the door behind the book to the right-hand corner. Get that? Right.

Take the door ahead into the night, shoot the bat, then run right and use your action on the button on the wall. Go back to the doorway via the passage, jute room, corridor, passage, bathroom, passage, balcony, and another passage. Look down and crawl across the narrow part of the ledge (44/100) (44/100) here, shoot the book, go through to the dragon's lair, then shoot the head repeatedly between the eyes to destroy it.

Go through the barrier into the night, use your action on the button to your left to remove the barrier, then use your action on the keyhole in

THROUGH THE KEYHOLE

Here's a handy resume of the keys, what they are for, and where to find them. Good, is over to you.

- KEY #1 - STAIRWELL - In the lobby
- KEY #2 - TREASURE CHEST - In eastern low
- KEY #3 - WARDEN'S HUT - Top of the wall
- KEY #4 - GUARD ROOM - In eastern low
- KEY #5 - STABLES - In the Warden's hut
- KEY #6 - KING'S SOLAR - In eastern low
- KEY #7 - SPIRIT'S ABODE - In eastern low
- KEY #8 - HIGH LEDGE - In the castle
- KEY #9 - JUTE ROOM - The chest room
- KEY #10 - DRAGON'S LAIR - In eastern low

the door to room 8. Then simply walk through the door to complete the game.

If you're a glib mouse and have decided to

play the process, you won't be able to finish the game using the solution - there are a couple of subtle differences, namely, there is a book in the first battle which lets you to provide a step back your action on it. Basically, the book on the balcony in the main hall cannot be created under.

Instead, go through the already open door to the

corridor, follow the path around on the high ledge in the bathroom, shoot the spirit, then collect the cheese and any other. When you go back around into the main hall, stop down again, then collect some food from the kitchen/bar to keep your strength up. Because as your team would fall you, there's nothing like a carrot.

The new year's quest can't wait.



London Transport's award train sets conditions.

STILL STUCK?

If the complete solution and a long load of tips isn't enough to help you win, try this song for intense strength. It works fine on the virtual world's version, but might not work on the original or re-release. Try it.

- 1. I AM CASTLE MASTER, GREAT AS I AM
- 2. I AM 100% 100% 100% 100% 100% 100%
- 3. I AM 100% 100% 100% 100% 100% 100%
- 4. I AM 100% 100% 100% 100% 100% 100%
- 5. I AM 100% 100% 100% 100% 100% 100%
- 6. I AM 100% 100% 100% 100% 100% 100%
- 7. I AM 100% 100% 100% 100% 100% 100%
- 8. I AM 100%



"I move with the times, I demand performance..."



"That's why when I'm getting ready in the morning..."



"I see Dr. Mather's hydro-massager stop down again, then collect some food from the kitchen/bar to keep your strength up. Because as your team would fall you, there's nothing like a carrot."



"I take me up for the day and let me sleeping from the computer."



In ancient Japan there used to be two warriors just like the things and objects you find in Street Fighter II...



They'd battle each other to the death in tournaments and within the Japanese Fudo...



Then when one person ruled supreme, they'd reward them a magnificent carriage stock...



And a rather fabulous wardrobe with the Top Gun wardrobe on it.

Mitch finishes his four part guide to this smashing beat-'em-up with a look at the three last rather hard bosses...

You've battled Ken, you've battled with Ryu, you've gone a few rounds with Chun-Li and you've been squashed by Honda's wobbly wobbly belly, but until you've gone up against the three last bosses in Street Fighter II you just haven't had a battle.

You see Sagat, Vega and Vega combine many of the skills of the other players, meaning that you'll require much more than luck to beat them. To get the better of these bad bosses you've got to know your characters inside out, and be prepared to use quick combinations of moves, memorising on the bosses' weaknesses.



It's a good idea to memorise the names of the bosses' weaknesses.

STREET FIGHTER II

BLUE STRIDES

Sagat's a funny old chap. In his cycling frockers and with that Enter the Dragon style hair on his head, he looks decidedly odd.

The good news is that you can knock the claw off his hand, which leaves him extremely vulnerable to attack, although you've still likely to be killed by the trousers. Sagat's quicker than Chun-Li and can take twice as much punishment.

What with his ability to jump off the wall he takes a fair bit of getting used to, but as with most of the characters in SF2, his strengths actually turn out to be his weaknesses.

Just about the only trick to beating Sagat is comprehensive use of the sweep kick. Every time he goes for the spawny and then a Clean Dive on you, simply put a sweep as he comes in to land. Keep on doing this and you'll slowly eat away his energy. If you've got exhausted then use them, as these can keep him at bay until he goes for his clean stragling. Don't get lured out into an aerial fight though as you'll lose every time.

RATHER TALL CHAP

Sagat is a jolly tall chap, seven feet in fact and he uses that height advantage at each and every opportunity.

Sagat is the Top Kickboxer who was defeated by Ryu in the original Street Fighter. He's out for revenge and has been working out hard in the gym to get there. To that end, avoid his famous Tiger Uppercut and his knee kick.

Sagat's primary weakness is that after he's unleashed his Tiger Uppercut, it takes him a

It's a good idea to memorise the names of the bosses' weaknesses.



second to recover.

You can use this window of opportunity to get in there and do him some damage.

Unfortunately, Sagat comes equipped with footballs like Honda's which can be tricky to deal with, his usually does two or three in a row which you should jump out of range of his punch.

Once you've got in close, stick to low sweep kicks if you go for three, but put your jab somewhere around the other side of your face.



Energy and endurance, aren't they?

RATHER TOUGH CHAP

And then of course, there's Vega. The very last of the bosses is a tough looking to crack, you'll need loads of practice to score a couple of points. You see, dead old Vega's got the ability to harness the Earth's energy with his body and pack it into his punches. All of which means that when he catches you on the chin with one of his hits, you'll lose about two thirds of your energy in one fell swoop.

So how do you beat him? Play the game a lot. Then play it some more. Then when you've really fed up with it, play it again. Work on your controls, particularly those with flying kicks in them because if you do manage to get close to him, you'll want to drain as much of his energy as you can. If he puts a topkick on you, just punch him and he'll stop dead. Finally, don't get in close because his flaming punch is one hell of a hit.



It's a good idea to memorise the names of the bosses' weaknesses.

AARDVARK



There's nothing like dropping systems with a healthy alternative.

Spiders are kind little things - for too many legs for my liking.

some really commanded.

Go left and down again, move right and kill the spider. Then wait for the bird to escape before going up.

Move down the narrow passage, shoot the bees (swarming around, then move down (keeping as far to the right as possible to avoid the cannon below). Keep moving right, shoot the cannon and the bee, then move up and left a little (watch out for the spike). Keep moving up, go left at the junction,

then up again when the bird has escaped. Move right as far as possible, killing everything that gets in your way, then go down the passage.

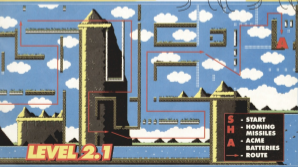
When you reach the top ledge, go left and then down, then make your way right across the bottom of the level, avoiding the lethal spikes. When you reach the far right, move up and head left. Move carefully past the spike, then go up and head right through the middle passage. Go down

and right, nap through the air. Then immediately go up, then up again. Now grab the rocket. RFF Batteries explode and a bird will fly on and burst Nobby's balloon. Don't worry, everything is fine. Nobby will drop from the sky into the water and disappear below the surface. No, honestly, everything is absolutely fine. Now attempt the next section.

Nobby's task now is to reach his submarine at the bottom of a very long tunnel. This is, of the essence, as oxygen is in very short supply, so use the map to plan your descent. Note that swimming around platforms is fine

LEVEL 2.2 - UNDERWATER SECTION

concerning, so think ahead and swim in straight lines for as straight as possible. On the way down you will encounter dark caves - look out for the eyes of the octopus, as he will leap out and kill Nobby if you swim past his cave. The only alternative, therefore, is to swim past the other cave instead. The other obstacles for Nobby are the bubbles, exploding the hydrogen, which will halt his progress momentarily. When you reach the bottom, swim to the submarine and Nobby will get off to level three - stay tuned for the third part of our thrilling saga, coming really soon.



- S** - START
H - HOMING MISSILES
A - ACME BATTERIES
 → - ROUTE

LEVEL 2.1



NIGHTSHIFT

Confusing, frustrating, mind-bending, perplexing, and downright tough. Who would have thought that making a few dumb dolls could be so difficult? Fret no more, Andy Roberts has some sound advice for budding Nighshifters...

IN THE BEGINNING

So proud you'll be totally confused when you first start to play, which is not surprising. The first thing to do is read the EMPLOYEE HANDBOOK - use it in conjunction with our handy guide to create the various machine parts and familiarize yourself with them. The next step is to play the first level in conjunction with instruction manual, practicing the basics (locking in plugs, using tools, etc), as well as mastering the sometimes badly control mode. Learning which platforms you can and cannot stand on is also helpful.

STARTING OFF

When you start a level, there is a distinct series of checks to be made before you start manufacturing the toys. Although more and more parts of the Beast are revealed as you progress, the basic set remains. Read the same thing first, but the earlier levels require far fewer checks:

- First, check the furnace next to the power switch - if it isn't lit, use the toggle to build up some power, then stand in front of the furnace and use a match to light it (if not possible to light the furnace without power).
- Next, use the bicycle for a minute or so, until the tea buffer begins to rotate rapidly. You may have a couple of minutes to take the tea to the check before returning to the bicycle again.
- If you're playing shift 5 or above, check the quality-controller next. If you forget to add salt, it will reject every doll made, even if they're not defective. Use the right-hand warning light under the office window to check if it is on or off.
- Next make your way up to the top of these part tubes, checking off the conveyor belts to make sure they travel in the right direction (check out the arrows shown at our guide). From shift 7 onwards, you'll need to turn on the part showers and bring fans below moving upwards. The controls above the part tubes appear from shift 3 onwards.
- From shift 8 onwards, the frequency settings for the heat and body sections will need to be adjusted too - jump on the springs to move the bars up (which increases the frequency).
- Get checking the conveyor belts, continue right up to the top of the Beast and check the cleaning bot on the right mixer - use the spinner to stop it cleaning.
- Now get up to the top-left platform and lock in the

plug on the rear (rather than use a match on the furnace burner if there is no flame). If necessary, sit some levels away. In the lower levels the heat on the furnace burner.

Basically, there are four settings: start on the first, switch to the second a moment later, then switch to the third. It can take a while, so keep practicing.

- Finally, when the Beast starts into life, use the controls to fly back down to the bicycle. Don't pedal away to your heart's content - if things start to go wrong, you can always use the Dollroom to get to any trouble spot quickly.

LATER DUDES

Later levels require you to mix and change the parts, alter the frequency settings, as well as controlling the heat and body including units. As if that wasn't enough to cope with, sometimes you get up and out as an engineer, along with a rather nasty foreman. The key to long-term survival is to work your way up through the levels, rather than jumping to a higher level straightaway. Yeah, let's face it, if you can't complete level two, you have no chance on level ten. Get the picture?



FRUIT COCKTAIL, ANYONE?

If you'd like to try your hand at some of the later levels, give some of these codes a whirl. And for the hard of thinking, it is for Banana, C is for Cherry, L is for Lemon, P is for pineapple, and M is for plum.

Level 1 - BCBB	Level 7 - CBBL
Level 2 - BCPL	Level 8 - PLPP
Level 3 - BCPL	Level 9 - CMBB
Level 4 - PLPL	Level 10 - PBCB
Level 5 - PLPL	Level 11 - PLPL
Level 6 - CPLL	Level 12 - CMBB
Level 7 - PLPL	Level 13 - CMBB
Level 8 - PLPL	Level 14 - PLPL
Level 9 - PLPL	Level 15 - PLPL
Level 10 - PLPL	Level 16 - PLPL
Level 11 - PLPL	Level 17 - PLPL
Level 12 - PLPL	Level 18 - PLPL
Level 13 - PLPL	Level 19 - PLPL
Level 14 - PLPL	Level 20 - PLPL
Level 15 - PLPL	Level 21 - PLPL
Level 16 - PLPL	Level 22 - PLPL
Level 17 - PLPL	Level 23 - PLPL
Level 18 - PLPL	Level 24 - PLPL
Level 19 - PLPL	Level 25 - PLPL
Level 20 - PLPL	Level 26 - PLPL
Level 21 - PLPL	Level 27 - PLPL
Level 22 - PLPL	Level 28 - PLPL
Level 23 - PLPL	Level 29 - PLPL
Level 24 - PLPL	Level 30 - PLPL



MAYHEM

A much smaller and simpler demo of Mayhem graced the cover of CF36, so here's a small and simple chap to guide you through it. Take it away, Andy...

O kay, do you've probably played the demo of Spoutland, and by now you should be comfortable with the control mode (and fairly proficient too). Although the Spoutland demo is classically styled like the Spoutland demo, it still holds a few nasty surprises (and on the flip-side, it also boasts codes of courtesy). So, help take an in-depth look at probably the most basic level in the game.

SAD VERSION

From the start, Run left, activating the restart door, then use the platform to get past the mine quickly and safely. Kill the second robot that you encounter past the shop on the platform above, then carefully move left and wait for a bullet to zoom towards you.

Now jump up, then quickly rush left and hit the red star-spinner... collect DUST BAG #1. Continue left, across the top of the screen. Jump over (or kill) the red and blue alien you meet, then go left and activate the restart door - if you're a novice.

Go left, then leap over the gap and hit the switch to collect DUST BAG #2. Now make your way back to where you started the demo, taking care to avoid the star-spinner. Activate the restart door as before (if necessary). Then continue right until you reach a red alien on a slope - kill him to reveal DUST BAG #3. Continue right across the top of the screen, then drop-down avoiding the star-spinner tucked inside the cave. Go right past the

bullet until you reach another restart door (which you should already activate).

Jump up and right across the platform, hit the first red alien you meet, then rush here until the star-bullet comes on from the right of the screen. Jump right quickly, kill the spitter and grab DUST BAG #4. Continue right to the 'V' platform arrangement, jump up and kill the spitter in the centre for DUST BAG #5. Now head back the way you came to the spitter inside the cave. Wait on the slope until the bullet then carefully jump on his head and get DUST BAG #6. Now make your way down into the lower caves and head left, kill the red alien to collect DUST BAG #7 (the final bag) then drop down into 'The' cave.

HAPPY VERSION

From the start, jump on the red alien and collect the SCORE MULTIPLIER, then drop down through the platform and edge right a little to collect a bonus EXTRA LIFE. Slipping on the lower levels, go left from the entrance to 'The' cave and all the collected bits for another EXTRA LIFE. Make your way back to the right, leave the cave, then kill the spitter for a TEN STAR bonus. Head left, up the first slope, then kill the alien at the bottom of the next slope to collect the essential DAMAGE SHIELD... take the fun road style.

Charge to the left, through the restart door, then collect all the stars above the two mines. Continue left, grabbing any stars you find, until you see the alien on the platform above. Jump up into the left-hand edge, then charge at him when he's at the right-hand edge - he will leave a handy SCORE MULTIPLIER behind. The blue alien to your left guards the entrance to the cave below. Kill him, drop down, then carefully go right until you collect another EXTRA LIFE.

Make your way back, kill the spitter to get a TEN STAR bonus, then drop down through the platform below and to the right of him - here too you'll collect a SCORE MULTIPLIER. Continue left, near the top of the screen, then jump on the spitter (you can drop through the platform and collect the HALF LIFE if you wish). Drop down and go left for the SCORE MULTIPLIER, then jump back up, aimed at the cave where you then hit the alien at the far left. Collect the



Exit the hole's bonus for an extra half life to explore Spoutland.

TEN STAR bonus the leaves behind, then drop through the platform and collect the extra life to the left. Get a total of Nine Grapes in 10 seconds.

Now go at the way back to the spitter inside the cave... which is easier than that, as you can charge at the spitter. Go right and collect the stars above the spawning bed, then head right. Activate the restart door, kill the spider to your right, then jump up and gain the TEN STAR bonus. As before, jump right when the bullet comes on from the right-hand side of the screen (the spitter leaves a HALF LIFE star behind), then keep charging and jump to the top of the screen to hit the bird at the left of the 'V' platform. Kill the spitter to the middle, collect all the stars, then charge right (across the top of the screen) to kill the right-hand bird.

With any luck, you'll land on the next spitter, so grab the EXTRA LIFE he leaves behind. Continue right, collecting any stars you see, until you reach the final restart door - activate it. Kill the first alien to your right for a score multiplier, then head right and collect the EXTRA TIME tag. Drop down to the lower level, kill the two mines, then charge right and jump the gap to the EXTRA LIFE. Charge back carefully, then end across the finish line to complete the demo.

So what about those score multipliers? Well, if you managed to collect every star you receive a 'Super Star Bonus' consisting of an extra life and a total ten million points... which will be multiplied by however many multipliers you have in your possession. Bear that in mind for the finished game, which you can order by sending a (30p) -40.

CHEATLAND

Admit it: you're a gulfed yellow-belly, with all the courage of a comically wing-tipped penguin. But if you happen to hit a gulfed yellow belly with an Action Replay cartridge, you might like to try these (PCODE)... PCODE 88881.3 | Infinite lives PCODE 14333.3 | Infinite time PCODE 15881.33 | Infinite continues.



Well, here there's colour changes, there's no electricity. It's more pinky and quiet - really.



OFFICE IN MY POCKET

This month, Simon Forrester loses his favourite pair of socks, his Pink Panther underpants and his woggle and so decides to set up a catalogue of his underwear draw. Join him as he looks at the wonderful world of the database. Heavens above...

Well, it wouldn't really say that, is it? In fact, if it was being deadly straight with you from the very start, it probably says something like "you don't want to know about this", but the OSes let that go. Maybe you don't quite realise what a database is, or how it could help you (and believe me, it really could help). So I'll get on with a gentle intro into the world of organised data storage (beyond filing - ha!).

Let's start with data storage on paper, and an address book. Most address books usually look something like this:

Name	Simon Forrester
Address	12345 Main Street 14 Mowbray Hill London W1A 1AA
Phone	01234 567890
Sex	Robert Forrester

If you think it looks simple, that's because it is. For a lot of home address books of some kind in our lives. What is a little more complex is the computer version. Let's take another look at our diagram.

As you can see, the box containing the address is separated into two fields - the fields being the categories into which the data fits and the data itself (data is just another word for information).

The fields themselves are divided by lines, just to clarify which is which. One result we go about getting that only comes through if, for a start, that first line field will just have to go. Instead, it'll be divided into five fields, all called "address": if you really wanted, you could call the first one "address", and leave the other four lines (and a bit) blank (they're in presentation).

However you need to separate it, the box as a whole is what's called a "record", and it's these records that build up a base of data - a database. So let's take it for granted that you're entered in more than one address, forming a worthwhile

database. What next? Well, let's create another one, only with two fields instead of four:

Name	Simon Forrester
Sex	Robert Forrester

This one is a lot more simple, listing name, job title, and level of origin. Next, we'll want to single out just few features, creating a list:

Editor	Units
At Editor	016
At Support	Low
Staff Writer	Our
Staff Writer	System

Are you beginning to get the hang of it now? Well, with *Mini Office 2*'s ability to create huge complex tables of data, there are positively hundreds of different uses you could put your database to. For instance, if you look on *Footpad* or *Cardfile*, you'll find tables and tables of sports statistics. These could have been created with a database on your C64. If you wanted to keep similar records.

But what else can you do with your database? Well, there's loads of different types of information you could store.

GAME INFORMATION

For quite a few months now, CF has been forming a series in search of the ultimate game. Over these months, we've progressed through platform games, driving games, fight sims, and just about every other type of game you could possibly think of. Well, you'll also have noticed that somewhere in each feature, there is a list of every platform game for instance. If you think I'd claim every month and go through every Commodore mag ever for the game titles, ratings, and details, you really are very much mistaken - we have a database of every game done, from which we take the relevant titles, and paste them onto the page.

Of course, the setup is all running on an Apple Macintosh, but the principles still the same - it's just a database system, with the information, instead of being printed out directly, passed into a word processor and printed out both times.

GAME CHEATS

The other thing everybody likes to do now and again is cheat at their favourite, most challenging, or downright bloody hard-to-get game in their collection. There are many different types of cheats to use, as well, such as progressors, secret rooms, Action Replay codes, etc. Well, how do you do you think you'd get it if you were compiling a database of the whole lot on paper? Quite fair, you say? Well what happens when you want to find new games alphabetically into your list? That's right - maybe the answer you'd come up with if you thought about the for long enough would be to keep all your cheats on the card - that way, you can insert new ones whenever you need them.

So why not have a computerised version of it for instant? It has several advantages (over the cardboard and plastic if you keep them in a greasy little box) version. You can start search into any order using any field; you can search the entire database for a single word or piece of information in a matter of seconds and you can create print-outs of only certain pieces of information, creating telephone lists and the like.

SPORTS STATISTICS

As the database package you're using becomes more advanced (or you're using an integrated package like *Mini Office 2*), the boundaries between spreadsheets and databases blur. In many databases on more powerful machines, you can create huge data tables and access them like spreadsheets, using formulas between boxes on different records etc.

Unfortunately, this is a little out of reach for the C64. But *MC2* does offer the facility (if you look hard enough) to keep certain bits of information back and forth between the spreadsheet and the database, making sports statistics (with few masses of information but need for lots of calculations as well) a perfect use for the package.

ADDRESSES

Okay so it's a bit more of a standard use of the package, but never dismiss the idea - it may be a little slower and more cumbersome than a simple address book (by filing a C64 in your pocket), but if you're setting up a customer database, or, if it's perfect, quite handy.



OVER THE EDGE

We all know that Lisa lives in her own little world for most of the time and only occasionally comes back to reality to chat to us all. But how would you like your own little world to play in too? Clur and Simo explore the possibilities...

There's more than one way to climb into your own little virtual world. Ever been to Alice Town? The 288 version is a perfect example of early VR experiments. Nothing has scared me as much as the opening scene in June 3D when a bloody fat head comes floating out of the screen at you (it hit behind the seat for the rest of the movie I just couldn't dare to watch). Next came the hydrocally driven flight simulators (there's a great ride called Star Tours at Euro Disney using one of these by the way), but the problem with all of these is that it just isn't personal enough, everyone else experiences what you're experiencing (and of course you have absolutely no control over what's going to happen to you).

So along come VR, complete with all those icons.

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VIRTUALLY REAL

All this Virtuality is fine for computer games, with a bit more realism, but how much further could it go? Well, computers already play an enormous part in the office these days (there are products like this mag each month!), so what happens when the technology starts using advances even further?

Virtual Office™? Why walk off to work, spend all morning fighting your car traffic, all in a hot office all day, and spend the evening trying to earn to get back home again? That's right - with Virtual Office™ you can change the office "home". I'm going to walk you™ into a

much less stressful

Monday. I'm going to walk around the living room holding my head at a forty angle like an idiot, while slowly moving my hand around pointing at things that aren't really there, saying "Oh wow! a rat".

So you can plug yourself into your office at any time of the day or night (oh yes), and walk from the comfort of your armchair, without ever leaving the house. (But when about your hair line?)

Virtuality™? Use a thousand other fat mice eating flies, while completely ignoring the fact you've got one yourself. Standing at an arcade machine controlling an android is cool - why not actually be the android for a while? Good money, you managed it when you fell a fair way. The simulated VR machine is the first place due to some misguided sense of consumer loyalty, and by the way your seat, padding, and safety mechanisms are continuous as a panel that's slowly spinning down the stairs.

Another technological step forward that's happening already is the development of storage systems - with silicon chips, hard drives, CD ROMs, etc., slowly being able to store more and more information, it's estimated it'll be the year 2000 you could store all the information needed to regenerate a cloned Earth, or something like, being Simon. Simon? Pussycat (how is reality?) Hello, I can reveal details of a new VR project, the idea of which never before disclosed.

Virtuality™? Experience life to the full level, or off to a flat, drive with all the road signs turned off, with the altitude in VR released - real life. That's right - simply put on the helmet, and wander round your local town, computer generated, of course in the comfort of your local home. Those who cannot afford the full version can simply walk round, looking over every second, while holding their head perfectly still in relation to their body.

Simon



Virtual reality systems allow you to experience events, environments, and situations.

The technology behind VR is part of a technology revolution through which you can watch, fight and avoid problems like airplanes.





PD FORMAT

Nomis Reesterof takes a look at just what you can get out of the world of PD, and suddenly realises what his trusty C64 can really do...

MATHS

Now this is where we come to the real meat of any demo - the actual codebase. In *Comix Light*, you see, there's a lot more than just graphics, effects, and music - there's processing. This is really a demonstration of the programmer's ability at these things, but they really are quite good little examples of what your machine can really do given the chance and a second programmer.

Unfortunately, this processing demonstration usually takes the form of a rotating 3D shape, but this is nothing to be sniffed at - it's not always as simple as it sounds. For instance, in the demo we're looking at I thought you just concentrate on *Comix Light* 3D so that way you can see exactly what I mean by just entering one line from *Utopia PD*, the shapes are drawn first with floating vectors (that's 'lines' to the rest of us), and then displayed as solid filled vectors (pixel images). This is where things get a little more impressive though, as a plane jutting almost as a water level is taken, and the shape is moved about halfway through it, so only certain parts of the shape show up as it spins. Near in mind, though, this is only one example of a more advanced shape & demo-based activity etc.

TO BE BRIEF, THEN

To be honest, I've not really seen that a summary is all that appropriate. The basic point is to let you know about the hundreds of hours full of some incredibly well written and impressive demonstrations of exactly what your machine can do. If you've never seen a demo most people haven't, it's only defining words you write to get lost at a couple - otherwise you need to collect them by the ton-load in another matter, four words, then, we'll be looking at what's available in the arena of PD games, and what you should be looking out for in existing on the scene.

I've not exactly seen how they did this or how they did that.

Hi there, and welcome to a slightly different look PD Format this month - instead of looking at an individual library, we're going to take a little time out to take a look at a genre of PD program that's keeping the scene alive right now. Under them, the words, will, and really worth of the demo, just even if you don't, it's still a pretty nice bit of education.

Before we go any further... I feel I ought to address the reasonable professional DF readers who screamed when I mentioned 3D G went. I know what you're going through, and I'll try to make this as painless as possible. Let me bring the rest of you up to speed - there are a lot of people who hate demos. Those people that from an other point of time, and don't understand the need for this kind of thing, but of pretty little programs that don't actually do anything very useful. I would admit that one of these people, but I'm covering the focus of the technical programming aspect (don't let that gate feel you in the a prophetic head) really.

As an example, we're going to take a look at a demo we thought covered just about everything you'll come across in Demoland. If you haven't already got *COMIXLIGHT* 10, you can get it from *Utopia PD*, 50' Commander Pk, Gainsborough, Aberdeen, Mr Gilmour, 0344 603, CD with the show, though.



THE SACRED SCROLLS

The first thing that strikes you about just about any demo you'll care to mention is that they really do contain surprises. "What're they, then Simon?" Well, maybe the scrolling messages that wrap in one direction or another around the screen, either greeting you or telling you to do certain unmentionable acts. Whatever they tell you, though, every demo has one, and I've no idea why. To demos are negative and unoriginal, then? No, not really, it's just that, um, only then, yes. The saving grace of individual pieces of work is what else they have besides the usual boring scrolls.



This is exactly the view out of the window of the demo.

ARTWORK

Well, that's something, I suppose. Elsewhere on this page, we can see some full screen pictures taken from the *Lumary* 7 demo (available from the same store). The demo itself is relatively unimpressive, as it consists mainly of a slideshow of screen pictures very much like this one, but then demos aren't just demonstrations of programming ability - it's about time all those creators got a bit of the limelight.

Original work in demos doesn't just stop at pretty pictures, though. Everything that's displayed on the screen counts, as everything has to have been drawn at some stage unless you're talking about the maths work, which we'll come back to later including the actual writing you'll see on scrolls.

MUSIC

Another important bit of a demo - the nifty little tunes running in the background. You'll find quite a few demos that just feature soundtracks, some of which just use soundtracks ripped from games (um, excuse me, but is there actually any point to that at all?). The noble art, though, someone's spent quite a lot of time preparing nifty little tunes to accompany the variety you're seeing on screen, so next time you load a demo, keep the volume turned up - though not too loud - there's nothing more irritating than your computer generated music.

Everything's done completely differently.

Some demos, and in this case you can see some of the music.

Some demos, and in this case you can see some of the music.



CHRIMBLEW

SIMON'S CHRISTMAS LIST

Dear Santa,

For Christmas, my Commodore 64 would like **An Action Replay**—because I'm tired of just about every game I've ever played, and that's not good enough, really, is it? (Why don't you just let me die before I have to find out?)

An assembler—There's a lot more to computing than just playing games and using word processing packages—look at what the Apple boys did with a 68000 chip, a lot of better knowledge and an assembler.

Bubble Bobble—Definitely one of the all-time classics. It means jumping gets way more fun, well, it wouldn't really, would it?

A disc drive—Tapes are all very well and, but there are definitely times when a little speed-loading more definitely wouldn't come a miss.

EMS—Did you know that they've just released the sequel to one of the most amazing space fight/strategy games of all time? It's only a pity it won't be commercial on the C64, but at least we had the original all those moon-ago, so absolutely huge playing area and hundreds upon hundreds of planets give you the freedom to actually live as opposed to just play.

Lemmaing—The latest instant-pushing game lets you do the things, like it's taken so damned long to get to the C64 is beyond that, but it's really fun, and proving it gets a reasonable price, it's definitely got to be one for the collection.

Mayhem—Why do you think?

Mini Office 4—Because if I can't get this on my list, it'll make me want to be a game freak, and I'll be much of a computer wimp to allow myself to be embarrassed like that.

A mouse—So I can chat to C64 owners across the globe, exchanging files, tips, programs, and lots of boring do.

Models also have the added advantage of having lots of little flashing lights that look really cool in a dark room.

Pang—Okay, you've never appeared on the C64, but

it really is a bloody funny game, so why hasn't anyone written a version yet? I want to get balloon popping! (Don't please me, old man.)

San Berné—before you go, here's my personal Christmas list:

A Christmas Orange—As far as I'm concerned they're the things that make me want to come every time I think about them, but I get one every year and I really don't want to create with tradition.

A guitar—My old one is getting a little run down, and besides, it's not really flashy enough. Anything with the name Stevie or Gibson on the headstock will do, but no Les Pauls please, because I think they're absolutely disgusting (I hope my family are reading this).

A huge battery—So I can run it's week, plug it up, so makes out, and use it for Christmas dinner. Apologies to all you silent vegetarians out there, but this is something I really believe quite strongly in.

A large calendar—So I can afford to buy big presents for everyone else without leaving out poor October onwards.

A shopping—I don't want to give up, I want to be a fat apple. I just don't want to give out and get all wrinkly. Sigh!

Some CDs—You know, those really expensive ones. I can't let a copy of Quilburn's Youth or Mike Corder's La Descente anywhere.

Take that's collective heads on a plate—Just a thought Santa.

DON'T JUST LEAVE IT TO LUCK!

When it comes to Christmas, Santa has a terrible job deciding which presents to get for all the good little boys and girls. Remember last year, getting all excited about the big surprise package that Santa had left under the tree for you, only to find out (after a week or two when too good for you?) that

the year why not give dear old Father Christmas a helping hand by writing a list of all the stuff you'd ideally like to find in your stocking come

Christmas morning. Games-wise there's some great stuff available right now for 60

shilling flat. Why not drop him

a few messages that you couldn't be without *Mayhem* in November (you'll forget to tell him the address to write to be it too, the security post heads down to boots to get all the stuff he needs). *Commander* should be available by the 25th and *Mini 2000* (please don't say I didn't warn you) goes down a storm as well. The best prices though, I reckon, would be the classics like *Bubble Bobble*, *Phoenix*, *Star-Cat Wars*, *Christmas*, *Rock Demons*, *The Simpsons* and *The Animals Family*—all of which should be available from your local budget game dealer (if not, get the big red letter to give the company who produces them a taste, they should be able to help you out).

If you've got all the games you need already (heck, you will, don't ever have enough) then how about writing Santa for a computer or two? A mouse is always a useful addition to your collection



Bubble Bobble has been re-released.



Almight as they're small guys, but they've got a lot of heart. They're incredible too.

WISH-LIST

Christmas is so close now that Santa's whacking the old four star in the sledge and putting Dr Zoga on the sleigh's runners. Ever keen to be visited first this is the CF team's Chimbo list...

of computer burnout, and you're likely to get two prizes for the price of one, as most of them come packaged with a free set program. But if you're writing your wishes really high, as just fancy your luck, how about a printer? Date: a top colour £1,099 for £88 quid.

Santa doesn't just do computer stuff though, if you're in need of some individual attention I must recommend a Terry Pratchett book or three. He's one of the funniest writers around at the moment and his Tricker's series is perfect puzzle material for a younger brother, in order that that you'd buy it, you might just like to be completely absorbed in your letter to Santa and suggest prizes for other people as well to your self. Even better, how about a trip to the Tropics to play on the VHS machines or for a fixed amount on the Alan Smithee Casino game.

Most of all, be cheerful with your list. There's more to life than Santa, more fun to be had than just getting a better box than your mates. Try something new, you might enjoy it. After all you won't be wasting your money will you.



HUTCH'S CHRISTMAS LIST

Dear Santa,

What can I say, the LordGolf's looking decidedly flustered™ and so I've decided to call on you again for those special Christmas treats. For my D&D friends

One new expansion - the old one's been through eight years of active battles and it shows.

Some more cartridge software - not very likely I know, but it was too nice being



in those days, that totally gets those days - I'd anyway, that would love to find Vanessa Partridge under the tree.

of Neighbours all together in a big box. Some new in-line skates - my old ones are looking decidedly tired.

A book of some fine whet-up lines.

A vacation - preferably one with good scenery.

Lots and lots and lots of beer - preferably Beck's, but that will do.

Another 100 records - to add to my shiny looking CDing collection.

Books like - to ensure properly tell us that it makes report form - oh and try and get the Spielberg version (stating David Hasselhoff) somewhat. It's a fabulous prospect.

Endless piles of Space Chimbo, Chicken A Football Protonic - it's such a funny prop to do anything for one, especially the headline model with the CD player. Cheers Santa - if next year the old but not made. Hutch



CLUR'S CHRISTMAS LIST

Dear Santa,

How are you? I hope you and your wife are well (and ready to land here with my presents on Christmas Eve anyway). It's been a really good gift the year. I do all sorts of charitable, uncharitable things, I turned thousands in January and a couple of months back I did a sponsored army assault course for the Red Cross Society (and didn't spend a penny of the money I collected for myself). Please, please give me lots of love.

Myself. This year

Most of all I'd like that signed baseball that I ordered for last year. I know I didn't receive it then, but I have been so good this year. Could I have a glove to go with it as well, cause I really did my hand playing soft ball in the summer catching the ball.

A pair of bright green diamond tennis would be extra fantastic, but I know

you're a bit busy so I don't really expect you to look out for them. Oh and so that I have something to play with when the Queen's speech is on I'd love to find a copy of that Fawcett Golf for my D&D. Thanks for the only one we had in the office when he left. Talking of playing, I have always wanted the game. Please, I played it once around a friends house when I was 10 and I loved it to bits. I think they still sell it in John Marjano.

That's really all I want apart from loads of chocolate (no nuts in it this time please), oh and world peace and the earth to be healthy again. Thanks for listening.

Best wishes,
Thanks for checking out with me only hope you think Hutch's list, the really appreciate it. Yours, Clur



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COMMODORE
FORMAT

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UNTIL YOU'VE
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The best game of the year
- first ever review inside!

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Issue 32

The current
issue of
AMIGA

POWER (Britain's best-selling AND fastest-growing Amiga game mag) has reviews of every Amiga game that ever mattered. There's *Second Samurai*, *Brutal Sports Football*, *Bob's Bad Day*, *Frontier* (Miss 3), *Alien Breed 2* and also the game which looks like being the best of the year - *Creative Software's* blockbusting

include wargame, *Cannon Fodder*.

And let's not forget our two coverdisks, this month including the chance to win £1,000 worth of software from HMV by playing our EXCLUSIVE Andrew Braybrook coverage starring the HMV dog, Nipper, plus loads of mouth-watering demos

and games.
Oh, and all the usual bad jokes, but with the punchlines swapped around.

**ON
SALE
NOW!**



CHARTS

TOP TEN

- 1 **CREATURES** ▲
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- 2 **WWF WRESTLEMANIA** ▲
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THAT WAS THE MONTH THAT WAS: DECEMBER 1992.

- STREETFIGHTER (RE-ENTRY)
- STREETFIGHTER 2 (NEW)
- WWF EUROPEAN RAMPAGE (NEW)
- GOLDEN AGE (THREAT)
- DUEL PRINCE OF THE FOLK FOLK (CODEMASTERS)
- CRYSTAL KINGDOM (CODEMASTERS)
- DUEBY (CODEMASTERS)
- AMERICAN TAG TEAM WRESTLING (DEPUEB)
- SU PLAY (CODEMASTERS)
- LOTUS FURBO CHALLENGE (SQU)
- SUZZY DOWN THE RAMP (CODEMASTERS)

CHART FACTS

So we don't get accused of being biased, here's a peek at the rest of this month's top forty.

Hanging around down there in the lower echelons there are:

- Lots of old and loads of driving games, it seems that you have the need for speed.
- A cool game has slipped into the charts, 1992 is a new entry at number 31.
- Even though WrestleMania's long gone, Pro Events don't get better or is there at number 46.



TOP TEN FAVOURITE GAMES TO PLAY IN THE CF OFFICE

- Windows In Microsoft (Apex Computer Productions)
- Drawings 2 (Pictomaster)
- Plus Factors Championship Golf (Pictomaster)
- Hunt For Rover (Hit Squad)
- James Pond 2 - RoboCod (Hit Squad)
- Rainbow Islands (Hit Squad)
- Madball (Hit Squad)
- Bubble Bobble (Hit Squad)
- International Karate Plus (Hit Squad)
- Micropanzer Soccer (Hit Squad)



IMAGINE ROAD RASH 2 ON ICE

It's fast, violent and remarkably addictive. It's for real, it's from Electronic Arts, and we've got the world's first ever preview.

Also:

EA 4-Way Play special offer and free FIFA International Soccer poster.

And reviews of
FIFA International Soccer
Sonic Spinball
Robocop Vs Terminator
Lethal Enforcers CD
Virtual Pinball
Lunar 2

There is more. No, really.

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Game Zone really is that little bit different. The only question is: are you?



on sale now

WIN! WIN! WIN!

COMPO

Cop a load of some stonking Lemmings goodies in this fantabulous compo.

In the gameplaying chaos that's swept through more nations than the Stone Lake cauldron, it seems the Lemmings has been allowed to pass without too or other trouble out.

It's time for admission because the family made it into the COM. Just in time for Christmas too. To celebrate the start of their most popular game to date, Progress has put on

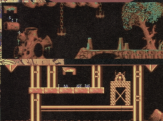
what is a compo. For all those said it you enter here too. There are two goodies bags after yours, each one chock full of Lemmings goodies including hats, mugs and T-shirts and all the COM games that Progress have produced that they can lay their hands on. Phew!

To see out it first amazing goods bag will be yours straight from your writing. Our Lemmings will be your friend for as long as you like, until the you're the winners for winning into entry lists to you, rather than winning off the support staff. The Lymmings will be there with the goods bags. And that's it.

Lemmings

THE RULES

- No employee of Future Publishing, Progress or Lemmings Ltd may enter.
- The judge's decision is final. The judge being Hugh Be magnificent, editor of editors.
- All entries must arrive at Future Publishing by the 13th of February or you'll get no hat and be sent to hell only.
- Names who send bad language will be eliminated from the competition and will be reported to their headteacher/parent/partner or police.



WIN! WIN! WIN!



WORLD CLASS

Don't take it too much to the heart of the rugby world. Both teams are currently top of the league and can't seem to lose their winning streak.

The second championship however, are a different matter. The All Blacks seem to have a completely unopposed, all-time huge Antipodean white terror into every fullback's heart. The England team doesn't usually get a look in when those black savagery are on the pitch, but maybe this time round we'll do better. So now, thanks to Antipodean, it's your chance to prove that the Brits aren't that bad after all the game originated in the far country), and to trash the world's best team at one of the toughest sports in existence.

World Class Rugby is simply a rugby simulator with a really really bit of management thrown in. What it's not really management

is a more like playing the team captain. You can assign your player's positions around and that's about it. There's a job of options to go through before you get to the playing a game of rugby fit, which unfortunately has to be loaded before play. Then this isn't too bad if you're playing off B&B, but it's most definitely a multi-task nightmare of legs. After every game in the league you'll have to load the menu section again. And then after being told the result (and you'll know anyway) that you've just played, you have to reload the game.

And now for your delight, Clur will jump into the bath with fifteen hairy men and not come out 'till Christmas 1985.



The red arrow has to be used to control the player's movement.



You know who you're controlling by the ever so subtle arrow above his head

section to

play the next match.

The programmer, Dennis

Designs, are currently working on James Reburn for Konami. And from what we've seen so far of his sports design so far, I was expecting some stinking sports on which unfortunately that isn't the case - your players and a little bit better to really see what's happening, but I suppose as long as you can tell if you're holding the ball or not, that doesn't really matter that much. You know who you're controlling by the ever so subtle arrow above his head - must better than a hairy orange of short colour which only helps to confuse you more, when you'll find in many a 64 soccer game. Of course, in the heat of battle it's still completely possible to lose track of your little man, especially when you're under pressure a lot of pressure.



Suddenly Dennis's team mates decided to disappear off down the screen for a while.



Pick a tournament, any tournament and play against your nation or the computer.



Keep half an eye on the scanner in the bottom right of the screen when you're making passes during a play.

TIP OFF

ODD SHAPED BALLS

If you find yourself in a corner or a line out then there are a number of specific plays you can implement all of which are fairly automatic until the ball goes in. Instead of you moving play by hitting the fire button, at which point you take control of the player holding the ball. Choosing a certain play is a simple case of pointing the joystick towards the option required and hitting fire. Even a Rugby novice like I can get the hang of that bit.

As in most sports games, the two player mode is twice as much fun as playing on your own. There's something wonderful about getting together with your big sister and trouncing the pants off her - you you're actually bothered to read the manual. Incidentally I do recommend you read the manual before even attempting to play, especially if you're not a rugby freak (I do actually recommend that you read up further on the rules if you've never played rugby before - but it's not that tough to get the hang of). Even if you think you know all there is to know about rugby, the



The French team practice a bit of backslapping between the set plays.

WORLD CLASS RUGBY

HOW TO PLAY RUGBY

For those of you who shied off F1 or if you're just too old to remember, here's a quick run-down of the basics of the great English sport of rugby.

The game is played by a team of 36 bog-beaty, strong-willed, wide-necked men (that's exactly 18 on each side).

The aim of the game of rugby is to run with, kick or pass an oblong-shaped ball between players in order to get the ball over your opponent's base line. This is called a try, though because you're trying to win, you'll score four points for scoring a try.

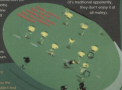
After a try you must attempt to convert the score by your four points into six points. Your player stands in the quarter line and tries - er, I mean, says yes, that's only common things meant - attempts to kick the ball between the goal posts above the horizontal bar.

The most enjoyable bit in any game of rugby is getting suspended in the air at a scrum. Eight players from each team take part in the scrum.

The front row consists of a Loose Head Prop, a Hooker and a Tight Head Prop. The second row is a Loose Head Lock, and a Tight Head Lock. What the back row is two flywings and a number eight. The rest of the team are a Scrum-half, a Fly Half (sometimes called a scrum-half), an inside Centre, two Wingers, a Full Back and a number 10 in a gear line.

A standard game will last eighty minutes with a five minute break after the first half. In which the players don't go back to the dressing rooms, they just stand around in the mud watching chunks of sewage. After the whole lot of the players sit off and jump in the bath together.

It's occasional apparently they don't enjoy it at all.



As you can see, the World Class game has gone for an incredible 1.6. Anything to improve their game, eh?



VITAL STATISTIC	
NAME	WORLD CLASS RUGBY
PUBLISHER	AMUSEDGAMES
CONTACT NUMBER	011 434 3244
PRICE	19.99 (MSRP) / 17.99 (RRP)
AVAILABLE	NOW
OTHER INFO	000001 01-01-0000

- One heck of a multi-load, don't even consider playing it off tape...
- ...sticks to the rules like Pinotti type stick to the road.
- Great two player gameplay.

POWER RATING
81%

control system isn't completely straight forward to read up on that bit.

As this piece I will going to give you the view point of a regular expert but I couldn't find one who could write his own name.

WAITING FOR A TRAIN

But for the waiting around between games World Class Rugby might have scored quite highly. But it multi-load like the best out of programming lessons. If the programmers can't be bothered with it all their reader can't. And it really could have been great with a little more effort on Desktop's part. It's all such a pity, so the world isn't exactly overrun with good Rugby titles.

CF



Well this early but I don't like the ability about such a completely useless screen shot.



What you get the highest variation of the screen shots to a maximum by the Amused.



If you get really good then you can try all sorts of interesting formations and line-ups.



LEMMINGS



Washington Station on a Monday morning looks pretty busy.

The delightful Lemmings level is actually full of surprises and new, things.

They're cute, they're furry, they walk off cliffs without a crash helmet, they play Russian roulette and they enjoy the Nolans, but will the Lemmings survive a meeting with Hutch...

MAN THE LIFEBOATS

This is the deal: There are three little furry rodents who for some reason (this is game plot

level) keep getting dropped into danger zones. The idea is to get the lemmings to safety by utilizing some very special talents.

Deploy your lemmings correctly and you can get most of them out of it if you're really hard to the end of level portals. Then you try the next level and the next until you reach level 100. Or not. Only super-humans have ever made it to that glorious level.

Of course it's not that easy. There are some downright odious obstacles littered around the levels, including ice pits, molasses, crushers, grinders, traps, cliffs and whisks. One lot of wrong thing and your lemmings will happily tumble straight into the obstacles where they'll be punished in a bloody mess. Lemmings is not without its gory moments.

To save the lemmings

from a fate worse than County Prichard repeats, you're got to make them with the right talent at the right time. Transform an ordinary white lemming into a floating lemming at the right moment and you can save lemming-kind from the big old-top in the sky.

MIND CONTROL

There are two control methods for Lemmings. First, you can plug your favorite lump of joystick into port one and use the keyboard or, secondly you can finally make use of that 8000 mouse by plugging it into port two. Of these two options, the latter is slightly preferable; Lemmings was designed to be played with a mouse, not implying else and you're putting yourself at an inordinate disadvantage.

So why ain't I going to hang on joystick? It's simple really, joystick are digital, mice are analog. All of which means that you can move between point A and point B far quicker and with greater ease with a mouse. I can see the Boy & Flame adverts now. I understand Lemmings player seeks 4000 mouse urgency. What's crucial is that you manage to get the pointer over the appropriate

S

pecky but that fact: Lemmings is now over three years old. Spindly but obvious question: why has it taken so long to arrive on the CD? It must come in, it appeared on the Spectrum about a year ago and the computer's so dead as a doornail, what have Progression been doing all this time? Rescuing lemmings?

Oh well, it's here now and just in time for Christmas too. Something tells me that one or two of you will be finding a Lemmings-until-then box under your tree, right next to the Master™ double collection, the large tube of Smarties™, the calculator, the sweater, the tank, the 5000™ cigarettes and the football.



This is what happens when you're really nervous.



lemming at the right moment. More than any that's gone before, this game requires split-second timing. Get things wrong by even one lemming and you'll have to see the level all over again.

PLAY THE GAME

It's happy to report that Lemmings plays well. Once you've got your wits on the control method, it's easy to get used to the game. This situation is helped considerably by the fact that you've got infinite lives, you can ramp up attempting a level until you crack it.

Moving around the screen's easy and the scrolling through a file list on the juddery side is fast enough. What's more, even when there are loads of lemmings on screen there's no visible slow down. Decidedly, the programmers have done a great job ensuring at this Lemmings' playability.

Thankfully, the programmers have also retained the learning curve which was pioneered on the Amiga version. This means that there are different levels of lead ranging from fun through tricky to downright difficult, while you're familiarising yourself with the controls, you

The lemmings get used to the level as they go.



can try the fun levels with their easy objectives and low lemmings quota.

BEAUTY'S IN THE EYE

If you've played our Lemmings cover feature and if you haven't then why not's that you'll know that the programmers have done a great job on the graphics. They've managed to make the levels look sufficiently different to retain your interest. On the odd level, though, the graphics are too busy for the bit to cope with, especially the metallic, grubby levels. The lemmings themselves are well animated, even though they're only made up of about nine pixels.

On the smaller front, Lemmings sounds great. All those irritating details are in there, so if you've got some neighbours you periodically hate or if you just want to irritate a brother, sister or get them to just volume button and watch them come running. Oh yes and the lemmings do make all those spiny noises when they hit the ground.

WHAT DO YOU REKON?

Probably for you lot, Lemmings has made the crossover into Commodoreland with surprising ease.

The game's chock full of gadgets and really does have something for everyone. If you're into obscure 'win-ups' then you'll like the low score levels, while if you're something of a strategy fan then you'll enjoy the complicated levels. With good mainstream games becoming rarer than hen's teeth, it's a bit of a treat to see a game as big as this converted to the 64.

POWER CF

CF VITAL STATISTIC

NAME	LEMMINGS
PLAYERS	1-16
CONTROL METHOD	8BIT PAD / KEY
PRICE	7.95
AGE RATING	8 AND
OTHER INFO/NAME	LEVELS: 10 / 2 BONUS

LEMMINGS

- Great little game with loads of levels and plenty of challenges...
- ... though it does judder occasionally and there is the odd graphics glitch.
- One for the stocking guys.

POWER RATING
84%

Best rated among 179 for the Amiga game, Friends 1994, the console version achieved the same accolade thanks to the death being more feared while playing after victory games.

• **Clifford Lemmings**, comes with a car and/or enables supply of portable track bricks. The updated lemming and lemming and the other lemming, more lemming game comes players, but the car lemmings and/or brick aspects of Commodore origin.

• **Ham Party Lemmings**, this only operates with a disk. The majority lemmings go missing, there are many other and very little things very noisy. Comes equipped with 1 update and 1 search board with pictures of your own lemmings on it.

• **More Way/One Lemmings**, drives along the road, flying out an endless supply of red and white cars for no reason at all. These hold up all the other lemmings who need for days to get to the front of the queue only to find that the reason for the hold-up is another lemming. Once lemming lemming the other way.

What a handsome, handsome, and handsome man I am, I am!



Extensive use of lemmings is required of this plot.

100 LEMMINGS FOR THE '90s

- **Classic Lemmings**, the particular winning. Comes directed at early 1600s and a flat car. Essential accessories include a magical key on a piece of string, a penny whistle, a carrot, a female lemming, a lemming girl and the most difficult that would make Gordon play.
- **Ham Pounding Lemmings**, one of the usual lemming comes with got the two brain cells, a subtle sense, a piece of wire with a small hook on one end and a death wish. It takes care and allows them very few but the cheap whistles before being crushed by the police lemmings and trying to rolling the car into a hole.
- **Employed Lemmings**, one of the lemming lemmings in the game, this one's actually got a job. Makes around a bit with a business and a male police, among other lemming buildings to be built just as they get women unemployed for ten years.
- **Harding Lemmings**, early on in the main getting quite hot. The level lemming has a 100-odd feet, a long



- **Leaving Lemmings**, one of the usual lemming comes with a male lemming on the front, some sort of moment choice, a whistle and a mobile phone. It has the ability to stay up for three weeks/leaving before falling over dead, due to continued high abuse and dirty lemmings.
- **Footballer's Lemmings**, sports lots of this development a picture of the flat top, allowing some lemming lemmings or lemmings. One of the most complicated lemmings, this variety will pursue its prey, the very best, after carrying out on the levels for rights on earth in the car hope of showing "Huh! I see you" at the back and of a car.
- **Hammer Lemmings**, plays sports down to control lemmings, looks with a rock, says 90 a bit and knows how to take without making that arbitrary noise. There is its car on the emotional side, follow going off to the woods to bring some shrimp and pasta to be in touch with its female lemming side.
- **Comical Lemmings**, tragically selected a shallow game with fast moving graphics and slow gameplay.



WWWF 2



Book On - where could he possibly get himself hit? Well, not you, you bloody little girl.

If Simon Forester ever wanted to be a WWF wrestler, he wouldn't have much luck.

His height would be a very definite advantage, but unfortunately he's not a very good actor.



Book On really is another name for the WWF. It's a bloody good one, though, so take it.

WWF stands for World Wrestling Federation. It's American wrestling (seen away from keyboard to try and stop giggling). Would you like to know what that is? Simple, really - can you imagine what would happen if you got the organisers of a Barnsley performance get hold of British "wrestling"? That's right - the only thing standing in the program dress.

Getting here writing this review, it really is a bit harder to explain just how typed WWF wrestling really is. You see, I could give you the following description:

Enter a hall of mass cheers, the two wrestlers enter the ring, dressed in their costumes (these can be anything from a barmaid to full body armour with spikes in the knees). The wrestlers then dance and stand around in their screaming trunks staring each other out, grabbing the referee's microphone, and shouting catch phrases. After several minutes of mutually wishing out (staring at someone and looking at the same time as making your stomach hit, the fight finally begins.

So the two wrestlers shake hands (probably throwing in an illegal punch here and there), and prepare to get down to business. The referee then turns up being inevitably pre-occupied with his shoulders, so that one of the wrestlers can throw in an illegal kick in the teeth, at which point the ref looks round and gives up, the fact that he's utterly confused as to what the hell's going on.

Next up, there's a

gap. To everyone else, pain means swiftly clutching the body part that happens to be hurting at the time, and saying something like 'ow'. For WWF wrestlers, this couldn't be any further removed from reality. To them, you see, pain involves staggering around almost comically, trying to clear their head by shaking it, all the time, keeping their back to their opponent, so he can sneak in another "surprise" attack.

The match then continues in this fashion, with people bounding each other around, using moves that would kill a man if the punches were not pulled and moves that, though the victim shows a lack of intense pain (and subsequently literary, feature and alarm), wouldn't knock the skin off a mag of dogs.

Finally, as in all sports, there is a winner. It doesn't stop there, though, as there is also a loser. There is one wrestler (his name strikes me, but was probably something deeply tacky like the Blunder of Barley) who ends his defeated opponent's hair off, another who gets around with a giant

It's like watching a pub fight, sitting there and knowing that there's nothing you can do about it.

weapon (though the upper torso is a mess).

And so the "contestant" ends off again, the winner grinding his bloody into someone, and the loser sniffling at children who've crushed up against the railing by middle-aged women who's biggest kick in the pants is the look of the shambles they've just watched.

I could say that, you see, but it wouldn't be enough. It wouldn't cover the grossly staged gimping, the personal vendettas, the occasional glimpse into the soap-operated private lives of the wrestlers. The



As you can see, the referee and the wrestlers are both wearing their signature gear when they target their moves.



Manual to the sport itself, this means it is the game. Yes, 'Test up better' gets 'em every time.

papers, calendars, matches, books, cartoons, comics, film appearances, bed spreads, wall paper, lamp shades, cuddly toys, plastic figures, costumes and computer games. It couldn't cover the fact that T-Barports are probably going to do something very painful to certain areas of my body for not putting a "™" after every word even vaguely connected with the sport (because they've trademarked the whole goddam thing).

So here is the game, and with the assistance of the legal team (and the huge amount of money, advertising, and probably legal fees poured into its production, it'll sell whatever I say).

So let's load up the game. And wait. Wait a bit longer, then wait some. Finally, the title screen loads (it's in the old version, moderately, and we wait... sooner or later, actually, when you get the title menu, enabling you to either quit (if you're not a better man) with a partner, or go up against the computer. Either way, you have a choice of four characters - Randy Savage (purple boxes), Hulk Hogan (purple boxes), Ultimate Warrior (green boxes) or Bret Hart (purple hairy fists).

The fight begins, starting with my favourite character in a fat-1000 big ring. Obviously, we've escaped all the bloody hype. Having the computer version, the series of events is really quite simple. As you walk up to your opponent, he hits you in the chest. By the looks of your energy bar, it does no damage at all, which is probably really quite funny given always used to say that if someone hits you, he hits your back. So you do. Then, the computer starts "talking" from the awesome range of your face, you grab him, and enter a grapple.

The rest is all very American wrestling, really, so you can take it for granted that there's a lot of throwing about, climbing on posts, bouncing off ropes, etc. The only problem is that you're never really quite sure what you're doing. You see, whereas one joystick movement will do one thing in the given situation, as soon as that situation changes, so does the action you're selecting. This does not mean that the



It's a nice little game... it's only a little bit of a waste that it's not set on a really good amount of hardware.



game contains nearly all of the interesting, fun, and brutally painful moves you'll find in the sport. It doesn't mean you can actually think "I'd do a [whatever] on him now". This means the gameplay degenerates into wiggling a joystick around aimlessly, hoping you'll win, as you can never predict what your actions will do (unless you spend hours memorizing all the various moves within the game). It also means that you'll probably lose against the faster computer opponents.

It's like watching a fist-fight, sitting there and knowing that there's nothing you can do about it - if you want better graphics, sound, and probably marginally better gameplay, just go home and watch WWF on the telly. Sure, you could study the art of WWF for several days just to know what you're doing from the first several moments, but the time (or money) total conclusion throughout the game will promise you'll turn you cool.

So let's tell you that maybe you've got sound and actually studied the arena skills needed to play this game - what then? Well, it's just a mediocre beat-'em-up, that seems to be relying on the fact that it's based on WWF characters to sell it, because it certainly has no other distinguishing features. There are lots of moves, but with its control system you're doing the same stuff in a different direction, and watching the result - it's not really interactive, the machine could decide the move you wanted to make for you (it just so happens average).



CP VITAL STATISTICS

GAME	WWF FIGHTMAN RAMPAGE
PRICE	£19.95
COMPANY NUMBER	001 636 0033
PILOT	001 636 0033
ADDRESS	1994
ORDER INFO	1 800 004 1000

WWF2

- Reasonable if slow moving and bland graphics.
- The time limit is way too short for a computer game.
- Behind the hype it's just so average I want to die.

POWER RATING

60%



After hours of waiting, we've entered the low odds where you're going to get hurt.

Well it's lots of really pretty dress (and) and little pictures of utterly useless characters.



NEXT MONTH

Commodore Format is middle-aged. It's official, next month we'll be the low end. We're not getting impressed about it though. I mean, reality comes to us all in the end, compute magazines or otherwise. Next issue also happens to be the big Christmas ad, so we'll be getting all festive on the CF story.

Jim Wells will be continuing his striking **BLUCK** feature and thoroughly confusing the CF crew in the process. The Ayre chapters will be adding their voice to the game design tutorial, telling you even more basic secrets. Hoyt'll be writing interesting books.

Andy Roberts has got a striking grandmaster book section lined up, with a special emphasis on few particular games, not very popular, yet quite outrageous and for once you've been asked for advice and again, Harold!

There's a new diary of a game making book, Jim Wells is co-writing a subvolume with a friend of his and he'll be telling us how he got on. What with all the usual reviews, profiles and feature to goodness, better jobs, it's going to be a slusher.

Plus, we've got loads of Christmas shopping to do, so be telling the team not to do. So good, see you at next month and remember, have an yuletide season!

BYRON

CF SHARES OFFER!

Forget that nice Spooling service, there are far more interesting things happening on your CF. CF#6 will be on sale on 29th December 1983, and you can get a special Mag-Save option on this limited edition! Just fill out this form and hand it to your manager and they'll slash a step away for you. We mean Alice and Kicking Harold!

MAG+SAVE

My Newsletter distribution (if My mag, Lisa, save me one of those tighious (other good) CFs (Commodore Formats) man. CF#6 (2nd December issue) is happening (yes on sale) next issue (on the 29th of December). It's what, thank you very much.

BYE BYE!

MY ADDRESS

PRISONER CELL BLOCK I

Dear Commodore Format,

Things have taken a bit of a turn for the worse guys. Last month I told you that funny woman and her real, well, I finally caught up with her again at the border town of 50 Minutes for Nobby who was sitting in a large black limousine, talking to an old chap with a great coat and a rather fetching hat.

I tapped on the window and she seemed very surprised to see me. After about ten minutes I managed to persuade her to put the window.

"The last time we met you had this..." I handed over the journal. The grey-haired chap chuckled a bit and asked his eyes were of the woman.

"Thank you very much, you've saved me a lot of time and trouble," she said.

"Not at all, anything to be happy!" I replied.

"Remember you know too much now, so... for sorry..." she said.

Then suddenly I felt both my arms get grabbed and then a bag was pulled over my head. I was driven to a very noisy vehicle for some time and was then dropped into a mostly smelly looking kitchen. When they finally took the bag off my head I found that I was in a muddy, stinky, nearby and somewhere things will in what looked like a castle.

I've been here for three weeks now and I've seen no one in that time. Twice a day they stick some food under the door and that's it. I smuggled this message out on a rat that has been talking to prisoners in cages and so there aren't any more of the funny lights around. I don't know when it'll be able to communicate with you all best. Good-bye. Please. Or at the least, a change of circumstances. I've been wearing the same knickers for nearly a month now and they've started talking.

You're getting increasingly depressed.

Byron

ANOTHER CHANCE TO SEE...



CLUR



OLLIE



LISA



HUTCH



HAIRY
HAPPENIN'

We had so much fun doing the photo-shoot for the contents page that we took rather too many photos. These are some of the more funny ones that we threw into. Stuart Bagnall checked the doublet, which has captured the good, possibly from a different angle. How nice you are, you're a great person. Well, it's a good idea to look down you and then look up and see a great idea.

