

NEW**100% C64 - 100% COLOUR - 100% POWER!!!**

COMMODORE POWER

ISSUE #2 • FEBRUARY 1982 • £2.50 WITH TAPE

**OVER 80
C64 GAMES
REVIEWED AND
PREVIEWED!!!****JUST WHAT
HAS
DAISY
GOT TO
DO WITH
INVADING
ALIENS?****WE GO
BEHIND
THE
SCENES AT
GAMES
MASTER!!!**

And lo, it came to pass that every man or woman who buyeth Commodore Power should indeed have their free cassette of four stonky games self-taped to the front cover. But some did not have this wonderful bonus, and did have to grunt and wheeze and complain to the newsie until they gave them a fresh new tape, after which time the masses did partake in much begatting so the mighty one dropped a whole sea on their heads and it did shut them up!

IT'S MORE AND ROBO THOSE *WACKY*

BONANZA BROS.

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Every Invasion

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SUPER SPACE INVADERS

PER ACE DERS

TM



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02-Editor: Jeff Gray. RA-Designer & News-Editor: Stanley Dunbar & Steve Wilshire. Richard Taylor, Anne Ruddy & Commodore: Polina Evans, Catherine Henderson. Paul Rigby & Designers: Simon Urwinson. Jeff Gray, RA-Designer: Myra May. Mark Tompkins & RA-Editor: Jeff Gray. Publisher: Jonathan White.

Commodore Power, 24 Highgate Grove, London, N6 8EA
Phone: (071) 766 8767. Fax: (071) 362 1162

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outlook

their enquiries, down at the station, regarding the disappearance of some choice jewellery and the like from people's houses.

Strangely enough, the other group of people who probably know about the Bonanza Brothers' lost sibling antics are arcade geeks, who will be familiar (but then again, perhaps not, cos I only ever see the machine at an arcade preview show) with the machine that this game was converted from.

It's an ideal little game to convert to home computer, perhaps especially the C64. It relies on visual flourish rather than scoring, maze-wobbling graphics and on gameplay rather than vermouth-churning action.

The story's simple. Blobo and Robo have decided to journey from building to ever-more complex building, lifting all the food and goodies, before toddling their merry way to the roof and making their escape in a hot-air balloon - which only appears when they've collected everything.

Naturally enough, the job isn't as easy as all that. There are



"Hi, I'm Blobo, who the hell are you?" asks one.

"Hi, I'm Robo, who the hell are you?" asks

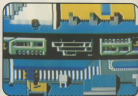
the other.

Well, you might not know who those eggst yellow, robot-like wrong-doers

BONANZA BROS.

are but the local constabulary know exactly who they are and would love to have them help out with

alarms, guards and the occasional robber, so thank you and it's certainly a shame to get caught or die, cos you'll drop all your loot



When a US Gold package arrived with Bonanza Brothers inside, **Jeff Davy** thought it was two characters from a dodgy 1960's Western TV programme. He soon knew who it was when his stereo disappeared, though!

and have to blag it all again when you re-appear from the spot where you 'bought it, as

didn't move them for a while. The other thing that made Bonanza Brothers such a



It wasn't. Needless to say, you're also up against a time limit (before the boss in blue arrives and you end up behind bars of iron rather than bars of gold, if you get the drift)

On the

worthwhile game in these halls of electronic fun was the split-screen two-player option which adds that essential split of

On the graphics side, the sizes, um, a bit smaller. But in the same way that the small characters in Blues Brothers and Hudson Hawk really make the game look good, so do the small Mobo and Robo in this.

The gameplay's taking good shape, too. The two characters poodle around pretty neatly, jump well and lock to work really well.

In fact, US Gold are putting together a fan starter of an arcade conversion.

Now all they need to do is to transfer the humourous parts in - the waiting about scenes, the amusing balloon, the way that you can fatten guards by opening doors onto them - all that!

BONAZA BROS.

arcade machine, there was a lot of humour, in the way that the characters were cute & rounded and the way that they fell over in a most amusing fashion.

The humour was there also in little things. In the way that the characters started to get impatient if you

competitiveness that'll make the game last and last.

And... US Gold have transferred it to the 64, Hurrah!

And thus the game conversion begins to take shape in a quality fashion.

There's no sound in our preview version but it will only take a few comic sounds for that department to be sorted out.

For once, I'm really looking forward to what US Gold can finally do to this arcade game.

Put on the release date of the finished version! ☺



OTHER FAMOUS ROBBERS

1. Hudson Hawk
2. The Pink Panther
3. Michael Caine in The Italian Job.
4. Butch Cassidy and the Sundance Kid
5. The Great Train Robbers
6. Robin Hood (although he gave it all to the poor)
7. Robert Maxwell (Er, I think we'd better stop there, before we end up in court! Ed)



☺ Inspector Clouseau investigates the Pink Panther but what would he have made of the Bonanza Brothers?

CP'S TOP TEN OTHER BROTHERS

1. Super Mario Brothers
2. Blues Brothers
3. Marx Brothers



4. Bros.
5. Moss Bros. (swanky shop which hires suits)



6. Brother Beyond (Where are they now?)
7. Jones Bros. (Famous London shop, now closed)
8. Charlie & Martin Sheen (well, they're half-brothers)
9. Bobby Brown and James Brown (Er, are you sure? Careful! Ed)
10. WH Smiths and (pop group) The Smiths (Right, you're fired! Ed)



OCH AYE THE

That master of strategy, D & M Games, has certainly eaten too much haggis over the New Year Hogmanay celebrations, cos it's to bring out a Scottish football management game called Scottish: The Match.

FREDDY'S NIGHT



UP TO

Thalonus has come back from Summer and Winter Camp and gone all football mad by signing up the Arsenal licence.

What more can we say at this moment in time than - well it's going to be a football game and the players will be wearing red and white? We can tell you, however, that it'll



GOVERNMENT STEALTH WARNING

IS IT A BIRD? Is it a plane? Is it a scammer? No, it's a Stealth! New progressive company Kiven (try saying that without spitting) believe it has revolutionised joystick design by inventing the Stealth - a games controller with a difference. Its handles are its controls, you see. You get a handle end, um, another

handle, so there's no messy sticks or finger pads (just a great big plastic Viking hat that takes up your whole table - well, or a small table anyway).

Stealth has been designed by Wyn Holloway - the man behind the infamous Speed King joystick - and will cost you £14.99.



THE NEW

The game will feature all the Scottish leagues, names (and I thought everyone was called Jimmy) and venues, weirdly enough. At least, with you in charge though, Rangers won't blimein' win everything! ☺



NIGHTMARES

Act 1

Scene: It's daytime at Macclesfield General Hospital and the teachers in the hospital's children's classroom have a surprise for the patients...

KE: (Sings!)

Freddy: Hello kids, I'm Freddy the Fun School 4 frog, and I've got something for you all.

Keith (sne)

of the children). No you're not, you're a bloke dressed up in a rather poor costume.

Freddy: No, I'm really a giant frog. Look, I can leap about. (He proceeds to jump and bounce and make 'ribbit' noises).

Keith: Take this frog. (Keith punches the frog in the testicles, and Freddy has to retire to the toilets).

Act 2

Scene: It's an hour later

and Freddy has disappeared (waking in a rather peculiar fashion). All the children have been lined up to have their photos taken with him.

Freddy: Hello again children.

Jemima: Mum?

Teacher: Yes, Jemima?

Jemima: I'm scared! (At this point all the children start crying and wailing themselves). ☹

10 AMAZING THINGS ABOUT... OUR OWN RICHARD TAYLOR!

Who is this strangely wide haired staff-writer with a penchant for hovering 2 feet off the ground?

1. He lives in Reading.
2. He programmed Prosy The Snowman (on our tape last issue) and plans to do a follow-up soon.
3. He often takes about three packets of Pro Plus a day because he stays up all night programming and writing.
4. He occasionally fails to make it into the office because he's working in a hippy crystal shop.
5. He is actually a hippy, and his past-times include psyching-out small animals, using bath, and levitating in public places. (I'm not the pro!).
6. His favourite soft drink is milk and he drinks three pints a day! Well, it is what Ian Bush drinks!
7. He looks a bit like Simply Red's Mick Hucknall (in a funny light).
8. He does eat meat (but only if he can kill it himself).
9. He once played bass in a rather, um, strange Goth band.
10. He once lost his jacket but... found it again! (That's a very poor last indeed - Ed).

THE ARSENAL!

be mostly action-orientated and it's being written by John Ferrari, Mr. Summer and Winter Camp himself.

It should be released sometime in '92, but if the big T wants to wait until Arsenal wins the league again, the game will probably never come out! ☺





start

CP'S TOP TEN MEATY

1. Dirty, Mean of the
Tale Tails -
Codemasters

2. Flimbo's Children
Breast - System 3

3. Hudson Pook -
Oxcom

4. P.F. Spammer and
his Pneumatic Weapon
- Digital Marketing Int.

5. Relationship - Oxcom

6. WIMP Ordination -
Oxcom

7. Lambchoppers -
Genie

8. Uzer and Jet the
Domark

9. Atomic Robotkicker -
Activision

10. Tripomatic -
Entertainment Int.

THE ALTERNATIVE AWARDS - 1991

Here's a few Commodore Power awards to
celebrate the past year's events.

The Shogun Lord Lucan Award for missing product
Everything that was meant to be released this year -
Autogenic

The Post Office Award for promising so much and
delivering so little
Crash Heat - Imaginations

The Ebbing Curry Award for failing to enter
philosophy about 8000
Codemasters

The DMUC Award for having around two million
licenses
Oxcom

The Blue Clough Award for outstanding merit in the
football management field (third year's ranking)
DMH Games

The British Rail Locomotive on the Tracks Award for
missing releases
US Gold (Shogun ES D-Lee?)

The Harmony Hairspray Award for changing its
mind over whether it is, or is not?
**Learnings - Pyropolis
(it definitely isn't, probably)**



AND A PEEK FORWARD TO 1992 WHERE...

...Autogenic will release a game, probably!

...Codemasters will release another few Dirty
games, at least.

...Genie will announce that it's not going to
release any more 8-bit games, again!

...Oxcom will release Liverpool FC, like last!

...DMH Games will release a football management
game, surprisingly.



Ocean is set to make a Legend cos it's signed up the European rights to Prince Valiant, the King Arthur-style cartoon hero.

The series of cartoons, entitled The Legend of Prince Valiant, has been appearing since September on BBC's Children's TV but Mr. Prince has been around since 1937 as it's based on an illustrated historical comic. Also, in some countries, there's even a Prince Valiant lay range.

The game should hit us in summer this year but I'm a bit sceptical as to whether Valiant mania, along with matching bags and toothpaste, will really take off!



10 AMAZING THINGS YOU NEVER KNEW ABOUT... PROBE!!!

Readers are always on about this game being developed by Probe, and this game being designed by Probe, but just what is this strangely named phenomenon?

1 Probe Software Ltd. don't actually publish software now, but used to. Games that were published by it included Boulder Dash (the Russ Abbot licence).

2 Probe now programs games for other publishers, and has been responsible for most of the blockbusters in the shape for years. Smash TV, Turbo Outrun, Teenage Mutant Ninja Turtles 2, and loads more.

3 In 1990, every reviewer was rather amused that the file game was published by King (co-er), programmed by Probe (co-er), and was overseen by Jo Bonar (co-er) - pictured above.

4 Jo Bonar, apart from having an amusing name, was also responsible for BMX Kids (on our coverpage).

5 Working at Probe is a fellow named Neil Young, but not the over-weight rock singer.

6 Fergus McDowen (Probe's boss) now owns a Ferrari F-40, but only had a paltry Porsche 911 previously.

7 The team is now working on a few more big games, including Robocop 3 and Alien III.

8 They all really know how to enjoy themselves, and have been known to drink an awful lot of beer.

9 Even though we had a really, really restricted-only Chelms party here at Lime Lizard Ltd., we invited Neil, Fergus and Joe, and they didn't turn up.

10 Neil does a really good impression of Pethard (from Hellraiser), but generally ends up on the floor bleeding after driving 30 nails into his head.

FROM
ALTERNATIVE
SOFTWARE

THE LEADERS!

AVAILABLE FROM
ALL GOOD GAMES
STORES

20
AWESOME GAMES

WIZARDRY

WIZARDRY

THE WIZARDRY is a classic role-playing game that has been around since the 1970s. It's a game of magic, adventure, and exploration. You'll be able to create your own character, choose from a variety of spells, and explore a vast, open world. The game is available on a variety of platforms, including PC, Mac, and Linux. It's a great choice for anyone who loves a good role-playing game.

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AVAILABLE FROM
ALL GOOD GAMES
STORES



Ho do we rate games? If anybody says "badly", they'll be shot in the raddge!

The Critical Factor

This is a little tool (power) that shows you, in a very brief and easy-to-understand form, what the reviewer's overall feeling about the game was.

The four "sides" are marked out of 10, and the overall score is a percentage (i.e. out of 100).

Graphics - How good are they? Are they fun-to-see and colorful or boring-seeing?
Series - What's the sound like? How effective are the, er, effects?

Fun-Fun - How long will that game last? Will you still be playing it when you're old and grey?

File Factor - Does that game grab you from the off. Or does it just leave you as bemused as a squirrel with a rubber nut?

DANGER RATING - The reviewer's overall feeling about the game in a few easy digits.

The Power-Packed Logo:



Any games that get over 85% are so remarkable most and fluffy that they deserve our

POWER-PACKED special accolade for early software.

THE SCORES

80 - 89: This game is, quite unarguably, crap to the nth degree!

75 - 84: Although still crap, this game has a few features that the reviewer is quite keen on.

71 - 74: Still pretty average, as it goes.

67 - 70: Definitely a good game, but not a great 'un.
63 - 66: A real excellent game, worth the spendings and its review.

100: The dog's raddge!

The Dream Team

Just who are these people that write this magazine? Where do they come from?

One major requirement of a Commodore Power staff writer is the ability to make a clear, unbiased decision on the spot.

To help obtain true clarity of thought, we put them through a process of mental exercises, including Zen Buddhist techniques, to understand the origins of their very words.

They were recently questioned on the latter: "Where do you come from?"



Jeff 'Cra-Magnon' Dany

"I believe that we descended from early

creatures through a process of natural selection to early Homo Erectus, either Neanderthal or Cra-Magnon.

"There is still a lot of confusion surrounding this idea, mainly the so called 'missing link' in evolution from these to modern man.

"There seems to be a major structural difference in the cranium. No 'in-between' remains have ever been found.

"Behind you, looking around Camden, I think there are quite a few 'semi-evolved' humans walking around now. Look at Bob Monkshead, for instance. I'm sure when he dies his skeleton will be of great interest to science.



Richard 'water colour' Taylor

"We have descended from a spiritual plane into our present material forms.

"I believe our bodies were designed by a superior intelligence and placed on this planet for our use, hence the 'missing link' in evolution theories.

"Any previous human types, neanderthal, etc., have been attempts by this intelligence to produce the perfect body for survival. This could be the reason for the extinction of dinosaurs, etc.

"As we progress mentally, there may come a time when our bodies will need to be changed again."



Alex Sandy

"I come from Anthony' announced Alex.

"Yes Alex, but where did the very essence of your being originate?"

"Hey, do you know what the best thing is for a hangover? A lot of Vodka mixed with half a bottle of Lambouzo and a generous shot of Tequila - in one! Ha ha!"

Oh dear, I think you've got the wrong idea.

"What time is it? Lets go to the pub! It's happy hour until 8 o'clock, all the drinks are half price!"

But what about the meaning of life and your part in it? Doesn't that mean something to you?"

"Come on, I'll get the beers in!"

Oh, alright then. Lets go.



Rick 'Har har' Henderson

"I know", explains the writer of this.

Caplan Morgan. "I know exactly where I came from. My mother! My father, gestated in fee sperm for nine months and well! There I was. Little baby Rick looking like something from a Dutton advert.

Er, nothing more to it, than?"

No transcending souls or the like?"

"None, just straightforward breaking of water and out I came. Simple as that."

Oh.

"I have", he adds, shyly. "had experiences of these things since, you know."



Beverly Gardiner

"I think there are colonies of humans on many planets

throughout the universe. We are part of a network, all expanding on various frontiers.

"There is only one life, one soul, one being, one ring of eternal light and energy beaming through every living thing, holding us in cosmic harmony.

"Everything breathes life, from every planet to the smallest speck of dust travelling through space.

"When we can all tune to this energy, that the next stage of inner evolution can begin."

So, er, there you have it.

THE POST APOCALYPSE

SHOW



What do you get when you cross Jack The Ripper with Postman Pat? Yep, that's right - here's the man with more psychological disorders than Myra Hindley. The man who makes Dr. Hannibal Lector look like Mickey Mouse. Lock up your hamsters, it's **Post Apocalypse**...



Dear Commodore Power,

I have a brilliant question to ask you guys: What exactly is the purpose of the border surrounding the main computer screen? And don't computer games fill the full expanse of the TV screen?

Some games use the borders (Warful, Armalyte and Forgotten Worlds) and others don't. I've tried to find out, but my friends with computers just shrug their shoulders - I thought you might be able to help.

1) Will Super Mario Bros. ever be on the C64?

2) Can you plug a C6405 game cartridge into the C64?

3) What is the best Kung-Fu game? . . .

4) How much does it cost for a reset button on its own?

5) Is Commodore better than Amstrad?

6) What is a Vic 20?

7) What's 'Pet' software?

8) What is the best disk-drive (I know they're slow) for the C64?

9) Is Golden Ace better than The Disney Collection?

Craig Mackie, Fortas, Scotland



PA: This is rather spooky, one of my answers are brilliant too! Firstly, if you did have a border on the TV all the pictures would dribble-out and ruin your mum's best carpet, and then you'd be for it.



☉ The Nintendo Gameboy - as good a way as any of being Mr. Nintendo's pocket, and you can play Super Mario Brothers!

Either that or programmes can't be stuffed to write a routine that expands the graphics area.

2) You should be so lucky! I'm afraid you'll have to live with Nintendo's pocket if you want to play that game.

3) Of course. You can also plug a chrome sandwich in the port just next to the cassette port, and it has the amazing effect of making your computer speak, fizz, and then blow-up people.

4) I quite like Intentional Karate - but I tend to feel that hanging around "Kebabland" at tea in the morning also ends in a satisfying carpet.

5) About the same amount as it costs for a piece of plastic and two small wires.

6) Well, Commodore has absolutely nothing to do with Tottenham Hotspur - so that's something it's got going for it. Unfortunately, it sponsors Chelsea and they're even

more crap.

7) It's either an extra-strength bath that you rub on your chest when you want to get rid of a cold, or an ancient and crap computer that Commodore would rather not remember.

8) Again, it's either programmes you can run on the yanki-old Per computer - another of Commodore's bad

memories, or it's games you can play with your Farmstars, or sharks or whatever.

9) The best disk-drive is either the extremely expensive IBM 1541 II, or the Oceanic cheapo, probably.

Look, I'm not a horrible goody, not a techno-geek, just the same questions about letters or pencils or something!

10) It depends if the moon is rising behind Llanus, or whether Jupiter is in conjunction with the Speedy Wilkie, and Led Zeppelin is floating behind the fourth star of the planet Juth Chlamers.



Dear Post Apocalypse,

I've just got a few questions to test your mighty brain (Jokes):

1. Why do you call your column the Post Apocalypse Show?

2) Is The Simpsons game any good for the C64? I've read the review but I'd like



☉ The Simpsons - good game but how small are the graphics?!

your opinion.

3) While looking through another C&A mag, I noticed an advert for a Neighbours game made by Impulse. Is there really going to be one? When will it be released?

4) What is Paperboy 2 and Mega-Teins going to be released?

5) What do you think is the best value joystick for money?

6) Why have you brought out another C&A mag? There's already two others.

7) Are you and your mag ready with the other C&A mags?

8) What's the best football management game for the C&A? Where do I get it from? How much is it?

9) Do us a favour! Could you please give me a cheat for Great Game States, I can't get past Level 36. Cheers, mate!

10) Why haven't you put your cassette in plastic boxes? It makes life much easier.

11) Have you got any cats? Are you married? How old are you?

12) I have recently bought WWP for the C&A. I paid £11.99 for it. In your mag it said it was £10.99. Have I been conned?

That's about it I'm afraid. James Bewley, Essex P.S. What football team do you support. Tottenham are the best! C&A



PA: You are a curious little chap aren't you? They (whoever 'they' are) say that curiously killed the cat. Much more curiously and I may have had to come round and test out my new rocket-launcher! 588-

1) Because one day (like a TV Magasin) Out of my way!

2) The Simpsons is a pretty decent game. What I'd like to know is, if we only reviewed it this issue, how have you read 'The review'. Remember, our opinion is the best, our reviewers have been at it for years!

3) Another C&A mag? What is all this about? What's wrong with just ours? Are we not a fountain of knowledge. The next person to mention other C&A gets his leader supporting!

4) Er... Now there's a question. Ty ringing Skidnap on 0494 621348. Their press officer is a wily

July person and we couldn't get any answer apart from 'She's in a meeting'. Good luck!

3) I don't use joysticks to play games where you kill things. I go and do it for real! Happiness is a warm machine pistol! Oh, and Jeff's quite a fan of the Klock Speaking, if you're interested.

6) Now I'm getting riled. We've brought out Commodore Power because we know it'd be brilliant and wipe the floor with all the others! Do you think there is just a thing as too many C&A magazines? It's like saying there are too many pot magpies! - how can you lose out with more choice of what to read every month?

7) Well let us work this one out!

8) In my opinion, the best football management game is no football management game. Snoot!

9) Ty Oscar Eugene. That sort of security cheating thing is his department.

10) It doesn't make our lives easier! Ever seen a cracked slip-case? No.

11) Nigel, no-ids and no wife. I'm a personman of the Apocalyptic forgiveness. I'm too busy creating destruction to start a family!

12) Probably!



6) The Undertaker, a WWF wrestler. Would you argue about the price of WWP on the C&A with this man?



Dear P.A. Unlike the letters in the first issue of your fab mag (What is it with that word? - PA)

Commodore Power, I'm not going to complain about the free tape (in my opinion it's much better). I'm not going to say that you look like Freddy Mercury (ammy, you look much more like James from

LETTA OF DA MUNF



Dear Posty,

I am writing another short letter to you as I apologise for the comment on the cassette box. I think your new slip-case is a lot better than the crumby plastic box that the rest have.

The only problem is that the mag is a bit too pricey - it should be £2.10. But the mag is FAB (remember that word).

Now, about Freddy The Soccerman. We had that game on the VC tape 13, why have you put it onto your floppy tape (that went again). Also, could you please, please get a demo of The Simpsons on your fab tape. And I liked your doo-dah power - it's totally laboy!

Geoff Miles, Detroit, Ocon

P.S. Got anything else on the C&A?

P.P.S. This letter should be 'LETTA OF DA MUNF'.

P.P.P.S. Remember all the 'fobs' in my last letter!



PA: Assanogghini! Fab totally! Anyway, in answer to your questions: Posty appeared again through popular demand from the squillions of people who didn't get it last time, also it was Christmas after all.

The Simpsons refuse to appear on our tape, but as you were Letta of Da Munf, you can have my copy of the doll game. And as for the Letta of Da Munf award, it just shows you that it's okay to just sometimes feel I'd rather have a bit of growling and a bribe or two in the future.

Speedball 2). No, I'm just going to ask a few simple questions:

1) Could you give me the address of Ocean Software, as I really want Battle Command on cart, but none of the software stores in Cardiff believe me when I say it's available?

2) Have you thought of asking your readers to send in reviews of their favourite games?

3) Will you be putting games created by readers on your tape?

Yours, hoping that you'll print this, or I'll never read your mag again (well, at least for a month or two).

Neil Murray, Cardiff
P.S. I hear plastic surgery can do wonders these days!



PA: Henry! The answers then, I suppose:

1) Ocean Software can be contacted at 81 Central Street, Manchester, M2 9BQ.

2) We thought about it and you'll be getting some sort of request for them pretty soon, probably.

3) If readers send them in, they'll be looked at by our qualified team of games experts (er, PA, Jeff and the office cat).

By the way, if you don't buy the mag for a couple of months how would you know if your letter's been published?

And plastic surgery? You cheery get!

Right, that's yer lot, so send whatever wings, means, groches, gripes, and snipes (or even more glorious praise) to:

**POST APOCALYPSE,
COMMODORE POWER,
24 HIGHBURY GROVE,
LONDON,
N5 3EA**

And you could be in with a chance of grabbing some prime goodies or other wondrous things from the posty post-bag.

SPACE MUTANTS ARE INVADING SPRINGFIELD!

That's right, man!

A buncha silly, horrible, totally gross and stupid monsters are taking over the bodies of the people who live here and they wanna build a weapon that'll gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can use 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

Bye THIS GAF!!

Thanks man.



MATT
GARDNER'S



IBM PC
AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD



AKkaim
ENTERTAINMENT, INC.

ocean

wheels of steel!

Four games, eh? Four blimmin' games. It makes you wonder exactly what that's worth!

Well, let's say that each game is worth the same as a budget game - £3.99. Times that by four, £15.96, and you've got a tape that is worth nearly sixteen quid, for nothing!!! And imagine that sixteen quid could buy you around 53 Mars Bars, or around 46 cans of Coke, or 32 copies of 2000AD... Blimmin' rip, what a bargain!!!

SIDE ONE
Asteroids
BMX Kidz

SIDE TWO
Dead Zone
Space Invaders

BMX KIDZ Jo Bonar



You have to come in the top three in order to qualify for the next race. You must also perform wheelies at points, the number of which is shown on the track. Information at the start of each race.

Do wheelies by pressing and holding fire whilst on a flat surface. Do stunts by rotating your bike in mid-air after a jump, so that the front wheel is high, then pressing fire after rotating the bike so that it lands flat to the ground - if you don't land correctly, it will not count. Practice makes perfect! Press fire whilst on an upward slope to jump.

You must collect the cans of fuzzy pop for energy, the more you have the faster you can go. Collisions with other



biking game you to lose spokes, collect the wheels to make them if you run out of energy or spokes, you've won a cropzet!

Other controls:
FIRE/STOP - Pause
R - Restart after pause
D - Quit to the title page

CONTROLS

When the bike is on the track:

Joystick up - Moves bike left (up the track)
Joystick down - Moves bike right (down the track)
Fire - Pull a wheelie (release the button to stop wheelie)
Motor: Popping a wheelie on an upward ramp will cause the bike to jump

When the bike is in the air:

Joystick left/right - Adjusts angle of the bike (rotates)
Fire - Performs a stunt if the front wheel is 'high'

SPACE INVADERS Commodore Power



Re-live those great moments of arcade hysteria with these four great beasts from the past. Remember Space Invaders? Well, those crafty aliens are ready to challenge you again.

The Snakes are still hungry and are not particularly fussy about what they eat, be it food or the other snake!

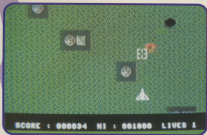
Transport yourself back to the Asteroid belt and zap those asteroids before you're smashed by them!

Have you taken up the deadly duel of Space Wars? As you may know,

guessed, not only have you got Space Invaders here, but three other classic arcade games, as you're lucky them before.

To select a game, move the joystick to the desired game and press RETURN. To return to the menu, press RESTORE.



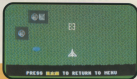


Space Invaders
Move your defending craft left and right to avoid the invading aliens and shoot them into oblivion as quickly as possible.

Asteroids
Your Thraxian fighter craft is entrapped by the interplanetary asteroid belt between Sirius 5 and Sirius 5. The only way through is to blast the speeding debris into oblivion and avoid the scattered fragments of rock as you go. As a last resort, the hyperspace facility will transport you to another location within your special zone. As the colossal asteroids speed past you, destroying your Thraxian fighter-craft, one mistake can cost you your life. This is truly a game of skill and split-second timing!

Snakes - 2 Players
Eating food makes you grow longer. You can eat the last half of the other player's tail. To trap the opposing player across you 20 points while eating food scores you 1-0 points.

Space Wars - 2 Players
Select difficulty with the 2 and 3 keys, and select the required option using SPACE. To start the game press RETURN.



CONTROLS

Keyboard or joystick (as indicated on screen)!!

AFTERMATH Prism



In the Aftermath, the Snakes rule unchallenged. Death appears inevitable. No-one has returned.



CONTROLS

Joystick or keyboard!!

Pull back the joystick and press fire to release a bomb!

DEAD ZONE Prism



CRASH, COLLAPSE, ZEEZEE... You are in Elysium City.

Yes, Elysium! This is the surreal view of reality... or is it reality? This could be nightmare junk, or what the Grimfakers always feared... The Dead Zone. ☹

TIPS

You must collect all seven objects on each screen. Avoid all forms of mobile life (and some immobile), they are out to get you.

Your fatalities are powerful, but are they powerful enough?

from the Strategic Command Centre, although it is doubtful that they ever get through the dreaded Glass of Death and the imperishable Velocraft. However, there is one lone surviving freedom fighter who cannot accept defeat... ☹

CONTROLS

Joystick in second port only!!

RESTORE - Aborts game.

If you have a spot of trouble...

Go and see a doctor!

If instead it's your tape that fails to load, first check the heads of your cassette (this is VERY important). If you've found them to be okay-okay, pop the offending item (the tape) into a JFFy bag, with an explanation of the problem, and send it to:

Commodore Power Tape 2 Returns,
Tudor Enterprises,
2 Goodheat,
Warne Road,
Weston Supernare,
BB23 3JG!

If you include a strong self-addressed envelope or JFFy bag, you'll get a new one that'll be 50% more quickly - shwers!

STORM

GAMES CORP.

DOUBLE DRAGON

THE

III

ROSETTA STONE



TRADEWEST

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COMING SOON! IBM PC - £11.99

Computer Games TV is here - Channel 4 have finally brought alien thrills to your living rooms. Move over Jonathan Ross, here comes Games Master! Commodore Power checks behind (some of) the scenes at Britain's most serious TV show. Words & Pics: Jeff Davy.

In a back-street of trendy Kensington, your TV company Haswell International are filming the last bits of Britain's first-ever TV programme dedicated to computer games - Gamesmaster. These final parts, short chats about new games from programmers, press officers and journalists, will be inserted into the main body of Gamesmaster which was filmed in a dilapidated church on the other side of town.

The show, an hour-long at 8.30pm - on Channel 4 - is hosted by Dominic Diamond, although it is the Gamesmaster himself who oversees the whole affair. This disguised, animated figure (who is actually astronomer and all-round famous dude Patrick Moore) hands out game challenges to the audience and celebrities like Jimmy White, Anabel Cook, Jon Fasham and even Emily Hughes. Whoever beats the challenge gets a gold joystick, handed to them by a rooster!

Other things that crop up are reviews, charts, tips and features about things like customised Gameboys. The bad news is that Gamesmaster will only cover 16-bit, Console and hand-held stuff. Haswell felt that the humble 8-bit machines have had their day. Sooo! Well, in computer games on TV and that's better than Take the High Road any day!

Back to ITV Studios, where Joe Bonar - Probe programmer - is staring up at a camera, and attempting

to look cool whilst chatting about Alien 3 on the Sega Megadrive. This isn't easy when you've got red lights on you and a prop in your neck. The whole effect makes him look like a dungeon-dwelling pole appealing for help through a skylight.

This is what Haswell wanted, says Cameron McAllister, the programme's director. "It's quite moody and slightly sinister at times. The people are lit in a very stylistic way. We wanted the show to have a style and feel of its own, its as if the players go to this secret club or den."

Joe Bonar is out from under the lights. He has to help the engineer grab some images of the game. The action will be projected onto the blue background that was behind him while he was filmed.

What was it like to be on TV? "It was intense" enthuses Joe. "They don't make it easy for you. It reminded me of being 'born'." Still, he adds, "People make me for my good looks at the moment - soon it will be for my fame appeal... and my duffie coat!" Duffie.

The shouts of "Silence!" from the sound bed, the infernal atmosphere and the prissy surroundings don't lend themselves to the glamour of the Gamesmaster idea but, um, that's entertainment!

Adam Wood, the producer, drops his air of confidence for a moment before he leaves. "It's a huge risk, we're not sure if it will come off. We hope it will!"

Stephen - Researcher

"The idea for Gamesmaster came up about 18 months ago. Apparently company boss [Jane Haswell's son is really into Haswell and Sega and she saw it was an area of youth culture she hadn't covered]. In late summer we got the go-ahead from CA and then we had to get the software, hardware, audience and contestants. We scoured the academies for champions!

"Are computer games good on TV? They are with the right treatment and we hope that we've made it interesting. The programme's made in such a way that anyone can tune in and be interested."



Chris - Researcher

"I had to arrange the celebrities. It was a struggle to get some of the people who thought they were too good for this show.

"Gamesmaster being the first programme of its type is a buzz and it's turned me onto games, too! The sponsors are my favourites of mine."





Dave - Researcher

"I was brought in for my contacts in the software industry. I had to get things that'll be out in three months, unless a magazine. A lot of software companies have tried to pressure us but we've only featured the best."

"At the church, it was interesting to meet famous people and see what they

were like, I had to teach them how to play games. I was also one of the 5 expert commentators during the challenges and the monk who gives away the prizes."

"Gamesmaster is something that should have happened a long time ago. Better hardware and better products have forced TV to come and cover games."



DOMINIK DIAMOND

The presenter of Gamesmaster (apart from the big floppy computer-generated one at the start) is Dominik Diamond, a Scottish stand-up comedian who rather likes the odd computer game. He just about had enough time for Christmas Eve, no less) to talk to Commodore Power.

Is Dominik Diamond your real name?

No, my real name's Little Donald, but they wouldn't allow that on TV. There's a much cooler version job, but you're a family magazine so I shan't reveal it.

What have you appeared on before?

The front cover of the Atreus Herald, and that's it!

Was there any bizarre occurrences during the filming of Gamesmaster?

I met Ashley Poxie (Mist in Neighbours) and found out that he was as much a dick as his character. Also, getting a few pinks with Jimmy White (?).

What was your favourite part of filming?

Giving the golden joystick to Annabel Croft (you'll have to watch the show to find out why).

What's your favourite C64 game?

I never had a C64, but I did have a Spectrum (Doh, hiss), and I loved Marsh Day 2. I

always thought the C64 was a U.M. treaty number.

What's your favourite arcade machine?

Euro Football Champ. And Sunan Riders I like too, cos we had one on free-play here and I looked at which would've got me about £3,000 otherwise. I also like Cyberball - the American Football game with robots.

What's your favourite pop group?

St. Wilfred's School Choir, before they went commercial (when they were doing the backing vocals to Bob Dylan), but I became really sad when they started taking hard drugs and everything, so I suppose that's a lesson for us all.

What's your favourite popular landmark?

Anything that's a little bit bumpy, Swinton.

If you had a production company with an incredibly huge amount of money, what programme would you most like to host?

Give me loads of money and I'll do Ruggard's show. And the Frank Rough Cocaine Olympics, which would be shown at the same time as the 1999 Olympics. We could have Frank do his own version of the hundred metres.

Where will you like to be in five years time?

Swinton.

Laurence - Runner (he makes coffee)

"The most difficult thing was to keep the audience sat down. Every time Dominic stopped speaking, everyone would suddenly change over to the Space Invaders and you'd lose your audience! It was so weird to see the whole audience rise and move at once!"

"I also enjoyed watching the journalists trying to top each others' personalities, trying to get their catchphrases in."



2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

2-HOT

2-Handle



ocean



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AMSTRAD
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COMMODORE



ROLLING RONNY

Alex Ruddy burst into the office the other day. "I've got a great new set of wheels! Do you fancy a spin?" What we didn't know was that he meant his shiny Commodore that he'd just bought in Camden Market. Oh well.

POWER INFO

Supplier: Virgin
Price: 10.99 tape
14.99 disk
Availability: Out Now!



Let me say straight off that I have never been the greatest fan of platform games. Indeed, I think

it is about you mistakes on the role of Rolling Ronny, a flame-haired, red-suited arched-bay with a penchant for Peter Dinklage, and pass through nine increasingly more difficult levels, each with its own distinctive moving/jumping/locking points representing gardens, lobbies,

inspiring graphics and/or delectating sound effects. Quite frankly the whole episode is one great big pile of moosh.

Truth be told, the first couple of screens



deepens darker software euphorias in the house, never to be seen again.

The best place for this game is the shelf you picked it up from, honest!

Mario and Co. are

decidedly leaving the bits of the original (and don't say best-ever) platform-type game. I refer, of course, to Jet Set Willy! So what the thinking behind this is a bit given me a game like Rolling Ronny to review, unless of course he wants me to 'do a number on it' without taking the bit himself!

No amount of fancy dress can hide what this

and the difficulties. Levels include The Towers, Principals Office, Phidippigon Dock and Scotland Yard, and none of them feature any

whole bloody lot every time Rolling Ronny loses the disk - even on the first level - and believe me to do so like the

CRITICAL FACTOR



CRITICAL
FACTOR

23%

the BLUES BROTHERS

"Everybody needs somebody to love..." Singa **Will Henderson**, as he smokes two hundred ciggies (not to be copied), drinks a bottle of Jack Daniels, and falls over.

POWER INFO

Supplier: *None*
Price: £14.99 tape
 £14.99 disk
Availability: *Out Now!*



What do the early eighties mean to you? Adam and the Ants?

Wearing god-awful, bright yellow Tachin tracksuits? Siring down in a Wimpy and eating a bender honest - it was a last-of-its-kind up-trunkster in a bun? Seeing 67 fifteen times, and still having to write out your hairy after each? To me it means The Blues Brothers. It was around that time

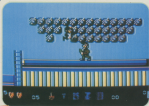
that I discovered soul, jazzed rhythm and blues music, and The Blues Brothers was the film that had all of that, plus comedy that you'd never find in a Russ Abbot Christmas Special. Starring Dan Aykroyd and John Belushi - from the American comedy show Saturday Night Live - it soon became a cult hit, and rightly so.

Unfortunately,



there's very little chance that there can be a sequel to the movie, firstly because John Belushi cashed his chips during a drug overdose, and Dan Aykroyd has become a fat s***-d - so we'll have to make

this very night. Unfortunately, the local roccer has decided to try to souper your plans and run you out of town, by hiding all your equipment and instruments. It's up to you, therefore, to hunt down the



up with the revitalisation of the Blues Bros... in the form of this **Two game.**

The first thing you notice about this game is that it's not based on the cellular exploits of the rocking duo, but how I've got that out of the way, we can really get grooving. Instead, it seems to owe more to popular games like the Mario ones on the Nintendo, and other console-kind platform-'em-ups.

You take the part of either Jake or Elwood (or if you've got a friend whose major policy is, "have joystick, will travel", you can play both characters at once), who have to perform at a gig on

CP's Top Ten blue things...

1. Siltan
2. The cat out of Dougal and the Blue Cat
3. The Queen's blood (probably)
4. The Smurfs
5. Marco the designer's jumper
6. The Pacific Ocean
7. The Sky
8. Tits
9. Meths/Well, blue-ish)
10. Raspberry Slush Puppy (Honestly!)

WIN! BLUES BROTHERS LOOT!

To tie in with this most excellent Blues Brothers game, Palace software, who are marketing it in Britain, have elected to give away some spiffy prizes.

Rik mentions how sponsoring the film is (and it is!), so Palace have coughed up 6 videos of the motion picture, starring Dan Aykroyd and John Belushi. To get your mitts on one, just name two other films in which Dan Aykroyd has starred and send your answer to: "Someone to love" compo, Commodore Power, 24 Highbury Grove, London, N6 3EA, by March 1st. The Co-Eds' decision is most certainly final.

could have a load of music, and grab them before the curtain opens and your reputation is ruined.

The musical instruments are scattered around the town, one in every major

area, and are most considerable. But its major factor is that it's so addictive that you'll probably have to be pried away from your joystick with some sort of industrial solvent antiseptic. ☹



landmark, and you have to seek them out one at a time (i.e. one per level). The levels are huge buildings, and should definitely be mapped. There are six of them in all, with the sixth being a secret level, and although the first three are stably easy, it gets a lot harder, don't go overboard.

The gameplay is in the old, old multi-directional scrolling, while you keep around collecting records, and hunting for the elusive musical equipment. There are dozens of enemy types, all stationed around to snipe at you, which if you, or, in some way, give you serious grief, and the maps of the buildings are extremely cunningly designed (so you'll have to visit everywhere), just to complete the level).

The graphics come cute-

CRITICAL FACTOR



DANGER RATING 93%

volfied

"Can I have a Volfied please?" said Richard Taylor striding into the car showroom. "Are you sure you have the right shop Sir? I fear you may need the chemists.", quoth the salesman.

POWER INFO

Supplier: Empire
Price: £18.99 tape
£14.99 disk
Availability: Out Now!



Apparently, this arcade game has been out for a few years, although no-one I know has ever

seen it. It really is just a version of the old game "Giz" with added thrills and chills.

The idea (in case you don't remember "Giz") is to claim as much of the play area as you can by drawing a line around it. You can think up, down left and right



and when you do a trail is left behind you. If anything hits the trail you are dead, and to complete the trail you must join up with another, either on the border or previously drawn by yourself. You have to get 80% of the area at least, any more and bonus is awarded.



Moving around the screen are several enemies and one big one, all with quite unpredictable movement and all bent on getting in your way.



If you trap them, they die and if you trap the big one, a million points are awarded (which is quite generous and the level is complete).

The background graphics are good and the sprites are OK in places. The sound is limited

but fitting, but the partyplay itself is incredibly addictive!

Everybody in the Commodore Power offices found themselves hooked on this for a long time. ☹

CRITICAL FACTOR



DANGER RATING 87%

DIZZY'S EXCELLENT ADVENTURES

Armed with his book of 1001 egg jokes, **Rik Henderson** dives into the shell of this compilation and finds out whether it's well-done or gone off. (That's quite enough crisp jokes! Ed)



When Codemasters released the first Dizzy game, there was no indication that computer gamers would take the character to their hearts with such fervency. Here here's a pack that will have any sliding Dizzy fan cracking at the edges.

SPELLBINDING DIZZY

This is one of those typical anachronisms that made the egg-like fellow so popular, and seems to be pretty similar in gameplay and style to any other Dizzy arcade/adventure. The plot is more complicated than most, and that's what matters in this sort of game: You have to travel about, find your pals and arrange for them to be transported back to

Dizziland. My only gripe about it are if there are 100 screens of gameplay (as it says in the



instructions), you only need to visit 28 of them to finish the game - see our map in *Quartz*. Eugene. And to Dizzy graphics are always sorted neatly over from the Speasy (colour clash and all), and it just doesn't impress us

CONTINUE GAMES

PANIC DIZZY

This is the 'Driver Twins' stab at a Tetris-like juggle game, and ends up a bit flat on its back. As Dizzy, you have to sort shapes that fall from four different chutes, into their counterpart holes on a conveyor belt below. It's all a bit dull, and even

POWER INFO

Supplier: Codemasters
Price: £10.99 tape
\$14.99 disk
Availability: Out Now!

KEY SMALL

Keith Snow has been around a bit but it's still a good variation on the old 'turning round a maze-being chased-by-meemies' theme.

When all the games are added up, though, you can't help feeling that *The Dizzy Collection* was a bit stronger. There's too much variety for the true Dizzy fan who'd prefer to have five arcade/adventures, and a couple of the games are just too weak. If you've not come across Dizzy in the past though, or you feel that you need the eggcellent Prince of the Yolk Pops (it's only available on this compilation) it's certainly worth a crack at (green) 0

though the levels get incredibly frantic, it doesn't have that addictive quality a good puzzle needs.

DIZZY DOWN THE RAPIDS

This is the Dizzy form of 'Tooter', although it comes more, in style of gameplay, to a top-stan-dard shoot-'em-up. Dizzy sits in an old apple barrel and you have to guide him (a friend can join in too - with Dizzy in her team) down the perilous river and away from Rockward the Troll.

It's all good fun, and quite simple to get to grips with. **DIZZY - PRINCE OF THE YOLK POPS**

This was written especially for this pack, and as such is not quite as complex as the other Dizzy adventures. That said, it's the one I've played most since we received it. Here at Commodore Power - just don't expect anything new.

CRITICAL FACTOR



GENERIC RATING **79%**



0 An eggcellent shot from Dizzy down the Rapids. Here, Dizzy shouts "Yeeeh!" as he discovers yet another game with him in and looks forward to buying a new one with the royalties.

STOCK

THE COMMODORE POWER

Deep in the heart of east London lies Storm, the software prep behind Double Dragon III and Redland. Rik and Jeff decided to challenge a hand-picked team of games experts from the company at a game or two of their chosen arcade machine with the winner being completely splendid and the loser a pile of poo. Words by Rik Henderson. Pics by Jeff Davy.

THE GAME



Indy Heat was the "weapon" chosen, and it's the game that Storm are to convert next to the good old comma. Being the successor to the excellent Ivan Iron Man Stewart's Off-Road Racer, it's very similar in style.

It has the same sort of top-down viewpoint as Super Sprint, but offers trillions of levels, nitro boosts, additional extras for your car, brilliant graphics, and gameplay so fast and furious that both Jeff and myself squeaked at the very thought of having to tackle its courses.

THE CONTESTANTS

Nadia Singh (Storm)
Nadia is the Press and



Marketing Manager at Storm, and as such is the person us journalist-types have to hassle, or, ask nicely for copies of games, etc. In her spare time she plays the Skyphone with such



grace that you'll be convinced a small bird was sitting on your shoulder.

Shaun McDiarmid (Storm)
Shaun sort-of appeared out of the bottom of the Storm office that's reserved for programmers and other animal wildlife. He



hobbies include Otter throwing and running up to people in the street saying "It's nice out, isn't it?"

Rik Henderson
(Commodore Power)

As one of the co-editors of this fine organ, Rik often finds himself in strange



circumstances. Once he found that a train that was marked to go to Harrow and Wealdstone also went as far as Hemel Hempstead - amazing!

Jeff Davy (Commodore Power)

Jeff's ambition in life (as well as kicking the ass of every other comic mag in existence) is to live long enough to see the bloke in the coffee ads give his next-door neighbour more than a cup of coffee.

THE RULES

Apart from the rule of there being very few rules, contestants had to race each other over three races. Each race won by the contestant was forgotten, or marked on a piece of paper and the winner is the one who had won the most races overall.

THE RACES

Race 1 - Nadia vs. Rik
Nadia set the trend straight away by smagging Rik to the tune of 2-1. Rik humbly moved aside.

CHALLENGE

POWER HUMILIATION TOUR

Race 2 -

Shaun vs. Jeff
Shaun just came through in the end to prevent Jeff from getting a bit of credibility back for the CP boys. Similarly, it was 2-1.

Race 3 - Nadia vs. Jeff

Jeff's early form was completely annihilated, and he had to go and cry for a little while. 3-0.

Race 4 -

Shaun vs. Rik
Again Rik managed to snatch one race, but was defeated yet again. 3-1.



Race 5 -

Nadia vs. Shaun
Nadia had a little bit of a shock, but came through to win comfortably. 2-1

Race 6 - Jeff vs. Rik

Rik, looking to beat his co-editor, said after the event, "I was robbed!" 2-1



OVERALL SCORES

Nadia 7
Shaun 5
Rik 3
Jeff 3

And this goes to prove a couple of things. Firstly, the Commodore Power team are completely crap; secondly, anybody who says females can't play computer games should have their views shoved up the same orifice from which the comment came. Hurrah for Nadia!



CHALLENGE



SUPER HEROES



With his underwear outside his trousers, **007** **Jensen** is not a pretty sight. We're not too sure about the curtain he's got tied around his neck, either.

POWER INFO

Supplier: Demark
Price: \$14.99 tape
\$19.99 disk
Availability: Out Now!

It acquired huge scores from reviewers when it first came out, since which time it has been altered to become Ninja Remix, and a sequel has wowed C&A owners everywhere.

It's an arcade adventure, but not in the conventional sense of the term, more so that you have to wander around, find objects, and solve puzzles. The major difference with it, though, is that there's a great deal of stuffing-up to be done too.

The graphics are exquisite, and the action is played in a sort of 3D top-corner-down perspective, but the gameplay is so well judged that it's most definitely worth adding this classic to anybody's collection.

INDIANA JONES AND THE LAST CRUSADE

If you didn't read the review of this in last month's *Ridge Column* you'll not know that Indy is a platform/maze game based on the film of the same name. Similarly, you'll not have found out that it was also a little difficult.

There's a lot to be said about aspects of the game, and a little bit of exploring, but, unlike Jason Miller, I found it

inclusion, and is a pretty worthwhile one too. It's a collection of different game styles (Slyhunter, shoot-'em-up, and more), all put together



on different levels to make up one large, multi-load, Don't overinvest.

I liked it when it came out, and it hasn't lost any of its playability.

The major problem with Superheroes is that there's only four games, when other compilations are boasting six, ten and even twenty of them. Last Ninja 2 is very good indeed, but it's cancelled out by the average quality of Indy.

I can't really say that the pack's got very much going for it, and I can see people could well go for The Hit 2 or Charl Attack instead. ☹



at a little too mediocre to grip my attention for long.

STRIDER 2

This seems to creep up on every compilation ever released (well, it looks that way), but it was greatly well-received on its initial launch, so we'll forgive it.

It's a platform game, and often unashamedly, too. As Strider, you have to leap around the many, many sections of the huge levels of play in order to (a) find energy to allow you to become a robot when you fight the end-of-level bad guy, and (b) look really cool in the new pair of lights your girth brought you.

Slinder 2 is reasonable but it's already starting to look a bit dated.

THE SPY WHO LOVED ME

This is Demark's own



Not one to be left out, Demark has released yet another compilation to add to the stack of

there in the corner of the Commodore Power office.

Spookily enough though, well, spooky for Demark anyway - is that this one only features one game released by the company before, the rest are from all over the shop.

LAST NINJA 2

This is the System 3 game



CRITICAL FACTOR



DARK
RATING

67%

**BLACK CRUISER**

Fully Microswitched
 - Dual Spring for Spectrum
 - Available in Plastic or Black
 - Robot Steel Shaft

**MULTI-COLOUR CRUISER**

Fully Microswitched
 - Available in Standard or Black
 - Robot Steel Shaft
 - Also available in Blue

**ZPSTK SUPER PRO**

Fully Microswitched
 - Robot Steel Shaft
 - Available in Standard or Plastic Models
 - Available for BBC

CRYSTAL TURBO CLEAR

Fully Microswitched
 - Transparent Acrylic

**SURESHOT STANDARD**

Robot Steel Shaft
 - Microswitched for sensitive control

**SURESHOT SUPREME**

Fully Microswitched
 - Transparent Acrylic

**CRYSTAL TURBO**

Fully Microswitched
 - Transparent Acrylic
 - Available in Red, Green and Black

**CRYSTAL SEGA**

Fully Microswitched
 - Available in Standard or Acrylic Models

**COMPETITION PRO STAR**

Fully Microswitched
 - Robot Steel Shaft
 - Bankable Joystick and Bow Motion
 - Temporary Joystick and Bow Motion
 - Also available for Sega Master, Sega Megadrive, Nintendo, IBM PC, Amiga, and PC with Games Card

**SPECTRUM JOYSTICK INTERFACE**

Amiga/Amiga Compatible
 - Compatible with ZX, +2 and +3

**IBM PC JOYSTICK AND GAME CARD**

Amiga/Amiga Compatible
 - Games Card

**SURESHOT COMMAND MODULE**

Fully Microswitched
 - Transparent Acrylic
 - Mega-sized Fire Buttons
 - Robot Steel Shaft

POWER
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Big Thrills!

INSIDE
win lots of
goodies



FILMS

Controlled by the Law, Battle it on the Highway, Gotham vs. Oliver Thelwell



MUSIC

Achilles, Senseless Things, Changel, Chorus, DM and Ted, Fourtracks, Thousand Year Storm, Muzik Corner



VIDEO

Thomas and Louise, Doctor Who, Space 1999, Daphney and Steel, Eye Sharp Men, Mr. Zangbary-Craft's Resistant



COMICS

Judgment on Gotham, Comic Reviews



BOOKS

Words of Power



T.V.

Morley, The Brady Bunch, Press Gang

judgement on gotham
Batman versus Judge Dredd



Blami!

Street!

Boeki!

Kerrash!

Spleashi!

Heads down •

dodge the

shrapnel! It's

time for the

Judge

Dredd/Batman

team-up!

Question: What do you get

if you mix the

best of the

most popular

comic book

series?

It's a violent, twisted, tongue-

twisted romp in which

Batman and Judge Dredd are

forced to team up against a

new breed of monster from

both their worlds - including

Judge Death, Meigh Maltin

and

the

most

powerful

of

the

comic

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series.

It's

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It's

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comic

characters like Strife and
Dog, Judge Anderson, Pro-
Master and of course, Judge
Dredd for "2000AD" - an all
in writing a lot like

translations in America,
including Lobs, L.C. D.C.O.'s,
and Daiman. When they
were originally asked to write
the book, they agreed for a
lot, though, they really

**"There's a heavy metal band in it,
called Living Death, who play a huge
concert at the end of the story, just
before meeting a grisly end at the
hands of Judge Death!"**

weren't too keen on the
idea. "There were some
problems with the
company's concept

(Judge and DC) at the
time, which made us shy
away from putting involved in
a project like this," says Alan

Dunn. "Also, Alan really
loved the idea of writing
superhero comics. The really
couldn't take the point of

writing about grown men who
wear spurs. Gradually,
though, as his writing about
one or two superheroes over
the years, he's found that
they're not as bad as he first
thought."

Alan and the Sparrows
It's also the need long
washed comic book,
having taken nearly ten
years since the idea was
first conceived to the comic
actually appearing in print.

Over the years, Alan
wishes the "Walt Disney"
name and professional
Pope John Moore - have
been approached to take on
the task, but it wasn't until
last year that Alan Dunn and
John Wagner finally agreed
to put pen to paper (or finger
to pen) to produce, even!

and the result is the entry
Judgement on
Gotham!

Dunn and Wagner are two
of the most prolific comic
writers in the UK and
America, having created

Scott Alan and John led the
with the right person to
carry the light and vibrant
feel of the comic.

Judgement is for a heavy
metal reader. There's a heavy
story to tell, right to the very
story and it's also got a very
speedy pace, which I think
gives it a lot in common with
heavy metal generally.

There's also a heavy metal
band in it, called Living
Death, who play a huge
concert at the end of the
story - just before meeting a
grisly end at the hands of
Judge Death!"

So, Alan you have it
Judgement on Gotham is
an utterly brilliant comic! Buy
your copy now, or wait until
your favourite bookstore
to go up to four of our (M&M)

action orientated approach
(weird).

We were presented with the
chance of writing something
early cheap and frequent
local British tabloid Judge
Dredd, but at the end of the
day, comics writing has
Judgement is much more
pulling. It's not entirely a
problem, it's just we're not
writing "Judgement" as a
back cover, it's a lot more
natural than some day.

There's a heavy metal band in it,
called Living Death, who play a huge
concert at the end of the story, just
before meeting a grisly end at the
hands of Judge Death!"

Alan and the Sparrows
It's also the need long
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and the result is the entry
Judgement on
Gotham!

Dunn and Wagner are two
of the most prolific comic
writers in the UK and
America, having created



M He like the *Dominoes*. Thrice and ten he get a brand new and rather spiky, single, called 'Easy to Breathe'. Not only is it loud, punchy, full of abrasive guitars. It's following him, but it's down at your speed every now and then 'I' comes with a limited edition vinyl and good old Juice 'Tara Gaff' hoodie. He thinks you should get out and buy it right now!



Airhead

M It's funny how the girls you always fancy never fancy you. Funny how the ones you don't get fancy (backed in your last single, 'Furry Hoos') now they've got a new single, 'Coursing Steep', and their album, *Beep*, which is full of songs just as airy and loopy as you'll expect from a band who sound a bit like Jesus and The Marbles and the second it's a rocking accident at the factory, leading to a suspended pop star. Except, of course, you don't buy records at the factory and may have to journey to DO Price instead. Furry that! **LUK**



Thousand Yard Stare

M Thousand Yard Stare are probably the best thing to come out of South since the Freix City service to Pusan was shut. No, it's not a port. Pusan has lots of live music here, but you're missing out on the opportunity of going to see your own band. As if that's not good, here's a response to a new album on Heyday Records that will be out next month. It's a new one they even got the album finished - said Celine, the album planner, in a previous interview: 'We've got a November release date at the moment and we want to become Santa songs. I think we've missed a week, or maybe two, through playing it.'

Well, everyone's waiting for the LP. They've got a single out called *Compassionate and a City Meeting* time it is, too. Luke out guitar. **LUK**



The Brady Bunch

T If you love faded trousers, American cartoon laughter and parents, you'll go absolutely nuts at the last full-length album by the new band, *The Brady Bunch*. The album, by a bunch named The Brady Bunch, has proven to be a crowd-pleaser and a main course. *Brady* with three songs, who amongst us became the Brady bunch. It's truly scaly! **LUK** (That's quite enough anyone '90s Tri-Box)



Chagai Guevara

M We want to make intelligent music and play it like rock! *Chagai Guevara*, a rock band from, at present, the County music capital of the world, Nashville, Tennessee. The way to get that from the rock 'n' roll road show and by all but may have to wait for just a few hot singles instead. They had a CD (*Chagai*) but it's just out only the previous and it's the year's rock to be intelligent like *ROCK*, rather than playing like there's 'noises' by the lot. What's more, we've got five copies of the first single in your name by the lovely reader who can answer the following questions: Which South American country do you think they'd be from? Which of the following countries is it? (A) Brazil (B) Colombia (C) Cuba (D) Mexico (E) Peru (F) Chile (G) Venezuela (H) Argentina (I) Chile (J) Cuba (K) Mexico (L) Peru (M) Venezuela (N) Argentina (O) Chile (P) Peru (Q) Venezuela (R) Argentina (S) Chile (T) Mexico (U) Venezuela (V) Argentina (W) Chile (X) Mexico (Y) Venezuela (Z) Argentina. **LUK**



PARANOIA #1 Adventure Comics



Save the computer, the computer is your friend. Paranoia is based on the relaxing, mind-boggling games of the same name, and it's one of the best.

It's set in the future where each member of the population has six computer jobs in law, and now it's all in the computer that is sending to billions people leader from the world about us.

The computer is big brother, and watches its followers every move. If that movie happens to be obtained as



reason, it's time to go to sleep.

The artwork here is absolutely excellent, very Blakey, and the story keeps on, as close as possible to the original, one following game, and has a neat bound of characters, get highly readable, because, with very much a data file.

If you're into enemy control, Paranoia will keep you sharp and happy. It gives you a natural setting. There will be more your sales spot. If you're into The System you might as well look to it. (P4)

0000000

Bill and Ted/Kiss

We've got five stories to give away! More excellent stuff, we've got five albums, too! It's a 1/2" and 1/4" series, all you must do is tell us just what Bill and Ted are talking about when they mention the "fuzzy smax egg-dropping, floppy hearing bannochie" in the film and send us the answer on a postcard. By March 1st, to: *Metalwooden Bill and Ted Company*, *Commodore Power*, 24 Highbury Grove, *LONDON*, *MP 9 5L, 50001*



Not on the basis of nearly the most successful feature film of 88 comes the most excellent soundtrack album. Having with rock bands like Faith No More, Magazine, Primal Scream & The Jam single "Old James rock to roll to it" - a track pointing with rock nostalgia. This could be considered to be a most unusual thing in itself but the better news is that there is a limited edition CD picture disc single version with the songs of Bill, Ted and Death on. And

WORLDS OF POWER

But it's nothing on the table? Your computer is a monster! There's only one thing for it, it's time to get out a book and read. Unlike usually, most of the books you've seen bought are about some girl of a bear with a very crisp coat! and features that a girl's revolution is war. The good news is that *Hoggo Books* has a collection of novels, that are so good, so good, so downright awesome that even professional American writers would probably be proud to carry them around (though it's unlikely they could actually read them).

The *Worlds of Power* (and *Worlds of Books*) are based on *Herlands, Gemini*, and are novels that follow the adventures of the particular games' protagonists. They are,

generally, over 120 pages of pulsating action that keeps you hooked like it is in the end of J.R.R. Tolkien's *Rings* and, in fact, it's 50. You don't need a Nintendo to appreciate them - in fact, you can be based on *Bones*, *Commodore* (anyway - but if you have got the system there are also lots for the specific game mentioned around the paragraphs).

Hoggo Books and *Commodore Power* also manage to give the readers the chance to win all the books in the series - *Blaster Master*, *Mano Game*, *Triple Blaster*, *Castles in the Sky*, *Quark*, *Warrior*, and, of course, *Bones*, *Commodore*. As you have to do to send your name and address, plus the answer to the question below, in a postcard to a number envelope, to: *Black the Dragon*, c/o *Big Thrills*, *Commodore Power*, 24 Highbury Grove, London *W5 3EA*. The winners will be drawn on March 1st 1992.

THE QUESTION Name the player/night who wins the games *"Macbeth"* and *"Rings"* and *"June"*!





**Go-Go! -
Marsden**

With their hit, *Marsden Any Situation* ("Proceed"), in the top track, the irascible *Marsden LP* gets incredibly on the *Stranger* positive groove side, but keeps you going for all the tracks. Excellent.
000000



**Teriyaki Brothers -
Vivid**

Here's an obscure CD that almost guarantees a full review's, thanks to a previously unreleased track, "Muzon Gonzo?" By comparisons between but also for 11 other tracks by tracks with names like *Frightful* and *Fly Boy Magnetism*, it's a loud, lo-fi, raw, and fun.
000000

**Hard Corps -
Get Before Disasters**

Thises Americans are absolutely wild kind of Public

Every girl, or, best guitar too, can stuff when the album's full of this pretty good rap. Well, but sounds a bit up, but, with a kick.
0000

**Darkside -
Melanoma**

Seeing, *psychobabble* with guitar funk is kind of new, but, it's a bit of a joke. In his ten years time, they try it, put on the nose, or something, and so, it's kind of funny. *Darkside* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

**Monsieur Magnat -
Spine of Goat**

Rock from people who state that their music is "A unique thing thing, you wouldn't understand" in the end, it's guitar work, but it should be a good and punchy. We know what we like - and this is it.
000000



**Eccelesia Biting -
P?**

Didn't expect to rock it power as what *Eccelesia Biting* are about (although their songs are not necessarily by *Eccelesia*). They kick out a groove sound on this, it's a LP. The best singer is even better.

called is "Soul Girl". Don't lose into it's too big, but you won't miss it. *Eccelesia* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

PLAYED this year, it's *Eccelesia* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

**4575 HICKING ON
THE BIG THILLS
STEREO:**

**Entry to Berlin -
Something's Wrong**

**OMF Out, Jack -
Tip**

**Campanella -
Thousand Ford Snow**

**Magnavolta -
Pain**

**Slay Down -
Power of America**

**Phonogram Heavy -
Sweet Jesus**

Everybody in the Place

Pokey

Cyber Up Your Head -
P?

**Buddhah -
Carter 5044**

Skills at the Wheel BP -
Zagwaster



A House

A history of black, 1960s. The *A House* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

release last year, it's *A House* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

"You've got it, I'm on my way to a new place, I'm on my way to a new place, I'm on my way to a new place, I'm on my way to a new place. *A House* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000



Monkey

Curiously amusing on *Monkey* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

The first record, it's *Monkey* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000



Pinhead

Pinhead over here, but *Pinhead* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

angles, called it in love *Pinhead* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000



M.O.U.T. Jack

"You've got it, I'm on my way to a new place, I'm on my way to a new place, I'm on my way to a new place, I'm on my way to a new place. *M.O.U.T. Jack* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

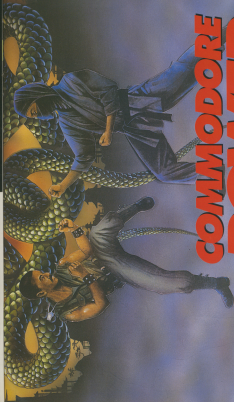
in the other "Holding Streets" for with dance groove *M.O.U.T. Jack* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

what the song was inspired by, and no-one quite knows about the track, but he's out. You can see an exclusive inside edition while save easy by *M.O.U.T. Jack* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

Members have their own, and *M.O.U.T. Jack* (the "Goat" record, great experience. *Melanoma* strange if you're not used to it.
000000

CONTRIBUTORS

Michael Monroe, Jeff Derry
Sergey Dull
Dimitry
Dimitry



COMMODORE POWER

POSTER # 2 © DOUBLE DRAGON 3 - STORM

LIME LIZARD

*tomy wilson - indie
godfather speaks!*

the incredible alternative laboratory 11.50

*real family connection
a house
cardiacs
consolidated
family cat
pj harvey*

young gods



sugar cubes



senseless things

lush

emf

mercury rev





SOCCER STARS

Mr Henderson's major ambition in life was to play as centre forward for Liverpool and England. The best he ever got was the offer of a trial for Scarborough FC (which he didn't go to because he couldn't afford the travel), so we consoled him by giving him this compilation to play instead (he was crap anyway)...

POWER INFO

Supplier: Empire
Price: £14.99 tape
£19.99 disk
Availability: Out Now!



Were you to put every single footy game on one compilation, you'd have a collection of such crap it'd lead

its way into the corner of your room where only your 1978 Panini World Cup sticker album (plus an complete, save for the sticker with Archie Gemmill and his amusing side-burns) resides.

Let's face it, there's been very few soccer sims that are

worth writing home to complain about, but Empire seems to have grabbed a couple of them.

EMILYN HUGHES INTERNATIONAL SOCCER

Many, many people have already bought this game. It's good, but it's been around so long that you've got to wonder if it's actually passed its sell-by date.

That said, it's still the best side-on view game, and offers you so many different options for play that you're likely to be well-stuffed. Unfortunately, most people can't remember who Emlyn Hughes is.

KICK OFF 2
This is the best footy game ever devised - on every computer but the O4, that is! To be honest, it does offer reasonable fun, a few options, and incredibly fast gameplay,

but the graphics are crap, and it's full of more bugs than a particularly scabby tramp's underwear.

GAZZA 8
Er, crap! It tries to be Liverpool but struggles to be Farnborough Utd. of the East Chasen Cherry Biscuit League, or something.

MICROPHONE SOCCER
Still the best football game on the cassette. It offers six-on-side or eleven-a-side action. Has more options than Sandbury's hot chocolate in



the cash, probably (let's face it, you could either have a seal) at Wembley vs Sheffield Utd or you could buy this compilation). ☹



packet department, and the graphics are as spiffy as can be. Oh, and the gameplay's brilliant as well.

So, a mixed bag of fruit-flavoured bin-bins. I would have preferred it if there was a footy management game in there somewhere (like Football Director), but worth



CRITICAL FACTOR





Using his extra-strength hair gel for all occasions, **Wiz Henderson** sticks his hair on end and skateboards around the Commodore Power office, shouting "Don't have a cow, man!" Everybody else ignores him, as best they can, until he eventually shuts up and writes this review...



CP's Top "interesting" Bart facts...

1. Bart is yellow.
2. Bart has a spiky head.
3. Bart first appeared on the American version of the Tracy Ullman show.
4. Bart is the ultimate undershooter (and proud of it).
5. Bart likes to skateboard.
6. Bart's sister plays the saxophone.
7. Bart's a big fan of Commodore Power (Er, I think that may be a little white lie! Ed)

Things that Bart likes to say...

1. Aye, caramba!
2. Don't have a cow, man!
3. Eat my shorts!
4. Undershooter and proud of it!
5. What's happening, dude?

the SIMPSONS

POWER INFO

Supplier: Coxon
 Price: £10.99 tape
 \$14.99 disk
 Availability: Out Now!

Simpsons is actually a well-observed look at typical suburban American family life, through the eyes of a deranged artist, and as it's shown in a form that appeals to the masses (young and old) it provides more fun in the half-hour that it's on than Des O'Connor could in, er, several years (although we at

Commodore Power do understand that some people may actually like the condescending, patronising, warring old hat and wouldn't like to offend any of them - he is a bit of a git, though).

The game itself is based on the Nintendo version of the same name (Bart vs. The Space Mutants), and as such



has the same kind of attitude that has made the big N best so many units, it's a horizontal scroller, with a cool-looking Bart walking, jumping, and running along the town of Springfield, which has been invaded by aliens.

Bart, when wearing his X-Ray specs, is the only inhabitant who can see the invaders, and it is up to him to stop their evil plans. On the first level, the invaders have decided to install all the objects in the high-street that are purple, in order to make them into fuel, and Bart has to wander around, spinning them all with rot paint.

In the way are aliens



Having only recently been blessed with the wonders (?) of cable television, I have just

realised what the god-awful fuss that was made over the family cartoon 'The Simpsons' was all about. In fact, for many, many people, 'The Simpsons' is but media hype and a cartoon chasing of a kid with yellow skin and a lumpy head who speaks like the Turbles.

This is not so. The





ONS

bouncing about, aliens in the guise of Springfield citizens jumping on their head makes them drop a token - collect enough of these and a member of the Simpson family will help you fight the end-of-level monster (and small dogs). All these will give our young hero many more bumps on the top of his head.

You can buy items from the shops in the street to help you, and on all the levels there are secrets rooms, bonus sections, skateboarding parts, and everything to make the gameplay that much more varied. You honestly don't have to watch the TV show to get the most from this game, or even like the single that spent so long at number one. You can even forget about the



watch parts or just money (oops) and all the rest of the crap merchandising, because The Simpsons - Bart vs. The Space Mutants is one of the best 'original' games around. **C**



CHART ATTACK



POWER INFO

Supplier: US Gold
 Price: £14.99 tape
 £19.99 disk
 Availability: Out Now!

Lying in the streets outside the Commodore Power offices, Richard Taylor clutched his chest shouting "Chart Attack!", until somebody booted him...



So many computers around at the moment, all trying to be the best. All of these were pretty lousy when they came out, only about a year or so ago.

CLOUD KINGDOMS

This is a bit similar to Boulder (an old Gemtek game) in a way. You have a top view of a ball-type creature that must be bounced around a scrolling screen to pick up things like points and keys, and work your way to the exit.

Bouncing around can be quite difficult at times, more the small

Maybe it's the angle from which you view but it's hard to tell what's coming sometimes.

CHUCKLE AND GIGGLETS

The graphics in this are small and bland and the control can be awkward, in particular trying to jump and shoot. Play and see what I mean. The collision isn't too hot either.

Each level has to be loaded separately which can be very tedious at times.

It is quite a difficult game on the whole.

There are lots of levels and pretty spooky and of level builders that must be dealt with with a few good jumps.

SUPER CAR

This is a top-view, multi-directional scrolling race game. If you must go to the garage to let your car out, and then hit the track.

This could have been a really good game but it is sadly let down by terrible graphics and awful juddery movement.

Many a good hour of arcade laughing in store. Good value for money. **C**



platforms and spend many years taking through space!

Good. A bit different to per average games (see tables).

IMPOSSIBLE

The poor tormented mole is still at it after all these years. After black-tapping is set Crockett's scolding epic, he is now chasing around the world in search of... well, I don't know. Something very worrisome, I don't think.

This one only scrolls left and right, but don't let that put you off. The graphics are slick and smooth and there are many humorous touches. There's loads to explore and work out, too.

TURBO EXPERT

In this two-player simultaneous action game, you can have a friend or the computer around a variety of tracks. The action is really fast and everything is smooth but something is wrong.

CRITICAL FACTOR



SUPER SPACE INVADERS

POWER INFO

Supplier: **Comark**
Price: **\$3.99 tape / \$3.99 disk / Out Now!**
Availability: **Out Now!**



Space Invaders, please, what a game and a half. If you haven't been down the shippy

recently you might not know what the classic (one of the first, maybe, maybe) arcade machine was capable of.

Not suggesting much, is the answer there. All there was were three keys, left, right and fire, and your ship which roared at the bottom of the screen had to fire at the alien moving at the top of the screen. That's it, I'm afraid it didn't even have colour, just plastic strips that were stuck to the screen in different shades (like Quality Street wrappers).

But those were the days. And now, thanks to Taito and Comark, we're finally treated to the 1982 hi-top don't stop music version, and you'll be able to experience it all over again.

This time, though, the invaders don't just plod backwards and forwards at

Do... The room has gone all funny. There's paisley patterns cascading around the walls, a strange glooping sounds can be heard from behind the beaded curtains. And there's (St) Henderson in his mighty flares, playing at an ancient slot machine, it's almost like the other day down the arcade.



the top of the screen, they also do it in the middle and at the

bottom too. They also descend in different formations, so you'll have to be on your toes and no mistake.

You, on the other hand, can still only move left/right, but you can have a friend join you on the screen at the same time. Also there's extra weaponry to be collected if you shoot the spinning systems at the very top of the screen. You can also collect extra lives, enemy breakers, and bases to plonk yourself behind only coming out for a small score and a

smooch!, and presentation is at its best (you could even take it home to mother), so if you missed the late seventies, and have never had the chance to play this classic (although you should've played the free version of the old game we've given you on the cassette) there's no better chance to do so. ☺

A COLLECTION OF GOVERNOR ANIMALS

Because of the section in the game where almost every alien shot itself but yours, here's a few more ideas you may be interested to find out about.



The Milk Marketing Board Cows
These cows are milkers, and would probably say "Moo, have some lovely milk."

After all it's what the Bush owner if you looked like (sorry) (Only if you were on some mad "bushy" trip) - lol)

Emeralds like from The Magic Mountain Emeralds was, or, not your typical cow. She wore a straw hat and was a bright shade of pink, and you'd think likely to get half a pound of fat from her underside, as you see with.

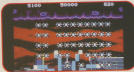
Daniel Whipple
"Moo" said

tip of Earl Grey.

There are twelve levels, which get progressively harder, and at the end of every three, there's either a two-up and one-of level (and-a-half), or a level ending screen. The latter is a level where aliens swoop down from the heavens and grab the poor man-cows that are grazing at the bottom. You get bonus points if you can stop this act of barbarism from going on, my Uncle's an owner of a slaughter-house. Isn't that a touch of hypocrisy - or, shame! but you can't do so if normally it's best and watch the beefy head fly.

The graphics are

CRITICAL FACTOR



MAD! BAD! & IN YOUR FACE! AND THAT'S A PROMISE!

WRESTLEMANIA



IBM/AMSTRAD PC-COMMODORE
SPECTRUM-AMSTRAD
CDI AMIGA-ATARI ST



HULKSTER FINES



ocean



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THE HITS

2



police immediately and have them committed. Now that I've found the one person in the world I've possibly loved as much as I love Patrick and my cat, I have to leave them.

What you have to do is fly down all over the island, collect various animals, and bring them to the various levels, so you can otherwise spend places (or shopping centers) that you don't much care for. The best part though is when you can see the things that you can see in the first few weeks of the game, and using the means like there's no

moreover (and there probably isn't for the population of the planet you're currently on).

CREATURES

And just when I thought I had become game-playing mega-god of all the universes, along comes Creatures to give me serious gas. Don't get me wrong - it's a wonderful game, that creates platformable action with wonderfully original bonus sections, based around tortoise

Rik Henderson went down the night-club the other evening and came back covered in bruises, cuts, and large, misshapen lumps. When quizzed on what had happened, all he could mumble was, "The Hits! The Hits!"

POWER INFO

Supplier: Thalamus
Price: £14.99 tape
 £19.99 disk
Availability: Out Now!



Thalamus is one of the two companies I've always considered a true Commodore publisher - the other being System 1, of course. And the fact that right in every game that the company releases is done so in many scenarios and awards is enough for a Thalamus compilation to be well-worth a look for any 64 owner.

SHARE

This was the company's original release but one (you'll get to this in a moment). It's been described as a maze game, it's been

described as a puzzle game, it's even been described as a treasure hunt, but very rarely has it been described as a small piece of Scottish bread covered



in jam and poppers.

Its graphics are very nice, as is its music and speed, but the central method for your craft - as you do about like

1-01
 with a

rocket up its beam, looking for the lost message of Andrei Tsiolkov (you're making this up! - jiff) - is as close to the sort of thing that looks

much slower in its original form than the bottom of your shoe.

If you can get to grips with



the playability, you've found something quite reasonable.

RETROSCAPE

If anybody says to me, "What? You're really crap at games! My granny is better than you and she's made out of Fry's Beans pie tin!" I'd normally please the

screens - it's just that I'm completely crap at it, and I didn't even manage to get off level one.

The graphics are stunning enough, and the gameplay is - although a little tricky - very Marzoccoscopical, and there's



game. A multi-level, multi-screen platform game with more enemies than *Indiana* has stars. You float or leap, bound, and generally slip around the level collecting pieces of the American flag before the camp opens and thousands of leech plague the very



no better compliments than that. **HEATHERBEEB** Bunch, hah, hah, hah! Bunch, boozey legs... large, boozey balls... spooey-like graphics... hah, hah, hah!

SUMMER CAMP This is actually my fav of the bunch, without a doubt, as it's so simple even the King of Norway could get to grips with it.

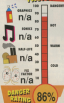
Essentially, it's a platform

ground your little Phantasie-like bee insect on.

It was the first game to feature Phantasies, and is certainly not the last.

This is a pack of three incredibly inventive all-time great games, one all-time average game, and one game that just, er, grates. The whole pack's worth buying just for *Summer Camp* and *Cheeriness*, anyway. ☺

CRITICAL FACTOR



SPOT

When it came down to reviewing this game, *Alec Hardy* constantly wondered why he had been picked (picked - geeddit?).

POWER INFO

Supplier: Virgin
Price: £9.99 tape
£14.99 disk
Availability: Out Now!



Ever heard of *Clashin' On*? *Clashin' On*? Yeah, of course you have, purportedly some of the oldest games known to humans, aren't they?

So what in the world are Virgin doing releasing a game like *SPOT* in 1992, I ask you?

Well, truth be told, *Spot* is a pretty luscious challenge in the good ol' States, being wallopped hard and lost by loads of Seven-Up, of all things.

Anyway, this game is an extremely addictive, straight-forward strategy game in which the basic purpose is to 'capture' as much of the board as you can by placing your coloured balls (so on) on a square grid in a vain attempt at strategy. Every piece placed on the board also takes control of the surrounding nine squares, changing their respective colour and thus the owner — it's quite a pleasant sight seeing your opponent's face when you've just snatched up 7 or 8 of his beloved pieces in one fell swoop, a very pleasant sight...

The game ends when there are no more vacant spaces to place and/or remove a piece into, and the winner is the player who has captured most of the board at this point. The game has plenty of

variation in that there are no less than 512 pre-programmed boards on which to play, most of these are just variations on a theme, and basically involve 'blocking' certain spaces — every board requiring a slight alteration in tactics, and if you get really bored (or just feel sadistic) you can even design your own and save them for future reference.



Overall, a pleasant, simple game, which should keep you amused for quite some time, and at least you'll reach for this one a long time after purchasing. Very good. ☺

CRITICAL FACTOR





Armed with his lemon-fresh squeeze bottle, **Al Henderson** sets out to rid the universe of small prowns called Albert.



RUBICON

POWER INFO

Supplier: 21st Century
Price: \$13.99 tape
 \$14.99 disk
Availability: Out Now!



These nuclear power plants are all very quiet, providing the old necessary energy to

millions of people, but look what happens when one of the buggers decides to go a bit funny. Firstly, the entire population in a radius of 300 square miles all get a rather fatal sun-ban. Secondly, all manner of strange hybrids and mutations are created.

It's up to you, as always, to battle your way through the mutants (and into the old plant if I'm surprised any of it's left, with that son of a deactivating



power) to disarm the nuclear warheads that were held there before the disaster. Along the way you may get help from other wonderful creatures, but generally they're out to rip off your radsaps and no mistake.

Rubicon is very much a standard hilariously-scorching shoot-'em-up. What makes it rather above the norm, however, is that fact that the sprites (all of the sprites) are gigantic, and extremely fast with it.

If you're interested in a challenging, but not too novel, shoot-'em-up you'll find this is worth a look. It's got a fair number of levels & the multi-task is quite user-friendly. **C**

CRITICAL FACTOR



BOARD

POWER INFO

Supplier: Bessie Jolly
Price: £14.99 tape
 £19.99 disk
Availability: Out Now!

with more rooms to visit. There are more suspects, more weapons, and there are special squares that allow you to take a peek at your opponent's clue.



I love board games. Can't get enough of the buggers. Every

Christmas, in fact, we've got a policy in my family to buy a new board game to play after dinner. Unfortunately, though, my games cupboard is so full it takes a computer to get it shut (and I haven't seen the games at the back of it for about a decade). This is why it is so refreshing to see such classic board games released on a compilation: **CLUEBO MASTER DETECTIVE**. If you've ever played the



cards (quite legitimately).

If you like the logical process of elimination type-of-things, you'll love **Cluedo Master Detective**. **COMPUTER SCRABBLE DELUXE**

If you haven't heard of Scrabble you should be ashamed of yourself. It's the biggest-selling word game in the world and has inspired thousands of kids to grow up thinking that **CLUEBOITY** is a type of aquatic bird



original Cluedo board game, or seen the incredibly crap program on telly, you'll know that the idea of the game is to figure out the murderer, murder weapon, and location of the murder of a stiff lying in the middle of the board. Cluedo Master Detective is the same, only more advanced.

Firstly, the board is bigger

(well, that's what my Dad told me anyway).

This version allows you to have up to four players (any number of them being human or computer-controlled), and it has a very comprehensive dictionary. It's the best version available.

WANDERING MONOPOLY DELUXE
 Now, everybody knows

GENIUS

When *RW Henderson* invited his friends over, little did they know that it was for a night of playing 'classic' board games. It was, well, twenty minutes before all of their aunts, uncles and grandmas had developed strange illnesses and they all had to make their excuses and leave.

Monopoly. This computer version has a 3D board, and allows up to six players (computer or human) to compete in either a short bread game, or the full affair.

It has pull-down menus for all the options you need to do, and it'll stop you losing at



section you'd get the most out of it's this one. When you get bored, board, *godit?* with the arcade games, the platform games, and the puzzles, a good board game will always provide

the money down the back of the sofa (like Robert Maxwell must've done).

RISK

This is the game of world conquest that I handed my parents for absolutely ages to get me, and once they finally did (a few years back) I found out that nobody around me wanted to play it.

Thankfully, the computer can play any, or all, of your rival armies, so you'll be able to play it to your heart's content on your own. It's the most impressive of the four games here because it runs so smoothly, and has so many different options for variations on play.

If there was any compilation that I've seen over the last couple of months that I

new challenges. **C**

CRITICAL FACTOR



MOVIE TIME

"Welcome to the cheap seats!" we said to *Richard Taylor*, pressing a carton of popcorn, a Family-sized box of Opal Fruits and a copy of this film-licence compilation into his hands.

POWER INFO

Supplier: Elite
Price: £14.99 tape
£19.99 disk
Availability: Out Now!

This game is awful. A small, badly-defined blob has to be moved around a crappily-moving screen. How about that? Sounds good! It has next to do with the film, but then what did you expect?

BACK TO THE FUTURE II



Dear God, This has to be one of the worst compilations I have encountered in any compilation.



MUTANT TURTLES

I've never been a fan of these things, so my judgement of this game may be biased. It truly is crap. The graphics are awful, the sound is awful and the gameplay is non-existent. A real rush job with zero thought put in.

If anybody ever writes me this game, politely refuse.

GREMLINS 2

This is supposed to be based on the film, although I can't really see how. It's a platform-type thing with Gremlins to be avoided and things to be poked up.

The sprites goose-step.

This game is constructed from small sections of play following the film. Different parts of the film have to be completed before access to the next is allowed.

Unfortunately none of them are very good and once you've done this game it's a real let-down.

This has to be one of the poorest compilations out. If you are planning to buy one, check out the Capcom and Gremlins ones first. I can't recommend this. **C**



across the screen in a most boring manner. I can't think of anything nice to say about this.

Even if you are a fan of the little green buggers, avoid this pile of steaming idiotfest for your own good - Ed.

DAYS OF THUNDER

CRITICAL FACTOR





THE CARTOON COLLECTION

With his strap-on bunny ears and more than enough natural help in the goofy teeth department, **Rik Henderson** says "What's Up Doc!", and gets promptly put into psychiatric care.

POWER INFO

Supplier: Codemasters
Price: £10.99 tape
£14.99 disk
Availability: Out Now!



Another Codemasters compilation may make some people go "ho!", but it makes me consider more possibilities: might there be some hidden arcade adventures. And do you know what? I was right.

DEEZ

This started the whole billy thing, and looking at it now, after the current batch of sequels, it's very dated indeed. It's the same sort of fixed-object platform-style gameplay, but the graphics are more and better, and the plot is pretty shallow. Best fixed under "Classic".

CU'S BURNING ANTICS

This is complete junker of a game. It crosses a console-like platform game with the cuteness of most of Codemasters' range, it's a bit like a poor-man's New Zealand Story, and you can even have his elephants flying around on the same screen if you've got any needs that is.

mine all triggered off when I started using Super-Remixed (Rico).

SLIGHTLY MAGIC

Guess what? Yep, it's another arcade adventure in the Dizzy mould, but this time with a little, quite weird, an appreciation for leaping about, collecting objects, and trying to solve puzzles. It's a little more busy than most, so it appeals to the younger game-players a bit more. It's also got those Henderson spaces-like graphics - eh, an eh, an eh, an eh.

SPIKE IN TROOP PLAZA

Although this is just ANOTHER arcade adventure I should've programmed that please to one key and it would've saved me a lot of time, it uses the Cdt's graphical capabilities to a small, and it's not so much a platform game, as a wander about kind of affair. The puzzle is there, and it's here you going to quite a while.



SEYMOUR GOES TO HOLLYWOOD

Hmm... I think some programmers have gone a bit funny. Now, could it be I'm wrong, but doesn't this game look like another Dizzy one? In fact, doesn't Seymour look just like Dizzy? Erm... A marketing exec here, perhaps, it'd not as good as a Dizzy game either, and it's biggest to high heavens. A big no-ner!

The Cartoon Collection pack is not the world's most outstanding Cdt compilation. Most of the games on it (save for Crip Elephant Antics) display their budget roots a little too obviously. It's a good pack for your younger brothers and sisters, though, and it'd keep them laughing in your Dandy Annual 1986, at least. ☺



CRITICAL FACTOR



GENRE RATING 75%

CHEETAH

BUG THE



- Four ultra sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Auto-fire function
- Heavy-duty base with strong stabilizing center base
- 3-D ballcock extension
- Electronic control
- Automatic centering
- High impact rubber feet
- Compatible with Brother Spectrum
- (1-2) Commodore, Amstruc, Atari and Amstruc controllers and other game systems
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- Four ultra sensitive microswitched fire buttons
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- Auto-fire function
- Instant control re-calibrate
- Strength & structural reinforced control
- Heavy-duty base with strong stabilizing center base
- 3-D ballcock extension
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- Four ultra sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Auto-fire function
- Instant control re-calibrate
- Ultra light electronic microswitched control
- Heavy-duty base with strong stabilizing center base
- Automatic centering
- High impact rubber feet
- Compatible with Commodore, Amstruc and Amstruc controllers and other game systems
- **Only £13.99**



- Four ultra sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Electronic control
- Heavy-duty base with strong stabilizing center base
- High impact rubber feet
- Compatible with Commodore, Atari and Amstruc controllers and other game systems
- **Only £6.99**



- Ergonomically designed for supreme comfort
- 2 Ultra sensitive fire buttons
- Heavy-duty base with strong stabilizing center base
- Robust design for maximum stability including
- 3-D ballcock control
- Automatic centering
- High impact rubber feet
- "X" and "Y" microswitches
- Additional space for "Z" axis control (see PC game only)
- Available in high resolution modes for compatibility with 80, 90, as well as Amiga, VGA and SVGA systems
- **Only £16.99**



THE BUG

- Ergonomically designed for supreme comfort
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- Ultra sensitive microswitched fire buttons
- Auto-fire function
- Electronic microswitched control

- 3-D ballcock base shift
- Automatic centering
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- Automatic centering
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- Electronic control
- Gaps with accuracy
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**TWEET,
TWEET,
MAN!**



THE BUDGIE COLUMN

WITH RIK HENDERSON

THE SCORING SYSTEM:

NO STARS

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0000

00000

So crap you'd think you'd
sadden in something
naughty!
A hit, or, subleht!
Still a bit on the duff side!
Completely and utterly
mediocre!
Worth spending the
budget-like spongebodies
on!
Truly awesome, dudes!!



DOUBLE DRAGON II
Tronix
£3.99

This was the game that really set the trend for the horizontally-scrolling beat-'em-up, which is a bit weird cos this is a pile of cack and no mistake.

If you've read last issue's review of *Double Dragon II* (which is not to be confused with this) - it's superior in every way! you'll know that all three games in the trilogy feature the kung-fu exploits of Jimmy and Billy Lee. In this first one, though, Billy's girlfriend has been abducted by the evil (aren't they always?) Black Warriors (why can't they be called something like The Lilo Fairies, or The Meeve Dancers?).

It's up to you (and a friend, if they can be bothered) to rescue her by

kicking and punching your way through a plethora of similar-looking bad peeps, and that's, er, it.

The graphics are very good - indeed, and the gameplay is so monotonous that I actually fell asleep whilst playing it. I can't even remember how bad the sound was.

DOUBLE DRAGON II
Tronix
£3.99

And now we come to the first



ask you to go all the way back to the front of the tape if you do happen to die on a later level - sorrygrrr!

GEMINI WING
Tronix
£3.99



screenshot, and again Jimmy and Billy have to rescue the incredibly feeble Marian. The difference this time, though, is that Marian just so happens to be dead.

Fortunately, the boys can bring her back to this earth if they battle their way through billions of Black Warriors and administer severe beatings to half the undead fraternity.

It's much the same kind of action, really, although it's about five quillions times better than the first DS. Your sprites are much, much bigger (but at times look a bit like Bruce Lee goes to Lego Land), and you can pick-up boxes and other objects to use against the enemy.

Again, you can have a second player involved and it's all rather good fun, the only problems in the truly horrendous multi-load that

where Silverware was the best horizontally-scrolling shooty, Gemini Wing has to be one of the worst vertical scrollers.

Again, based on an arcade machine, you have been chosen to save the whole of humanity. This situation has arisen when some foolhardy journalist decided to run the headline "The Alien Square" in his hate-newspaper, inviting the entire population of xenomorphs to the universe.

In your little ship you just blast the enemy bits out of everything that pooms down the screen at you, and collect the power-ups.

These give you bigger weapons - for a while - but the whole game is so average, that if it was anyone than four gold you'd feel like you'd lost your entire life savings in an extremely dodgy horse, with





a gammy leg, and a blind polky - and last.

Not only that but the graphics are crap! OO

**PHILIP FOGG'S
BALLOON BATTLES**
Zeppelin Games
£3.99



What a luscious coup, eh? Even a major British athlete, or a world famous film star, Zeppelin's got it bang on with the cunning acquisition of Philip Fogg.

"Who?" you all cry out all once, "Isn't he something to do with a bag of crisps or something?"

Well, no, yes. But really, he was a fictional character who managed to travel the entire circumference of the World in eighty days, using the only travel available (no airplanes in those days, mate!) - you learn something new everytime you open your copy of Commodore Power, don'tcha?

In PP's Balloon Battles, the banister-mounted man floats around in a balloon (there's a surprise) dropping sandbags and bombs on the fellows below, quite why I have not a clue. And quite why you'd want to do this either, is beyond me. It really is a slightly duff affair. The graphics are reasonable, but the gamplay is, well, duff. Try it if you're into nineteenth century fictional characters, but then again, don't.



SILKWORM

Trends
£3.99

Finally, the budget re-release of my all time favourite horizontally-scrolling shoot-'em-up. There's no doubt of that -

mean-bugger chopper (or even the not-so-mean-bugger) just you get hurt into the fray, willing to give up your life for but a bacon sandwich and the love of a good slice of fried bread. If you've



it's got more enemies than Colonel Gaddafi, more firepower than the American army, and more fluffy clouds than a lovely fluffy cloud look.

Having realised that nuclear weaponry isn't big, isn't clever and is likely to do more to humanity than give them nasty Chinese bombs, mankind has decided to get rid of it altogether. Unfortunately, there are some people who'd rather not do



this and have launched a coup against the rest of the world powers. The powers have one card up their snaky sleeves though, you.

Climbing into your

got a friend handy with their own joystick) you can even have both chopper and jeep - and to be honest you really need it, as Silkworm is not an easy game.

**BUDGIE GAME
OF THE MONTH**



it's all a pretty standard shooty, but its unique twist comes in its speed. You're off to along of a fair speed, with your bullets streaming out like an Olympic racer on drugs, while enemy aircraft whizz past you (and into you) with a ferocity only



previously seen on race tracks.

The graphics are small, but perfectly formed, and the sound effects areas nearly as a can of Ornum. Silkworm is a brilliant conversion of a brilliant arcade machine, and, at this price, is the biggest bargain in shoot-'em-up entertainment going. OOOOO



TWIT,
TWIT, MAN!



SLEEPWALKER
Zeppelin Games
\$3.99



I love games that are completely immersive in one way or another. Games that have exploding babies, dead animals, or ways to hurt and maim innocent people.

Sleepwalker falls into the latter, as you have to run around a huge mansion



house tripping traps before you're extremely rich and extremely asleep until stubbles upon them. The only way they can be triggered, though, is by you tripping on them, and suffering their consequences yourself, naturally.

Although this is ultimately dull, as it's the only part of the gameplay, the beauty lies in the graphics because, as the trap is sprung, your little character performs some form of animation. For instance, if you tread on ticks, he'll hop around the



BUBBLE DIZZY
Colemasters
\$3.99

Dizzy is in a bit of bother (and why not? He's been in enough bother before, why should now make any difference?). The evil Captain Blackheart has made our egg-like them walk the plank.

Now, not being a very good swimmer (eggs, generally aren't, I mean you don't often see a boiled one 4' along the



back, and if you tread on a barrel, he'll explode and crumble.

It's all great fun, but not in the long term (it's also quite difficult, I hasten to add).
\$3.99

SUPER SEYMOUR
Colemasters
\$3.99



back stroke in your pen, do you?) Dizzy has sunk to the

bottom of the ocean, and the only way to get back, but again is to touch a hole in a passing bubble. Fortunately, there's many of



what, embrace the perian fancy. It's a fun little game with billions of levels, and although a bit simple (and a bit morbid) it really appeals to the younger game-player.
\$3.99

Where there's pollution to be found Seymour will be there. With a cleft stick of his, or, blobby-like muscles a barrel or two of toxic waste explodes (spaying the entire countryside with lethal chemicals probably, but it's the thought that counts after all).

In the first Seymour game, Seymour was mysteriously transported into a Dizzy game, and we were told that he was the new mega-star. This time it's Nombjack that gets the Seymour treatment, and I think I preferred the original.

As the character that's half blob, half, er, blob you have to leap around a static screen, collecting flashing

toxic waste canisters. Mutants try to get in your way, so you have to either jump on their heads, or grab huge greenies of 'em, and that's really all there is to it.

There are many screens, and the graphics are nice and shiny, but the game is a bit shallow, and not even as playable as the classic it's based on.
\$3.99



SURVEY

There's a job in the magazine publishing biz about not selling very many copies and knowing all your readers by name. Well, it's a pretty subtle job and, more to the point, we sell loads of copies (50,000, 500, we'd like to know who you are and what you think of the magazine just so that we can make **Commodore Power** even more splendid than it is already - hard, but we think we're up to the task.

We'd be right chuffed if you could tick some boxes on this little survey form and pop it back to us some time soon. To make it worth your while, we're offering a **free subscription** to the first five people to have their surveys placed, meaning... from the post sack. But you'll have to get yours in by **March 1st** to qualify.

Just pop your survey form into the post and send it to: 'Survey', Commodore Power, 24 Highbury Grove, London, N5 2EA. Cheers!

Name: _____

Address: _____

Age (if you don't mind telling us): _____

I am Male Female Fairy Alan

YOUR COMPUTER

I've got:

- A 'normal' C64
- A C64 GS
- A C128

and plugged into it...

- A Commodore tape player
- Another make of tape player: _____

- A Commodore disk drive
- Another make of disk drive: _____

- A printer
- A modem
- A light pen
- A monitor
- A cartridge, called: _____

- A joystick (or two)
- A mouse
- A cheese sandwich
- Something else: _____

OTHER COMPUTERS

As well as my trusty C64, I've got...

- A Spectrum
- An Amstrad CPC
- An Atari ST
- An Amiga
- Some kind of PC
- A Sega Master System
- A Sega Megadrive
- A Nintendo Console
- A Super Famicom
- A Gameboy
- A Sega GameGear
- A Neo-Geo
- An Atari Lynx
- Something else: _____

COMMODORE POWER

I really like Commodore Power, so to help you out, I'm gonna mark off the parts of the magazine out of 10 by writing a small number in the box...

- | | |
|---|--|
| <input type="checkbox"/> Previews | <input type="checkbox"/> Competitions |
| <input type="checkbox"/> Reviews | <input type="checkbox"/> Poster |
| <input type="checkbox"/> Features | <input type="checkbox"/> Big Thrills |
| <input type="checkbox"/> Newsletter | <input type="checkbox"/> Coin-Op Power |
| <input type="checkbox"/> Post Apocalyptic | <input type="checkbox"/> Budget Column |
| <input type="checkbox"/> Wheels of Steel | <input type="checkbox"/> Ozon's Eugene |

...And, to improve the magazine, I'd advise these three things...

1. _____
2. _____
3. _____

... Your cover tape's a winner, but I'd love to see...

- | | |
|---|-------------------------------------|
| <input type="checkbox"/> More demos | <input type="checkbox"/> Less demos |
| <input type="checkbox"/> More games | <input type="checkbox"/> Less games |
| <input type="checkbox"/> Something else: _____ | |
| <input type="checkbox"/> The following DVD games: _____ | |

... It's not just me who reads each copy of Commodore Power, either, at least other person/people read it too.

MAGAZINES

Obviously I get Commodore Power, but I also buy...

- | | |
|--|---|
| <input type="checkbox"/> Zap! | <input type="checkbox"/> Big! |
| <input type="checkbox"/> Commodore Format | <input type="checkbox"/> Keaning |
| <input type="checkbox"/> Games X | <input type="checkbox"/> RAW |
| <input type="checkbox"/> Computer and V.O. | <input type="checkbox"/> Lime Lined (?) |
| <input type="checkbox"/> Smash Hits | <input type="checkbox"/> Look In! |
| <input type="checkbox"/> TV Hits | <input type="checkbox"/> Vic |
| <input type="checkbox"/> Number One | <input type="checkbox"/> SPOCAD |
| <input type="checkbox"/> Fast Forward | <input type="checkbox"/> Shock! |
| <input type="checkbox"/> The Beano | <input type="checkbox"/> Mash |

- Something else: _____

P.T.O.

SURVEY

HOUSEHOLD THINGS

At home, I also own/get to use the...

OWN USE

- | | | |
|--------------------------|--------------------------|----------------|
| <input type="checkbox"/> | <input type="checkbox"/> | TV |
| <input type="checkbox"/> | <input type="checkbox"/> | Video Recorder |
| <input type="checkbox"/> | <input type="checkbox"/> | Camcorder |
| <input type="checkbox"/> | <input type="checkbox"/> | Hi-Fi |
| <input type="checkbox"/> | <input type="checkbox"/> | CD Player |
| <input type="checkbox"/> | <input type="checkbox"/> | Karaoke Chef |

A FEW OF MY FAVOURITE THINGS

I'm not just into computer games, y'know, I really like other stuff, and these are my faves...

Fave TV programmes

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Pop Groups

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Comics

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Videos

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Films

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Books

1. _____
2. _____
3. _____
4. _____
5. _____

Fave Football Team

Fave Political figurehead of the 90's:

Fave vegetable: _____

SPLASHIN' OUT

I am...

- At school
- At Sixth Form College
- At college/polytechnic/university
- Working part-time
- Working full-time
- Unemployed

...And I get at least £_____ to spend each week.

These are the things I normally spend it on, regularly, that is (apart from Commodore Power!):

- Records
- Videos
- Going to the cinema
- Books
- Comics
- Soft Drinks
- Chess
- Other things, such as: _____

AWARDS

Here's the biggest! We'd like to give away some rather mean-looking awards to deserving software companies but we want you, the reader, to tell us who should win!

My fave C64 games ever are...

1. _____
2. _____
3. _____
4. _____
5. _____

And in 1991...

Best Action Game: _____

Best Simulation Game: _____

Best Arcade Conversion of 1991: _____

Best Adventure Game of 1991: _____

Best programming team of 1991: _____

Worst Game (of any type) of 1991: _____



YOZIN' EUGENE'S SCUM OF THE EARTH

DIZZY SPECIAL!!!

This month, as a special treat, and a favour to all you Dizzy fans, we've got the complete solutions and maps of Spellbound Dizzy, and Dizzy - Prince of the Yolk Folk. Plus a few pokes for the other games on the Dizzy's Excellent Adventures compilation.

The author of these, Richard Beckett, gets a special thanks from SOTE, plus a lovely cheque for £50 (who says there's no reward in computer games, eh?)

DIZZY 5 - SPELLBOUND DIZZY SOLUTION

**SEE MAP FOR SCREEN
NUMBERS**
(NB, you start on screen 8)

On screen 5, tick the switch and the trolley will disappear. Collect the star and the fruit. Go to the railings on the top left of the screen and pick up a piece of railing. Collect the star which was underneath it and drop the railing.

Go right (screen 8) and let the gusts of wind carry you up to the top of the pit (screen 13). Go to the far right of the screen and pick up a clump of leaves from the tree. Pick the star up from under it and drop the leaves. Jump to the other side of the pit and pick up some grass. Collect the star which is under it and drop the grass.

Go left (screen 14) and pick up the star and the fruit. Walk in front of the wizard and talk to him. Go left (screen 13), then pick up two rocks and collect the star. Walk two screens to the right of the top of the pit (screen 13) and fall down it.

Go down two screens until you arrive at screen 6. Go left to screen 5 and drop the rocks. Take the fruit and the cement and go right twice to screen 7. Take the bucket and pour the cement into the water. Cross the water and take the bag (you can now carry 4 objects). Talk to Dizzy and

make you float. Go right once (screen 22) (jump on the cloud of the way) and collect the hammer and the net and fill the bucket with water from the pool. Go left once and float down on the wind for a soft landing.

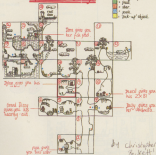
Go left and take the star. Go up to the top of the pit (screen 13) and go left and give the wizard the umbrella. Go right (screen 15) and float up (the umbrella

take the umbrella. Go right once (screen 22) (jump on the cloud of the way) and collect the hammer and the net and fill the bucket with water from the pool. Go left once and float down on the wind for a soft landing.



Spellbound Dizzy!

- 0 - open number for wind
- 1 - "pick" pit
- 2 - fruit
- 3 - star
- 4 - rail
- 5 - pit
- 6 - "pick up" object



By Christopher Beckett!



GOZIN' EUGENE'S SCUM OF THE EARTH!! DIRZY SPECIAL!!

Go right once (screen 14) and hit the rock with the hammer and drop everything (in screen 15). Take the grass and take the star from under it. Then drop the grass. Go down and collect the two pieces of fruit and the star. Talk to Donut and he will give you his ZAKI. Take the trampoline from the left hand corner and place it on the slope on the ground. Jump on this to get out of the cave.

Go left twice to screen 14 and give the wizard the ZAKI. Go left and collect 4 rocks. Go right twice to screen 15 and go down 3 times and get the fruit and the star. Go down again (once) and go left to screen 1 and get the fruit and drop the rocks. Go right once and get

the shamrock. Go up 4 times to screen 15 and go left twice. Jump on the mushrooms to the right and jump into the clouds on screen 20. Jump onto the right cloud and then on the top cloud and jump left and give the

leprechaun the shamrock and take his honey. Go right along the clouds to screen 21 and float down.

Go left twice to screen 13 and take 2 rocks. Go left 2 times and go down the pit twice and then go left once. Drop the honey next to the bear (don't walk into him as he loses your energy). He will eat the honey and go. Go left once and collect the tallman and the wrench and the fruit. Jump onto the railing and take part of it and take the star from behind it. Drop the rocks before collecting these. Then drop the railing.

Talk to

Grand-Dizry and take his hearing aid. Go right once and up once and left once. Drop the hearing aid next to Dylan and take his

wires. Go right once and up once and left once and give the wizard the wires.

Go left once and drop everything and take a rock. Go right twice and go down the pit. Go left once and take the hearing aid and drop the rock. Go right once and up once and left once and give the wizard the hearing aid.

Go left once and drop the hearing aid and take the tallman, the wrench and the ZAKI. Go right 3 times and get the bucket of water. Go left 3 times and jump right off the mushrooms into the clouds and left once to the leprechaun again. Give him the tallman. Take the star when he goes.

Go left once, down once and drop the wrench next to the wizard. Get the two pieces of fruit. Jump from the



PRINCE OF THE
YOLK FOLK

MAP
BY RICHARD
BEECHER!



left corner of the crusher and onto the screen to the left (screen 11). Move some railing and take the star from behind it. Drop the railing again. Jump right and get the star.

Go left once again, jump on the mushroom to Drop. Take his shears and jump back right again. Go up once, left once and put the water in the bowl from the bucket. Flick the switch to form clouds and jump up them.

On screen 20 don't jump left as there is a bug in the program, causing it to crash. Go right once and take the star and the fruit and talk to Dora. Drop the ZX81 and take the fish food. Go left once, down once, right once, right once, right once, right once and float down once.

Go left once and give the wizard the fish food and the

shears. Go left once and get the 3 rocks. Go right 3 times and drop the fish food and take the net. Go left once and down 4 times and left once and cut the plant with the shears and get the star.

Trap Pige with the net and take his collar and drop everything apart from the collar. Go right once and up to screen 15 and go left once and give the wizard the collar. Then drop the collar and talk to the wizard and

take his plug.

Go right twice and take the umbrella and the fish food. Go left once and up once and right and put the fishfood in the water. Ride the whale to the right and get the screwdriver and go left 4 times along the clouds and then go left once and up once and right once and



take the ZX81 and jump on the table and mend the plug.

Drop the computer, plug and screwdriver in the right order and you will be sucked up the pipe and you're won.



DIZZY - PRINCE OF THE YOLK FOLK SOLUTION

When you start (in the black box on the map), take the

THE KEY

● = Food (Gherries)

1 = Water

2 = Matches

3 = Leaves

4 = Man with magic carpet

5 = Pickaxe

6 = Gold

7 = Gags

8 = Bridge kit

9 = Pluffie

10 = Fluffheads

11 = Harp

12 = Man to give harp

1a

13 = Outboard motor

14 = Patten

15 = Teapots

16 = Bread

17 = Broken mechanics

18 = Key

19 = Bugle

20 = Strange mechanism

21 = Spanner

X = Where to drop bridge

F = Where to drop fluffie

° = Where to use pickaxe

D = Daisy

A = Where to use flag

L = Lion

P = Princess

B = Boatman (gives scythe)

R = Rose bush

DD = Room with 2 Dizzys

Dizzys





OZZIN' EUGENE'S SCUM OF THE EARTH!!!

DIZZY SPECIAL!!!

water, leaves and matches. Then stand next to the door and drop the



leaves, light them with the matches and throw

water on the burning door. Go left twice and get the pickaxe, then go right 3 times and get the cage. Go right and jump on the clouds to get the bridge kit. Go down and use the axe at the position marked * on the map. Drop the axe, go left and up and get the gold.

Go down, right 2 times, catching the boat on the way, and give the boatman the gold. Go right and up the trees to the position marked x on

the map. From the cloud you land on, jump the water and go left again and drop the cage next to the tuffie. Go so the screen

you jumped when free to land on the clouds and go left. Jump along the clouds until you get to the house screen. Give the person his

boatman and give him the motor. He will give

you his scythe.

Go to where you got the trap from jumping on the clouds again. Stand in the gap next to the rockspout and use the scythe. Go right

Next to the button, on



the top layer, drop the them. Go

right and take the

bottle left exit. Walk so that the other Dizzy stands on the floor and dies. Take the scanner and go back to the screen where you got the pickaxe. Go left, top left and left to the ladder mechanism (position 17). Use the scanner here and the drawbridge opens. Go right to the man with the magic carpet (position 4, left of the start screen) and give him the bag and take his pickaxe. Go left, left, bottom left and then as far left as you can go. Give the princess the pickaxe and take her flag. Go to position A in the castle you are in and drop the flag next to the Rappolo. Get the person to blow the bag and the king arrives. Talk to him and you get knighted.

Collect the key at the screen on the right and collect the 20 cherries, shown with red dots on the map and go to position D in the right castle. Open the door with the key, go and kiss Dizzy and you're word



help and take the cheese, take this to where you left the cage and put it in it.

Take the tuffie in the cage and go back to where you got the pickaxe from. Drop the tuffie where shown on the map (position 1). The troll will run away.

Go left and take the top right passage, get the motor and go back to the

and get the tuffie. Take the top-left exit, go up, right, right, top-left, left, left and get the treasure.

Go to the lion which is right of the start screen (position 1) and pull the horn from its head using the tweezers. Take the horn and go to the screen where there are 2 Dizzys (position 55 in the right hand side building).

ACTION REPLAY POKES FOR DIZZY'S EXCELLENT ADVENTURES

Ryck Snae

POKE 27621, 173 = infinite lives

POKE 13874, 173 = infinite weapons

Spellbound Dizzy

POKE 8388, 173

POKE 10226, 173 = infinite lives

Dizzy Down the Rapids

POKE 46956, 173 = infinite time

Dizzy - Prince of the Valk Folk

POKE 9229, 173 = infinite lives

Next month in Ozzin' Eugene we're back to normal. There'll be the first part of our humungous A-Z of tips, and a programmer run-down. Plus there'll be more Scum than ever before, as long as you all keep sending it in.

If you've got any tips, maps or solutions (preferably solutions - and they can't just be ripped out of a rival mag, they have to be original) send them to me at Ozzin' Eugene, Commodore Power, 34 Highbury Grove, London, N5 3EA. If they're printed it could win you either a cash prize or some excellent software!

SUBSCRIPTIONS

Subs offers that'll go down a Storm (snort!)

Subscribe to

COMMODORE POWER

and get a sparkly **FREE** Storm
game!

To get this fine example of a quality organ (that's Commodore Power to you) this ish, you presumably had to wander all the way to the Newsie in the cold, the rain, the snow (although down here in London as we write this - not yet!). Who knows.

Well, how would you like it if Commodore Power was delivered every month to your doorstep? The only person who'd have to worry about weather conditions would be the Postie, and you could save all that time you would have spent trotting off to the shop and put it to better use - like playing more C64 games!

So... why not? It's damn cheap and you can get your mitts on a free game. Mid-month will never be the same again!

WE CAN OFFER YOU:

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For a grand total of £28.

That's **CHEAPER** than if you bought every ish from the Newsie!

Choose from:



DOUBLE DRAGON III

This new kick-'em-up in the martial arts/street violence vein, converted from the arcade machine, got one of

this issue's 'Power Packer' awards for being totally spiffy. A simple tale of boy meets girl, girl gets kidnapped, and boy(s) go out and give everyone a severe beating!



FINAL BLOW

So you wanna be a boxer? Do us a favour! Everyone's used this joke! **NO!** Well,

Storm offer you the chance in

this latest attempt to capture the dynamism and terminal injuries of big-time boxing. One-to-one large doffing is the attraction of this action sim.



RODLAND

The Cutsey corps ride again with Rodland. Another highly-rated game this issue, it involves two quality characters off to rescue their 'room' from the clutches of

other cats, but evil, beasties. This they do over many levels of platforms, infested with narces and, er, fowels!

Please give me a subscription to Commodore Power that's as spiffy as a new brass button. Fill in 12 issues and I'll tick one of these boxes...

- I live in the UK, so I'll be paying £28
- I live in Europe, so I'll be paying £48.76 (Air Mail)
- I live in, er, the Rest of the World (big place), so I'll be paying £87.48 (Air Mail)

What's more, this is where you should send it:

Name

Signature

Age (although you don't have to tell us)

Address

Post Code

So, I've told you where I live and which game I'd like, now all I need to do is make out a cheque payable to 'LIME LIZARD LTD', send off this form to 'Commodore Power Subscriptions', 34 Highbury Grove, London, N6 3BA - and I rather look forward to my that ish! Thank's Commodore Power!

And I rather like the look of your **FREE GAME** offer, so I'll be checking:

- Double Dragon III
- Final Blow
- Rodland

riggers plays games

For the last few months, **Paul (Riggers) Rigby** - professional Scouser and gaming genius - has been sitting in a small, dark room with only a C64 for company. Last year we got him come down to the Commodore Power office, by promising him a Liverpool FC season ticket, or something, and shut him in our reviewing room! "You can't come out until you review the main 50 games of 1991!" we said, cruelly, and fed him Mars bars through a small hole for the months he took to finish. And here is his masterwork. What's more, he'll be updating it every issue from now on with all the last month's games! Hurrah!



BATTLE COMMAND

OOOIV

OOOOO

There's only seven levels to this strategy game but the variety of mission demands will keep you hard at work. Surprisingly fast graphics with a mix of vector and polygon. Sound is average. Overall, technically sound and extremely playable.

BETRAYAL MICROPHONE

O

An average game on the little machines was expertly converted by Microphone which resulted in a game that was even worse on the C64. Well done lads. The main problem with Betrayal is the combat. It's so juvenile and senseless in relation to the rest of the game. Betrayal will gain more dirt than fans.



CISCO HEAT IMAGEWORKS NO STAR

This is quite possibly the worst air-raid game ever to [de]grade our computer screens. The gameplay is dull. The voices are horrendous.

And the graphics have more jerks than the entire North Bank at Highbury.



CRIME TIME STARBITTE

O

This game is so bad it really is embarrassing. You feel like running over to the Starbrite offices and offering them a hand. This is a graphic adventure game with no imagination, a poor interface, poor puzzles, no gameplay, totally unwarmed abuse in the form of needless swearing and quite incredibly bad jokes that make you shrivel.



DARKPLAN OCEAN

OO

Every lily gameplay has this potential goodly down. Repetitive, boring, repetitive, boring, repetitive, boring, repetitive and repetitive, not to mention repetitive. A typical Ocean platform best-ten-up otherwise. You can't beat a bit of originality, can you Ocean?



DEATH KNIGHTS OF KRYNN

OO

OOOO

How come, when I think of AD&D, I always think of hippies? There aren't any in this game, though (ohhhe really). One of the best RPGs on the C64 at the moment. Even if the system is getting on and there is too much combat involved.



DRAGON'S KINGDOM GRIMLIV

O

This game is so corny that it'll break for a bit of music - which is far more interesting. He is James. Get up [get on up]_get up [get on up]_stay on the scene [get on up]_like a top machine [get on up]_pooooooooooooooooooooo [yeah, rock it James, whoo!]

Riggers plays games

HERC US GOLD

Herzogs are lined to save the President. However, you won't want to be bothered as this game is pretty quiet in all departments apart from one or two graphical niceties. Let him rest in his cell, that's what I say.

MILLENNIUM WARRIORS FIRST STAR

Now here's a colourful game. A mix of beat-'em-up and shooting games that, initially, is quite atmospheric but pales pretty quickly into boredom. Graphics are well presented and the sound FX are quite jolly too. A 'hearty, but not quite' game.

MULTI-PLAYER SOCCER MANAGER DMH GAMES

DMH get me soooooo annoyed. They could, if they put their minds to it, produce a decent football manager game. However, they continue to produce dross like this. Totally pitiable demonstration with unexplained strategies and no attention paid to gameplay. Sigh.

PANG OCEAN

Here's another surprise - a coin-op conversion from

Ocean. This one is tough but enjoyable. Baffle a bunch of balloons in 17 courses and win the game! Boy, they don't write playings like that anymore. Nothing amazingly new here, but it will keep you out of mischief for a bit.



PIT FIGHTER TENGEN

What appeared to be a nifty arcade coin-op turns out to be a very ordinary beat-'em-up. The action is repetitive and the graphics uninspiring. This game is almost the pits.

THE POWER DYNAMIC

A tile puzzle game fails, now there's a novelty. Although not all that innovative it is pretty damned playable all the same. Graphics are pretty simple although the sound's okay. [Sound of tapping fingers] So, um, that's all I can say about it, really...or...well!

RINGS OF MEDUSA STARBYTE

By pure tradition, the Europeans are pretty crappy when it comes to designing

decent games. Good graphics but so for the gameplay! Forget it. Starbyte, a German mob, have had a good stab at Medusa but there are too many inconsistencies remaining to achieve top marks.

ROBOZONE IMAGEWORKS

The Big Apple has entered into an ecological crisis, you control the sole, post-apocalyptic robot contending with evil armies and scavengers. Not a bad game but not a good one, either. Very, very average in other words.

ROUND THE BEND IMPULSE

You must search the sewers for the missing pages of a kid's comic and parts of the video printing press before the publishing date arrives. The whole lot has been blown up by Doc Croc. Not a bad game but not a full price, by any means. Should have been released as a budget game.

RUGBY WORLD CUP DYNAMIC

Yep, the good old UK, strike again, when it comes down to sports simulations the English really know how to cook things up. Few options, few features, few... just about everything.

SECURITY ALERT FIRST STAR

Graphics are a bit blocky in this tale of a cookey con-burglar. Containing five

buildings and three skill levels, there's not much graphical variety but this life of crime should keep you popping in all out of prison for weeks as it, at least, contains some variety.



SMASH TV OCEAN

Yep, here's a change. Instead of being humiliated by the game-show host you can get blown into tiny pieces. Instead. A shoot-'em-up - as if you hadn't already guessed - Smash TV is a good all-rounder. Detailed sprites, great intro tune and special FX, excellent learning curve and a single loader!

SPEEDBALL 2 IMAGEWORKS

This funsports (er, ten, men-a-side based upon the original game but packed with added features. Unlike the original game it's not just a case of scoring goals; you can increase your score by hitting bounce domes, point stars and the like. Graphics are sound (re slight) but its the gameplay that really makes your somnols into morn's coffee. One of the best conversions from the Amiga that the C64 has yet seen.

SWITCHBLADE OCEAN

Travis has been invaded! Neash - yes, honestly, it was

In all the colour supplements, in fact, this event gained so much publicity that they commemorated the occasion with the game license. Switchblade is a decent beat-'em-up arcade conversion but it's very unoriginal.



platform-type arcade game doesn't leave you jumping up and down shouting 'Original Original'.

TERMINATOR 2

OCEAN

0000

Arnold's back - is about as broad as his front. This time the man with more muscle than sense is a goody. The opposition is a shiny, shape-shifting, oh...shappie called T 1000. HR T to his friends. OceanGold to everyone else. The game offers a mix of arcade and puzzle rounds which has become the norm in Ocean's film licenses. Not amazingly exciting but very competent in all areas.

THUNDERJAWS

OMARC

00

Taking place underwater, Madon's *O* has devised a plan to create an army of genetic mutants to take over the world. Finally, you won't really care. Graphics and sound are average, the game is easy to get into but the conversion from the coin-op is disappointing.

TOKI

OCEAN

0000

You play a gorilla, changed by a magic chappie from a handsome prince (urgh), out to save his princess. Great graphics, lots of colour, decent soundtrack, good gameplay and stuff. Usual

TURTLES 2 THE COIN-OP

IMAGEWORKS

000

It's those pesky green-backs - the Turtles, again. Springing out of the sewer, moshie cover sailing, frisbee-like, through the crates. This new game is another sideways-moving beat-'em-up that is a decent game but the appeal will probably wear off after a short time.

WORLD CLASS RUGBY

JUDGEJIVE

0

Just who do Australia think they are, eh? Bunch of drunkard, slippy-skippers from the outback, or should that be fullback! Next time, when we invite them over to our country, they should lose gracefully. After all, if it wasn't for us Brits, their Soap star scores would be out of a job.

WRATH OF THE DEMON

READYSOFT

000

Osceah, looks nice, very nice indeed-ready. Goes to show just can be done of the *C&A* when they put their fingers to it. Also, the gameplay is pretty average, mediocre even. The game to show off to your friends - but don't let them play it.

WORLD CHAMPIONSHIP

SOCCER

ELITE

0

Oh dear, oh dear, oh dear... oh dear, oh dear... oh dear. Just tell me this, right! How come, when the Americans

do a sports sim on one of their sports - it's a cracker. When an English 'do it' - it's pathetic. Answers on a piece of dried orange peel.

ULTIMA 4

ORIGIN

00000

Ultima 4 is probably the best RPG ever to walk into a *C&A*. In fact, many people thought that this large program, available previously only on the PC and Amiga, would never be squeezed onto the Commodore's meagre memory. However, the job was done due to a number of the *C&A*'s benefits. Firstly, the *C&A*'s 512 inch disks are a lot bigger than the Amiga's 25 inch disks. In fact, around three quarters of an inch larger. So there was more room to squeeze lots of code on. Secondly, the *C&A* floppy disk drive is the largest in the business (it's built like a brick) so there were many hidden corners of the drive the code could be squeezed into. Finally, as the *C&A*'s guts do not completely fill the grey *C&A* casing, Ultima 4 code was stored in the empty space, wrapped in small pieces of tissue paper, ready to be inserted into the program as needed.

WVW

OCEAN

000000

It's pretty incredible the amount of people who watch WVW wrestling on Sky TV and actually believe that circus that they see on-screen is real. I ask you - a wrestler fighting his way in a suit and tie! Another guy who only wears his shirt so he can rip it to shreds on stage and impress the girls! Huh, crazy man! *O*

NEXT MONTH

In the 3rd strapping issue of

COMMODORE POWER

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YET. WE CAN'T
REVEAL IT YET,
BUT IT'S
HEEE-UGE!**

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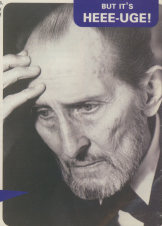
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COMMODORE POWER - MARCH 1992 - ON SALE FEBRUARY 15

A promotional poster for the arcade game 'Elvira: The Arcade Game'. The central figure is Elvira, dressed in her signature black, low-cut, high-slit gown and a large black feathered collar. She stands in a lush, fantastical landscape. In the background, a large, ornate castle with multiple spires and towers sits on a small island in a body of water. The sky is a pale yellow, and the mountains in the distance are purple. In the foreground, there are purple flowers and several large, colorful butterflies. The overall aesthetic is classic pulp magazine style.

Elvira

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