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FOOTBALL SPECIAL ISSUE

ISSUE #3 • MARCH 1992 • £2.20



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PREVIEWED!!!**

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STICKERS INSIDE!**



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**TERMINATOR 2** and more reviewed on **THE GAMEBOY**



In 1979, a strange phenomenon shook the World – the Invaders landed – ensuring that life would never be the same again.

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**It's the sequel with no equal!**

# SUPER SPACE INVADERS



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Programmed by The House  
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Published by Console Software Ltd

Play House

61, 67, 69, 71, 73, 75, 77, 79, 81, 83, 85, 87, 89, 91, 93, 95, 97, 99, 101, 103, 105, 107, 109, 111, 113, 115, 117, 119, 121, 123, 125, 127, 129, 131, 133, 135, 137, 139, 141, 143, 145, 147, 149, 151, 153, 155, 157, 159, 161, 163, 165, 167, 169, 171, 173, 175, 177, 179, 181, 183, 185, 187, 189, 191, 193, 195, 197, 199, 201, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 223, 225, 227, 229, 231, 233, 235, 237, 239, 241, 243, 245, 247, 249, 251, 253, 255, 257, 259, 261, 263, 265, 267, 269, 271, 273, 275, 277, 279, 281, 283, 285, 287, 289, 291, 293, 295, 297, 299, 301, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321, 323, 325, 327, 329, 331, 333, 335, 337, 339, 341, 343, 345, 347, 349, 351, 353, 355, 357, 359, 361, 363, 365, 367, 369, 371, 373, 375, 377, 379, 381, 383, 385, 387, 389, 391, 393, 395, 397, 399, 401, 403, 405, 407, 409, 411, 413, 415, 417, 419, 421, 423, 425, 427, 429, 431, 433, 435, 437, 439, 441, 443, 445, 447, 449, 451, 453, 455, 457, 459, 461, 463, 465, 467, 469, 471, 473, 475, 477, 479, 481, 483, 485, 487, 489, 491, 493, 495, 497, 499, 501, 503, 505, 507, 509, 511, 513, 515, 517, 519, 521, 523, 525, 527, 529, 531, 533, 535, 537, 539, 541, 543, 545, 547, 549, 551, 553, 555, 557, 559, 561, 563, 565, 567, 569, 571, 573, 575, 577, 579, 581, 583, 585, 587, 589, 591, 593, 595, 597, 599, 601, 603, 605, 607, 609, 611, 613, 615, 617, 619, 621, 623, 625, 627, 629, 631, 633, 635, 637, 639, 641, 643, 645, 647, 649, 651, 653, 655, 657, 659, 661, 663, 665, 667, 669, 671, 673, 675, 677, 679, 681, 683, 685, 687, 689, 691, 693, 695, 697, 699, 701, 703, 705, 707, 709, 711, 713, 715, 717, 719, 721, 723, 725, 727, 729, 731, 733, 735, 737, 739, 741, 743, 745, 747, 749, 751, 753, 755, 757, 759, 761, 763, 765, 767, 769, 771, 773, 775, 777, 779, 781, 783, 785, 787, 789, 791, 793, 795, 797, 799, 801, 803, 805, 807, 809, 811, 813, 815, 817, 819, 821, 823, 825, 827, 829, 831, 833, 835, 837, 839, 841, 843, 845, 847, 849, 851, 853, 855, 857, 859, 861, 863, 865, 867, 869, 871, 873, 875, 877, 879, 881, 883, 885, 887, 889, 891, 893, 895, 897, 899, 901, 903, 905, 907, 909, 911, 913, 915, 917, 919, 921, 923, 925, 927, 929, 931, 933, 935, 937, 939, 941, 943, 945, 947, 949, 951, 953, 955, 957, 959, 961, 963, 965, 967, 969, 971, 973, 975, 977, 979, 981, 983, 985, 987, 989, 991, 993, 995, 997, 999

TAITO

DOMARK

# SPACE RANGERS

TM



# COMMODORE MAGAZINE POWER

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## OUTLOOK



graphics and deeper gameplay than a trench 156 miles south-east of the Midway Islands. The first thing to strike you are the graphics. They have been used very well and all kinds of scenes are depicted, from your office and press people to slow-mo highlights of the matches.

The essential playability is there, greatly enhanced from the brilliant addictiveness of the original. There is something so compulsive about trying to get your teams through the leagues.

All the features are there, the transfer market, taxing, the league tables, and of course all the financial

## POWER INFO

Supplier:	Addictive
Price:	£19.99 (hard)
	£14.99 (cass)
Availability:	April '92



Everyone must have played the original version of this at some time, if not then

look out for it on

a foot

tape saving your way soon! I never saw the middle one (FM 2) so I don't have a full picture of how they have evolved over the years. Not that this matters at all. This version has hundreds of extended

look-ups, both of

problems that face a football manager (and other people)

If this is your kind of thing then you'll love it. If it's not, then I'm

# FOOTBALL





**NO!**  
**Number 3**  
**Brian you old**  
**divvy.**

sales of these was well in excess of a million, so be sure to grab your copy of this whilst it's on the shelves! ☺



# ALL MANAGER 3



It would be a masterpiece, as were the other two. Apparently the combined

- COMMODORE POWER'S TOP TEN FOOTY MANAGERS**
1. Brian Clough - For he is God!
  2. Graham Souless - What a Scottish chap!
  3. George Graham - He may be stumbling, but he'll get there in the end!
  4. Ron Atkinson - Lovely, jingly jewellery!
  5. Alex Ferguson - He's okay in a funny sort of way, probably!
  6. Sarah Ferguson - Good with captains (we'll be done, get back to proper managers - Ed)
  7. Howard Wilkinson - Liverpool's saviour?
  8. Kevin Keegan - All these years and still the same hair-style!
  9. Kenny Dalglish - Doing wonders in the second.
  10. Kenny Thomas (Right, you're fired - Ed)

- Lots of funny football facts!**
- 1) All football managers have funny hair.
  - 2) They say things like 'look at a parrot' and 'the lad done well'!
  - 3) They are notoriously boring.



- 4) Apart from the immortal Brian Clough
- 5) Who can be rather amusing (in an unintentional way)
- 6) Football originated during the French revolution when people kicked the heads of guillotine victims around
- 7) Football starts at the seventies were trend setters, sporting bushy sideburns and interesting hair.
- 8) Check the 1977 Pauli album, sticker number 250 of Kenny Burns for confirmation [Er, that's enough crappy football facts - Ed]



sure it will soothe many a good evening. The finished version

# head start



# 10

CP's TOP TEN GAMES YOU MIGHT FIND IN A KITCHEN, PERHAPS

1. Rolling Pin Ronny - Virgin Games
2. Impossabowl - Gremlin
3. Round the U-Bend - Impulse
4. Whisk-O-Heat - Imageworks
5. Vini City - Infogrames
6. Slave and Let Die - Demark
7. Batpan - Ocean
8. Plate-Crazy - Gremlin
9. Battle Command - Ocean
10. Last Bingo - System 3

## THE COLUMN WHOSE DOG WILL BE

### GOING FOR



### THALAMUS IN THE C

All you synophant! Thalamus games players take note, please, our Thalamus has set up its own Fan Club to keep adoring fans around the globe more than satisfied.

As a member, you'll receive a newsletter to keep you informed of all their super products and privileged information on special offers and merchandise like T-shirts, mugs and badges. For further information, write to the address below and please cut to stick outside!



## R GOLD

Unless you're rather silly, you'll know that February has an extra day this year making it a leap year - and we all know what that means apart from everybody being born on that day, only having a proper birthday every four years, sorry!

It also means that it's time for the Olympics. Yup, it's that time again when the whole country gets very patriotic and stays up all night to see Great Britain lose yet another track event - and get over so excited because we've won the bronze for short distance jettid shooting or something!

It also means that US Gold has snapped up the worldwide rights to the Barcelona Olympics faster than Jefford China could compute the 100 metres.

Unfortunately, the home computer formats won't be seen until later on in the year and it is unclear yet whether US Gold will actually publish them. You'll be sure, though, that we'll keep you well informed.

## DAM FINE GAME

Whilst the world awaits the release of Liverpool F.C., Grandslam Video Ltd. is beavering away at yet another game - named simply **Beavers**.

It's one of those cutey, walesy, puke-'em-ups where you get to play Jeffro - a poor little of beaver whose girlfriend has been kidnapped by an evil fox gang.



Cor, if I got a tanner for every flipper game released where the girl gets kidnapped I'd be a millionaire.

It'll have four levels of hidden surprises and traps each inter-linked by a dars, and it's being designed by Arc developments of R-Type 2, Forgotten Worlds and Checkdown fame.



## IE CLUB!

The Tallest Fan Club  
1 Saturn House  
Culver's Park  
Aldermaston  
Berks  
RG31 4ZG  
On ring: 00734) 817281



# WWF MANIA



Hulk Hogan is not the only major star of WWF - as Commodore Power can exclusively reveal! Other stars include huge pandas, dolphins, and even a few insects & birds, cos the incredibly strange coincidence - that we recently discovered - is that not only does WWF stand for World Wrestling Federation, it's also the official acronym for the World Wide Fund for nature. Spooky, eh?

# head start



## MARIO COMES HOME

The success of that rather shifty-looking plumber bloke with a moustache has been phenomenal and I thought we're meant to tell our kids not to hang around fellows like Mario.

That said, he's now a worldwide name and Nintendo has always been reluctant to sell the home computer rights as the extreme affluent company would rather like you to go out and buy a Gameboy or Nintendo console - and you probably have by now!

Mindscape must have given Nintendo a huge lunch or something as it's got the rights to use Mario for educational purposes - so you'll be seeing the cheeky man appear on your Commodore 64 in the first game, "Mario is Missing" - which deals with geography. At least you'll pass your O-level plumbing exam!



# HOO-RAY FOR LOGIC

There are three new joysticks to add to the Logic 3 range, making a total of five - now where's the logic in that? Oh well, the new sticks are the Alpha Ray at £11.99, Sigma Ray at £15.99 and Gamma Ray at £22.99. The existing sticks are the Delta Ray Sting Ray and the Logic 3 Mouse (which isn't a stick it's a mouse, hahaha).

Logic 3 also reckons that it's got the sleek-top joystick range sorted, giving the player a vast array of velvet looking

## GIFTS TO MAKE YOU GO DIZZY

**THE LAST DIZZY MERCHANDISE**

It's time to say goodbye to the Dizzy character. The last Dizzy merchandise is now available.

**LEADER MERCHANDISE**

<b>Dizzy Mouse</b> £12.99	<b>Dizzy Mouse</b> £12.99	<b>Dizzy Mouse</b> £12.99	<b>Dizzy Mouse</b> £12.99	<b>Dizzy Mouse</b> £12.99

to the immense pleasure from Dizzy fans.

You can now get your mitts on Clocks (£12.99), Sports Rings (£7.99), Mugs (£4.99), Caps (£3.99) and T-Shirts (£5.99).

As David

Darling states:

"We're sure the range will go down a storm!" As David, if they went down a storm they'd get all wet, wouldn't they?"

For further information call the Games hotline on (0900) 8141100.

## MIRRORSOFT RESURFACES

Mirrorsoft has had a little bit of fall and, at one point, sank almost as deep as Maxwell himself. But he, it's been saved and bought by console game giant Acclaim. Yes, Mirrorsoft is now an Acclaim label.

Acclaim is the company that has recently released the Nintendo version of Terminator

2 and The Simpsons. In a word it's **heaps up**.

So now you'll be using Akaim's, Devious Designs and First Samurai under a different publisher, but still with the same imaginations about.





sticks that each have their own qualities. I reckon Ace Gamers would be well-interested!



## STORM IN A D-CUP

If you're into girly games and carry bits, or just curious to know what they keep under their knitted dresses, then you'll be interested in Storm's latest "Top sheet" offering - titled "Cover Girl Strip Poker".

Coming from the same reputable stables as *BWT* and *Indy Heat*, you'll be guaranteed a good game of poker. The down-market side to the game is the right cover girls, including Maria Whittaker - who has already had her naughty bits flopped out for the Barbarian marketing campaign - although you'll have to be a good hand at the game if you want the girls to take off their clothes.

Jim Loftus commented: "It's play testing at the moment" - unless, I bet you are, Jim.

For the type of chap who gets a kick out of flicking through the under pages of his mom's catalogue it'll be purtic testing.

\*\*\*\*\*



## ELSPA IS GOING LIVE!

Whoops do. After years of trying not very hard, ELSPA (European Leisure Software Publishers Association) has finally got mass-media coverage for the computer games market - it's Going Live.

The ELSPA awards will be televised on top kiddies program *Going Live*. Yes, that progge that makes Saturdays worth getting up for (apart from the *Clive* Show that is, er, and *Motormouth*, er, er, *Saint and Grissine*, and, er, everything else on a Saturday morning).

Whether we'll see the industry in flow Moss Bros, suits and different software outlets with gold envelopes, shaking hands with Philip Schofield - is another question.

## SPRING INTO THE SHOPPER SHOW

This year the Computer Shopper Show goes all spring and announces the Spring Computer Shopper Show - Does this mean aquillions of springs on display?

No, it means between the dates of May 28-31, and between the hours of 10am to 6pm, tonnes of swifty people, all sporting anaraks, will come into the National Hall, Olympia, Hammersmith Road, London, to view all the latest hardware and software.

# head



## start



This month I spoke to *Interviewer* with Storm Supervisor Jim Luffey, whose job is Quality Control Supervisor - making to do with scuffling brightly coloured moped racers. I might add, Jim spends his free time testing all the great games that Storm has in development and demonstrating them to the press.

## INFO FREAKO

1

• What was the last morsel of food to pass through your lips?  
A sausage.

2

• Which computer game character do you most resemble and why?  
The Porsche driver in *Big Run*, cos you never get to see him.

3

• What's your favourite chocolate bar?  
Whichever's the largest in the shop.

4

• What would CP find lurking down the back of your sofa if we visited?  
Err... used chocolate bar wrappers?

5

• What was your worst subject at school?  
All of them! Chemistry was the worst though, I kept blowing myself up.

6

• Which supermarket do you shop at and why?  
Safeways, it's the nearest.

7

• What was the first record you ever bought?  
An Abba album. Ma, hold on a minute... Member of The Beat by Iron Maiden (which he sold very quickly, hoping that I would forget his first command Ma, you've succeed!)

8

• If you won a million pounds what would you buy first?  
Some decent clothes.

9

• What's your worst habit?  
Eating too much and being lazy.

10

• What's your best attribute?  
My generosity and enthusiasm (especially when talking about Storm products to the press).

If you fancy yourself as an international software star, just send in your photo and telephone number and you might be the person asked to answer our reader profile questions starting next issue. Write now to "Give me a call Greg Baber", Commodore Power, Little Lizard Publications, 24 Highbury Grove, London, N6 3EA.



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

#### The Critical Factor

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

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

**Graphics** - How good are they? Are they fast-ages and colorful or blurry-teeny? **Sound** - What's the sound like? How effective are the, er, effects? **MultiLife** - How long will that game last? Will you still be playing it when you're old and grey?

**Fun Factor** - Does that game grab you from the off. Or does it just leave you as befooled 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 tremendously moist and fluffy that they deserve our

**POWER-PACKED** special accolade for spiffy software.

#### THE SCORES

**99 - 25:** This game is, quite unarguably, crap to the nth degree.

**26 - 64:** Although still crap, this game has a few features that the reviewer is quite keen on.

**65 - 70:** Still pretty average, as it goes.

**71 - 84:** Definitely a good game, but not a great 'un.

**85 - 89:** A great excellent game...with the exception

# The Dream Team

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

Last week a terrible (?!)  
thing happened. Mr Davy  
was demonstrating his  
amazing ability to  
swallow fire, when it was  
noticed that a large  
proportion of it was  
pouring from his rear  
end.

As a natural  
consequence the target  
underside of him started  
to burn.

"Jeff, your ass is on  
fire!" cried Rick, but  
before anyone could do  
anything about it, the  
Commodore Power  
offices were burning  
steadily.

"How are we going to  
get out?" Richard calmly  
enquired...



Jeff Davy

Jeff, obviously  
panic-stricken,  
made a dash  
for the window.

"This going to jump" he  
cried, and opened the window.  
After looking out he decided  
this was a bad idea. Following  
a moment's thought, he  
grabbed the Commodore  
Power office rope (used quite  
frequently as a major fire-escape  
route), tied one end around a  
large table and the other fast  
around his waist.

He took a few steps back  
and a severe deep breath, ran  
at the window and hung  
himself out.

The rope quickly ran out of  
length, the table jerked from his  
position and shot out of the  
window. A loud North London  
type screech was heard,  
followed by a rather disturbing  
clattering sound.

"My head!" wailed Paul.



"Captain" Rick Henderson

"It's OK,  
follow me!"  
Rick

announced  
bravely. He then proceeded to  
walk into the flames but ran out  
again rather abruptly.

"Ouch!" he cried, "it's  
bleddy hot in there!"

"Come on, you chicken,"  
someone shouted "lead the  
way!"

Rick took a few seconds to  
resume his commanding  
posture and once again  
stepped into the flames. After  
a few minutes it was decided  
he had better made it to safety  
or he'd have been to a pile of  
hot bits.



Paul Rigby

"I thought  
this might  
happen," he  
announced,  
"he cut off the  
backness of my head! I drank  
12 pints of Dr McCarty's  
"Daisy" ground-churner  
special lager."

He stumbled to the edge of  
the flames and proceeded to  
strut bravely over them  
causing a rather unpleasant  
smell and a lot of steam.

Obviously completely  
blinded by this, gawled a  
distinguished member and he  
started shouting a severe rebuke.

Paul let out a loud groan.  
"Ouch! It's 75% OZ!"  
winger Dewcockhough!"  
He then stumbled into the  
flames and was never seen  
again.



Richard Taylor

"It's OK,"  
Richard

announced to

Davey (for that  
was the only other person left),  
"by using a strange (but  
meditation technique) I can  
make myself immune to the  
flames!"

He sat in the Lotus position  
for a few minutes, making a  
strange noise. When he  
finished, he stood, as if in a  
trance and walked into the  
heart of the fire.

Nothing was heard for a  
while, but then the sound of the  
door opening on the other side  
and patter of footsteps meant  
that Paul had reached safety.

Head for head Paul too truly  
is a hero...but he would be  
because he wrote this column.  
- Bob



Beverly Kirkham

"By the  
Power of  
Davy (Jeff)" she

declared and raised a large  
sword above her head.

A ball of lightning smashed  
through the ceiling, struck the  
sword and magically teleported  
her through a gap in the  
specification database, into an  
alternative dimension and is  
waiting for the bus.

#### HOW TO CLAIM YOUR FREE TAPE!

"Where's the free tape?" Everybody cries when they first grabbed their copy of Commodore Power. Well, have no fear because Britain's coolest console mag hasn't gotten rid of it's free tape, it's just stored it's destiny slightly.

#### WHAT HAVE YOU DONE MR. CP?

Firstly, we've gone through the surveys that we've so far received and checked through your readers' suggestions on how we can make Commodore Power even more stonky than it was for the first two issues, and the first thing that came to mind was that you all wanted more of your coverage.

#### BUT WHERE'S THE TAPE GONET

So we sat down and had a real think! Even though we were offering you more complete games than any other console mag, we had to come up with a way to give you more for your money. The only way to do this, we decided, was to put more effort into the games we put on there, and to double the size.

#### BUT WHERE THE HECK IS IT?

Aha, and this is where the ingenious part comes in, by certain rules we're not actually allowed to put such a tape on the front of the magazine, but we are allowed to send it to you by post if you send us a special token.

#### SO WHAT DO I GET?

Once we receive the token we'll send you, by return of post, a tape with no less than 8 (yep, more than six, more even than seven) complete games - 4 on each side. The games are hand picked by our exalted team of games expert who've been in the biz for yanks and yanks - they know their games, mult said!

#### WHAT'S ON THIS TAPE THEN?

This tape is a tape of two halves. The first half is a floppy speesh, with the completely classic Football Manager, 3-A-Side Soccer, and a couple of, as yet, unreleased stonkers. The second side has the two Richard Taylor golden games Dig Diver and Gold Trail, and two other arcade stonkers. As you can see it's well worth having - especially for rough.

#### SO WHAT HAVE I GOT TO DO?

The first thing to do is fill in the coupon below. Cut it out, and pop it in an envelope and send it to the address: **COMMODORE POWER TAPE 3, SELECT SUBSCRIPTIONS, 5 POWERPARK ESTATE, BIRKENHEAD, MERYS HM4 1HL.** And, or, that's it.

Do not send anything else with it! No money! No stamped addressed envelopes! Nothing! You'll get your tape gratis!

#### IS THAT IT?

Nope, that's not all. Everybody who sends their coupon back will also automatically become a member of the Commodore Power club (a highly exclusive membership type thing) and will occasionally be sent offers and other club-type things. Also, a large prize (stomach-accidents) will be given to a random club member in every issue of Commodore Power from here on in. Stonky or what? So get sending them road!

**What's your best attribute?**

**My generosity and enthusiasm (especially when talking about Storm products to the press).**

**WIN!**

**THE MOST  
EXPLOSIVE  
GUN GAME  
EVER!**

**WIN** TERMINATOR 2  
JUDGEMENT DAY  
ARCADE GAME!

YES! THIS AWESOME  
ARCADE GAME COULD BE  
ALL YOURS! ALL YOU  
HAVE TO DO TO BE IN  
WITH A CHANCE OF  
WINNING THIS  
MACHINE IS CALL  
OUR COMPETITION  
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It's time to go to Bristol, wear some luminous pink wellies, drop a large stone on a worm with gout and give a big, warm welcome to... The man with the sack!



Dear P.S. (or may I call you P?) I'm a

massive fan of your magazine. I've purchased all of your issues, to date (both of them!), so could you answer a few quick questions from an avid fan who is a relative newcomer to the C64? (Oh, go on then - P?)

1) What is the best soccer sim available for the C64? I hear that Microprose Soccer is stonk!

2) Will there be a Laramings game on the C64? Do you have any news about that?

3) Do you polish your steel cool-piece with a conventional polish (like myself) or do you prefer a specially-formulated fluid of your own designation?

How about some suggestions to improve your mag? I have some:

a) Have more pages for your show. (This suggestion must earn the Lords of the Hunt), (Like Suggery - P!)

b) How about the top three budget games as an optional free gift for

# THE POST APOCALYPSE



## SHOW



4) Manchester United - the "red devil" - in action against us, some other team, League title? We think not!

subscribers instead of one full-price game?

5) How about a signed photo of Barry Bates for me?

6) How about telling Paul "Dickensberry" Rigby to shut his fat gait? I have just read his review of Man. United Europe and he had a go at the Red Devils. What is scouse pissod (Stering the obvious, sorry).

Everyone knows that scouse teams like Liverpool and Manchester United will begin their reign by capturing the league title this year.

I give you my full permission to insert a large, heavy blade up his bottom.

Chris Noonan, Coventry P.S. Can you publish a games chart for both full-price and budget games, based on sales?



P.S. Chris, or can I call you Paul-Rigby? Here's a few answers for your questions, I suppose:

1) There's something few good soccer games for computers. I'd like Karl Marx International's team-up against a wall and shoot the buggers' Football. Facing that, Microprose Soccer is quite good.

2) If you bothered to read the gorgeous Barry Bates' column in our first issue, you'd know that Laramings is never going to be released on the C64. You could always try to emulate the game in real life

by posing small animals off cliffs and laughing when they spit on the ground.

3) Actually, I use my own program to get that Heavy Metal! share. It's always best when I've got a streaming cast.

4) As you can see, the editors are stupid enough to let me abuse you readers from an extra page already. You never know, I may even take over soon.

5) What is wrong with one full price game? You ungrateful piece of rognor waste.

6) I don't think so, because we'd have to send a signed photo of Jeff, Ed and Richard on wall and because they can't write yet, it may be difficult.

7) How did you know Paul Rigby's middle name? Do you know him? As for Man United, about the bloody lot of them - that's what I say. And while you're about it, get rid of all



8) Microprose Soccer - still the best C64 footy game around.



football teams. What a lame sport. International small furry animal-squashing, now there's a real sport.



#### Dear Post Apocalyptic,

First, I would like to congratulate you on two absolutely brilliant magazines, including some excellent reviews. But, if you don't mind me saying so, I think you could make it better by having a reader reviewing a game every month.

Well anyway, here's my questions:

- 1) I'm a nutter and enjoy violence, so when I heard that WWF was out I want to buy it, but I still haven't got a copy.
- 2) Will 'Road Rash' be brought out on the C64?
- 3) Can you tell me where I can get Mith on tape?
- 4) Which is the best game to get?

**Matthew Hopperstone,**  
Sheffield

P.S. Mik Henderson reviewed 'Sector Stars' last issue and made a joke about Sheffield United. I am a United fan and I am offended, if I ever see him in the street I might have to nut him.



**PA:** If we had readers reviewing games it'd put Richard Taylor out of a job, and,

although he is a bit of a hippy, he's got a bit of a temper when it comes to bad news! Here's your answers though:

1) News... Not so much a question, more a leading statement 'designed' to provoke me into sending you a copy! Mith, no chance mate! Also, if you like violence so much, how'd you like to go a few rounds with me. You with a sword, cardboard cutie, and me with a chainsaw - that's Alled your brother, isn't it?

2) Not belly-flopy, but if you get too close to my pet cat you'll probably get another kind of rash, and have to have a course of antibiotics or something.

3) Not C64, alright then - try giving System 3 a call on (017) 884 8012; they'll be able to sort you out.

4) The best game is the one that's given by a loved one or friend.

As for being a Sheffield United fan, I'm sure there's



theory for that sort of thing.



#### Dear P.A.

Congratulations on your brilliant cover page in the awesome slip-case (despite what other readers think about it). Your magazine is A-1 cool. The reviews are excellent. If only you brought it out every two weeks instead.

In a weakened state I accidentally looked at another C64 magazine. I would like to apologise and say Commodore Power is infinitely better.

Now for this, please, please, please and yet another please, could you put a dose of WWF?

Wrestlemania on your crucial cassette, or else Golden Axe?

**Clay Burke, Cork, Ireland**

P.S. Where's your black and white cat?

## ★ LETTA OF DA MUNF ★



#### Dear Mr. Apocalyptic

I've just recently re-discovered my C64 after a year or two your separation from it, so there are a couple of things I'd like to know, if you'd be so kind as to help. I'll say some nice things about your groovy mag first.

Well, I got the computer out, blew the dust off, got (some) bits and bobs, so I went down to W.H. Smith's to get some computer magazines and got informed. Your beautiful Commodore Power was easily the best - the others were quite tedious, plus you're published by the same people who do Line 1, and, my favourite music mag, so how much do you go wrong? I'm sticking with you anyway.

On to my inquiry - I'm a Big Game Music fan (combining an obsessive, actually) and a fellow C64 owner told me he regularly remembered something about two games called Castel and Nightlord. Are these based on the Game Darker book and the white covers they share? Who publishes them and are they still available for sale? How much are they and are they any good? They all reason no difference, I'll buy them myself, but I'd like to know what to expect.

Another thing, please pardon my ignorance, but as I said before, I've been busy for a long time. What the hell is a C64 1237? It's mentioned in a letter to you in issue 42 and in your 1237s.

Thanks very much for your time and your excellent magazine and if you print and aware the, you're an absolute hero.

Love, rapagles and a kiss for Revy Babes,  
**Jason T. Agricol,**  
**Hedon, On Spalding Moor, York**

P.S. I didn't say 'tab' once, for this reason alone

This should be made Letta of Da Munf!



**PA:** You see, occasionally it's best not to grow too much - I really am quite bald, see!

Clay Burke is a bit of a chap, although I prefer the game factor of Street Mission. As for Castel and Nightlord, well Nightlord was certainly a game based on the film - and I'll think it was quite smart - but Castel was actually a game idea.

Operation Wolf was a huge runaway hit though my opinion is 12372 is large - at least, and you based on the book at all.

Both games were, specially, published by Ocean, and so the full Genesis-to-a-Chat CD used you whatever copy of Nightlord I happen to be (being amused).

By the way, the C64 1237 was a sort of console-type thing that Commodore would much rather forget about. Thanksverymuch!

# THE POST APOCALYPSE

## SHOW



handcuffs. Many thanks my dear, sweet, charming, handsome thing, Mrs. J. S. Hines, Bookie, Morseyville

**PA:** Well, speak the wite with a wite again, nobody's ever called me handsome. Somebody called me 'ugg' once (once was enough for them to boot

me handsome. Somebody called me 'ugg' once (once was enough for them to boot

**P.P.S.** Is it possible to change the expression on your face?



**PA:** The location of my black and white cat is of no consequence to more martini

(actually he's stuck on the end of a pole, and I use him to sweep the chimneys). Also, I only ever change my expression when I get angry and nobody has ever been close enough to see it at this point and live to tell the tale.

If we brought Commodore Power out every two weeks, Ark and Jeff would be so far backslashed to do anything else. As for the stars, etc we'll see what we can do.



**Dear Sir (PA)**  
I am writing on behalf of my six year-old son.

He is the proud owner of a Commodore Cid (Father Christmas brought it for him). He has some questions for you.

1) Why can't you have a page in your mag for younger kids?

2) How many levels are there on Fimbo's Quest?

3) Where did you get your good looks from? (He, mum thinks you are really

Delicious and Highbury Central, but not charming, or nice). Dreading like this doesn't reward and young master Hines can have a game we've got (jig) around whereas his mum can have a signed picture of me to cherish forever.

Here's you answer though:

1) thought the whole mag was for younger kids, but we're about to remove a section that everybody can participate in

or if you've drawn any pictures, got any jokes, made any plasticine animals, or have photographs that you think are incredibly amusing, send them to me and the best ones get prizes.

2) I wish, in four or five - I'm a bit rubbish at this sort of game. If it doesn't bleed I don't play it.

3) I thought my good looks from the same catalogue as Michael Jackson.

Unfortunately I only had tenpence so I could only afford to buy the bits that were out of him.

start every time Frosty died.

2) The instructions for Frosty were confusing, how do you collect snowflakes?

3) You're not much help with letters about games, are you? If you've never heard of, or played one, why don't you find out?

4) Sorry to bring it up, but why can't you have a tape box, the slip-box is half, it breaks all the time?

5) Alright, who just learned the word 'heinous'? Where you on commission for the amount of times you used it?

6) The quality of paper and layout is brilliant.

7) How do I start a tape Cid game?

S. David, Farnham

**PA:** Okay-okay, here's your reply:

1) So what am I meant to do about it? We couldn't find you going at the end of the road every time he died, but that would be a bit pointless - anyway, if you were a better gamesplayer you wouldn't die at all, huh?

2) With a very fine net either that, or just by jumping towards them when they fall down the screen.

3) The time it takes to find out about games, I could be drinking twelve pints of Heinous. Brew down the Dog and Yarn!

4) How could it break all the time - since it's broken the first time that's it! If you treat on a plastic case it shatters into tiny bits, if you treat on a cardboard one, you can always stick it back together.

5) It's always been in my vocabulary, but could it be that you've only just noticed that I use it?

6) My knee!

7) First, take out your brain. Only kidding! Cream it?

8) My knee!

9) First, take out your brain. Only kidding! Cream it?



**Dear PA**  
I've just read the first edition of CLP. It's pretty good, but

I have some points (like the Himalayan mountains - Ah)

1) Frosty The Snowman was excellent, but it was so infuriating going back to the



Q Our own Frosty the Snowman in action!

So, that's about it for this splendidly exciting edition of the country's most amusing, most sturdy and most aggressive Commodore magazine. If you've got any correspondence about BBC television programmes, send them to Points of View. If you've got any letters, etc. for Commodore Power, send them to:

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\*Get your mittens on, this is hot! Accepted 93%



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"It's gonna burn you, sucker!" shouted Richard "Le Mans" Taylor, covering past Rick and Jeff on one of the office's chairs with wheels. "Oh no, go stop!" he cursed, peeling up to the water machine before returning his legs to the office. Quite frankly, we couldn't stand it any longer, so we gave him Storm's new arcade racer to review...

# indy heat

## POWER INFO

Supplier: Storm  
 Price: £19.99 Tape,  
 £14.99 disc  
 Availability: March '92



I like racing games, and this is different to the norm,

being a top-down view. If you have played Super Sprint or Grand Prix II, then you'll know what I mean, and you'll love this!

Two people can play at once, with two computer paper cars so things can really get quite hectic. The screen doesn't scroll, so the action is quite concentrated and when you're trying to take a bend it'll be right



quite dangerous! Before you start, you can buy parts for your car, ranging from engines, tyres and bumpers to nitro and the like. Money is very limited, so choose carefully. Limited, that is, if you don't know the cheat code (Ho ho!)

Once you have built your car up, it's time to race. First impressions are "Good lord! Racing terrible!" (this was Mr Dave's first impression anyway, but let's not worry!)

The graphics are very

small and confusing at first, and the control a little strange (this can be changed, there are two types of control which can be selected on the title screen. A very good option!) but when you play a couple of tracks you are used

to it and the play becomes very compulsive.

If you race another person it's better, of course but even single players will get a good race or two. We spent quite a long time playing when it first came into the office and there were a fair few arguments about 'next goes!'

There are ten different



## How to be Indy (Indie)

- 1) Grow your hair a bit
- 2) Buy a guitar...
- 3) ...And a wah-wah & distortion pedal
- 4) Learn how to play it (but not very well)
- 5) Start moaning
- 6) Call yourself The Unhappy Stone Carpets (or something)
- 7) Et voilà! You're now in an indie band! (Actually, I think Indy is short for Indianapolis! Ed)





# Arcade Version

# C64 Version



tracks to race, which may not sound a lot but the way they change makes it seem longer. There is an option between screens to play the next passage or the one just



need to go in, and when you do, your pit crew flood around your car and work away. Apparently, you can run over your opponent's crew, slowing them down somewhat.

The graphics are very good, the angle of observation is quite convincing. The cars, although small, are also good and the control, once mastered, is very good indeed.

The musician's sound effects are very average but that doesn't really matter



could. This is quite handy if you feel that you didn't do as well as you could have on the track.

Throughout the track, you will have to pull into the pits a couple of times to refuel. Your appropriate colour pit flashes when you

when it comes to it.

The game falls on a couple of points. One is that once suited it really too easy, although this was mentioned to Stars and they may have changed it for the release copies. The same applies to a couple of bugs in

**Commodore Power's top five best things...**

- 1) Vics Vaporub
- 2) Fisherman's Friends
- 3) Mr McDiabard's "Haemorrhage" curry
- 4) A large tropical island
- 5) Indy Heat, of course!

the computer cars, as they sometimes drive relentlessly into walls and stay there. Hopefully all this won't be in the final version.

On the up points, it's a really great game! The control is brilliant, and, as I said earlier, if you like racing games, then you really will get on with this. Even if you don't like them, check this out. It's brilliant!



**CRITICAL FACTOR**

GRAPHICS	8
VOICE	5
PLAYERS	7
FILE SYSTEM	8

**SENSE RATING** 86%



"Of course you can review this sequel to *Summer Camp*," we said to *Richard Taylor*, "but you have to sit in a tent on a cold mountainside to do it!" Sadly he just punched our noses and snatched it!

# winter camp

## POWER INFO

Supplier: Talamus  
Price: £16.99 tape  
£15.99 disk  
Availability: March 1992

anyone remembers.

To build up your speed, the joystick must be wiggled like mad, but due to a unique control system, you don't have to keep this up constantly. A small arrow points to one of four zones at the bottom of the screen, one of which is speed up. The others are slow down, stop, and fall over.

All you have to do is keep it on speed, and you



balls. Some objects have to be saved at the correct time and thrown at the right people. I'd give an example here, but to be honest I couldn't work it out, despite being

slowed down.

Some objects can be used repeatedly: ice penguins and snowballs, just to clear a way for yourself.

One very amusing feature on this level was that when you fell through a hole in the ice, you see Maximus swimming underneath. He does this until he reaches another hole, then he pops out in a block of ice that melts away!

Whilst all this is going on, there is plenty of out-

looking characters doing their thing. There is a fish that jumps out of every hole, for instance.

All looks really good, and is evident of careful thought and design. This, by the way, shows throughout the whole game. The attention to detail is brilliant.

Obviously John Foster, the programmer, has spent a long time over this one, as he did all the graphics, coding and music. Quite a mammoth task!

There are quite a variety of screens on top of this,



I never saw the sequel to this game, *Summer Camp*, so I wasn't familiar with the character of

Maximus Mouse and his sister Anita.

The seasons have changed and now he is in a winter wonderland filled with potential danger to a small rodent.

Maximus has decided to train for ranger of the camp, in order to prove himself worthy, he must demonstrate his abilities of basic survival and rescue. What this means to you as the games player is that this is a game full of different levels (and quite a lot of them) that have to be attempted.

The first screen sees the mouse in an ice skating race, challenging a computer-controlled opponent. This is similar to a level in *Winter Games*, if

you let it slip a bit by slowing the pace of your waddle. Not too much, or the arrow will go too far and point to another zone. Very original features, that.

Once you have beaten these opponents, it's on to the next screen.

This is also an ice skating rink, although there is no race, it's just a matter of survival.

Your mouse can be armed with a variety of items, from brooms to snow



one of the more fun ones being the third level, in this one you have reached the end of the top level, and in front of you are a number of trees inhabited by snowball-throwing bears.

Luckily for you, Matiasus is also armed with an unlimited amount of snowballs. The object is simple, take the bears out with your expertly aimed missiles. An icon must be pointed at a bear and the fire button pressed to throw. The bears change colour when hit, and eventually fall out of the tree. Very simple, but good fun.

The next stage involves a canoe, a large river and several frowning nasty people. This is more useful than the rest as certain tasks must be performed to be able to complete it.

If you miss anything then you will carry on, but eventually there will come a point of no passing. Annoying in one way but it makes you think! The solutions are fairly logical (such as throwing the ferry at the bear, etc.)

After this there are



another four levels, making a total of eight Finnish screens requiring much effort. There are a couple of "bonus" type screens, including the snowball one and another Kerri-type game. Great one, that!

Others include rolling down a large hill in the form of a snowball avoiding a variety of things and performing large bounces over otherwise impassable areas.

There is also solving over a barren snowland, rescuing other bears and the final screen. This is the meeting with the Big Bird. The Big Bird, by the way, is a nasty creature whose ambition is to cause an avalanche. This is a form of timer and at the top of the screen there is a radar showing the distance



## CP'S TOP CAMP THINGS

- 1) Tents
- 2) Sleeping Bags
- 3) Roaring campfires
- 4) Open-air toilets (blough!)
- 5) Nettles
- 6) Spooky sounds at night
- 7) John Inman (Er, yes, that's quite enough camp things! Ed)

between the bird and a small pebble balanced at the top of a mountain.

When he reaches this, well it's obvious. A huge avalanche sweeps the area, finishing off our hero (and several hundred other innocent skiers).

The last screen is in



Donkey Kong style. You must first pick up a worm, and take this to the top of the screen to give to the bird. If this is performed enough times, the game is complete. It's not easy though, it's hard going for ages!

All the screens are very compelling and require much thought and pyrotechnic-watching. Graphically it shines throughout, as does the design. The music is good and fitting, but as there is only one tune, it may annoy after a while. A real shame!

Originality, cuteness and sheer dafting playability makes Winter Camp another mighty release from Thalamus - the CD4 god! ☺

## CRITICAL FACTOR



91%

Some people may be a bit perturbed when they discover that Rik and Jeff like nothing better than to run around shooting plastic balls at each other through huge toy guns, other people are just sympathetic. For the two eds with mental ages of 5 year-olds, the **Toy Fair** beckoned with much to fart around with. Words by Rik Henderson, Pics by Jeff Davy.



Defence suits hit the Red Arrows

Thunderbirds are go!!

**cor, look at the chrome on that...**



The Matchbox stand was home to many interesting doo-dahs. Firstly, to celebrate the launch of the new range of Thunderbirds metal vehicles, the, er, Thunderbirds were actually at the stand, or at least the two actors who have to perform as Scott and Vigil every night at the Ambassadors Theatre in London.

They had to go through the ritual of performing for the buyers and journey with Matchbox very much pulling the strings, but it all underlined the fact that the ancient puppet sales is elevating back to heel-age status.

Not to be outdone, though, the Red Arrows (in the flesh) also showcased the new range of Red Arrows de-cast airplanes in their heads (and did look very silly indeed), and just avoided each other in a rather dangerous manoeuvre to satisfy all the press photographers

present.

Intercom City was also rather interesting, and shows a vast improvement in technology from where I had to make do with a sheet of paper with Garage (spelt "garaj") written on the side in red felt tip. All the cars in the city have an individual bar code on their underside and when passed over the 'readers' scattered around the city a message is screamed out of a speaker in the main control tower, generally sending that vehicle on a mission. There are loads of different cars, helicopters, etc. and tonnes of missions for each - it was all rather breakthrough.

Finally at Matchbox, there was a rather keen fellow who demonstrated a new form of, dare I say it, Scalextric (although nothing to do with that product really). It was a new game for two fighter aircraft, that had loop-the-loops, synthetic sound effects, and the added bonus of being able to chase each other, and wreck the opponents' plane.



If only all cities were like Intercom City!

dudes  
in  
town



Scalextric this ain't!

Colour of the show was quite obviously green, or at least when it came to action figures, that's the way everybody seems to be going.

For a start, there's the Captain Planet range based on the incredibly successful cartoon, in the States that is. I've never seen anybody walking down the streets with a Captain Planet T-Shirt, have you? That said, the figures are pretty cool, with lots of gung, crazy-type stuff, and stuff that double as water pistols, all of which with a sickeningly American sense of ecological morality - stay if you can keep your lunch long enough.

The Toxic Crusaders, on the other hand, deal with the same message but in a way that avoids all this superhero in tight boxer shorts type stuff, and deals out a dose of ugly means cool. The main figures are hideously deformed, with Toxic (a man who has previously fallen

into a large collection of heinous waste) as the major figurehead. All the characters are extremely colourful, and being based on a cartoon that's on its way over here, it's sure to be a winner.

Lastly in the 'hey kids, let's get this planet cleaned up or we're all going to die of a horrifying skin disease or something' type of toys, Hasbro has launched the Trash Bag Bunch. These are collectable figures in preference to the action ones featured above) that come in little rubbish bags.

When you pop the bag in water, it completely dissolves allowing the purchaser to see what figure they've bought. There's also a recycling centre that will re-bag your figures, and think of all the fun you can have trying to swap the crummy two-headed flame monster for a splatted rage-death antihero rider mechanoid with spiky bits.



(Trash) bags of fun for everyone!



Bleazy Rider with the Toxic Crusaders.

"Wait till I get the bad who stole my Eternity!"



Mg, sir, that's a large weapon you have!

Another bond that seems to have caught on amongst board game manufacturers is the one started by MD Game's Heroquest and Space Crusade. They said so well, it's time for a few more reissues.

Waddingtons leads the way with Dark World, and have a rather nice set to show up in very little and wield a huge sword whilst explaining the rules of the game. Let's just say there's lots of arcs, fighting, skeletons, mummies, fighting, dice-rolling, and, er, fighting. There's also a fair amount of 3D landscape, and walls and things, so if you're

into game with a bit more meat Dark World would satisfy that kind of hunger.

TSR is actually the Godfather of fantasy games, having brought Dungeons and Dragons to the world, and so to say that the new D&D is Heroquest inspired could be like saying that Sugar is inspired by Sevens.

Mind you, the updated version of the game, has been transferred to a board instead of being solely tabletop), and, er, it's a bit 3D. But at least this allows the masses to taste the honey and nectar of the number one fantasy game of all fantasy games.

look mummy, it's one of those 3D fantasy board games...

Does this look like a Play-Doh Philip Schofield to you?



You'll never get  
Board of Chart  
Moves!



Merf off!

## the best of the rest...

continue by the names of their medium, and let's just say that Doll would be proud of the final result.

The Jelly Babies were wandering round, celebrating the fact that every toy company on the planet seems to be making a toy based on the popular sweets. At least they were walking until Jeff ran up to the prize one and heisted it to head off.

Finally, before we collapsed in a big heap of icy exhaustion, much amusement was made watching people springing and sticking to the huge 'by wall'. The participants put on a suit of visco and fired themselves as far up an inflated wall as possible - what jolly.

So, that's enough toys -  
Zot!

## hooray, it's robin hood!

pull back the elastic and shoot them across the room at a rate of knots only experienced by test pilots - or, as in my case, the balls dribble out of the end and fall on the floor, thanks to me being so crap.

But the piece de resistance was definitely the pump action shotgun type thing that you put four Nerf balls into the end and pump away with the handle shooting them at the people trying desperately to demonstrate other product to American toy traders.

Er, perhaps not. But the award for most radical pieces of non-dangerous weaponry must go to the Nerf range of products.

First up is the bow and arrow that, through an ingenious use of air build-up shoots foam arrows quite a distance - and it's all completely safe (as long as you don't smack somebody over the head with the plastic bow part).

There's also a catapult that shoots Nerf balls, you load three of them in the top,



Velcro suits - our fashion tip for '92!



Get those Jelly Babies' heads off!



# CHEETAH

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- Suitable for right or left hand
- Interchangeable control fire button
- Auto fire function
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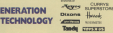
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- Control fire
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- Suitable for right or left hand
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"Get the Max" we said to *Richard Taylor*. Next thing we knew, he was back at our desks with some steaming hot cups of instant coffee and a handful of coffee beans which he proceeded to rattle rather annoyingly. How sad!

## POWER INFO

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



**MAX** (maximum action extra, no less) is the latest compilation out on the £4, this time from US Gold.

Those seem to be coming all the time now, and the quality of the games are getting better and better!

This one consists of *Flight Shift*, *St. Dragon*, *Sewer 2*, and *Turbofan II*. Most of these were out barely a year ago.

## SWIV

Let's get one thing straight, *SWIV* is bloody excellent, if you're into mega-fantic shoot-'em-ups then this really is one of the best you can get on the C64.

From the programmers of *Silk Wars* (it's the follow-up to it) is similar in a few ways. For a start it's two player, once again with a helicopter and a gun, but this time you get a top view and it scrolls downwards. The whole screen is used, which really does make it look that bit better.

You start off with a slow, double-bullet-firing helicopter (a prop) and you must build it up to surviving (power), fire power etc.

The only problem with this is that you

can only pick up bonuses when you have finished a level and then you can only pick up one. A bit disappointing for heavy fire-power freaks, it really is needed in later levels when every thing just pours on to the screen.

There is plenty to shoot at (20 sprites multi-plexed,

if known), flying objects and things on the ground, much in the style of *Terra Cresta* or *Flotron*.

With loads of levels and end-of-level big things to conquer, this really will keep blast-'em junkies hooked for a good long time.

Considering the price of this compilation, it's worth buying for this and *Turbofan II*.

A great game!

## ST DRAGON

One of the poorer games on this compilation, I found it slow and boring after *SWIV*. Once again a fairly obvious shoot-'em-up, with a

horizontally-scrolling screen. You control a dragon-type-thing (with a tail 'tail') whose mission in life is to destroy everything it possibly can.

Your weapons can be enhanced quite considerably and your tail can be used as a shield, which is quite useful.

This had good reviews when it first appeared, but it seems to have aged quite badly. Although not a really bad game, it's not brilliant - but with all these other games on the disk, you can't complain.





## NIGHTSHIFT

games, but in its own right quite original and humorous.

You take control of either Fred or Flora Fiat, two characters who have agreed to take the night shift in a silver space factory.

To start off, you must power up the factory with

nothing more than pedal power. There is a bike on the first screen which you must pedal like crazy by wiggling the joystick.

Once you have powered it up, it's time to start out the rest of the factory's problems. These range from clearing out rooms to painting the walls.

It's essentially a platform game with added bits, but nothing that was added really made me want play it for very long.



**OVERALL**, one of the best compilations to come out on the 64 recently. Although only

four games, Turrican II and SWAT make it worth buying. You'd be silly to

miss this one. Great value for money.



## CRITICAL FACTOR



Buy MAX for this and SWAT! A bit boring after these other

## TURRICAN 2

Carrying on the heavy-weapon style of the package, this one has to have the most impressive weapons - probably on any game on the 64.

If you have seen Turrican 1, then you'll know what to expect from this game. If not, then an explanation.

You take control of a space-man-type character, who apart from being able to jump incredibly high, is perfectly capable of destroying just about anything he wants to. Some of the weapons are truly awesome.

His job is to shoot everything (space, surprise) and find his way out of a rather large complex of caves, tunnels and strange buildings.

It's in the style of a platform game, really, but don't let that give you the wrong impression, it's totally brilliant.

These caves, etc. are inhabited by quite an array of



robots and creatures, all of whom are out to get you. Some of these when shot will kindly leave an object for you to pick up. These range from different weapons to extra lives.

You also have to locate

diamonds that are mounted up when collected. When you feel enough diamonds have been inflicted on the level, you must locate the exit, which really can be quite a job sometimes. It's worth making a rough map of the area.

Before you can leave, an end-of-level battle must be taken care of. These are absolutely huge and sometimes incredibly difficult to finish off - they must be the biggest battles ever seen on the 64! They certainly require quite some damaging.

This game is brilliant, one that no 64 owner should be without. Although it may appear difficult at first, a few goes will get you quite far. The controls take a bit of getting used to, however. Buy MAX for this and SWAT! A bit boring after these other



He's back! He's in colour!  
(He couldn't be duller?)

HERSCHEL'S

# AIR COMMODORE



WE'VE GOT TO GET  
THEY'RE THE ONLY  
ONE WHO CAN  
RESCUE US!

I GOT THE  
VIDEO TAP, GUYS!  
AND IT'S SHOWING  
EVIDENCE!

OH, BOSS, WHEN  
I ENTERED THAT  
PLACE, I SAW  
MURKIN!

I SAID TO  
GODDAM DUFF!  
DUFF WAS IN!

SHOULD YOU  
LET'S SAY DUFF'S  
GIVEN THE  
SIGNAL CODE!

KEEP YOUR  
EYES ON  
THEY'RE BEING  
BLINDLED  
ON THE  
MOUNTAIN  
TOP!

INSTITUTE FOR THE STUDY  
OF HOW GOOD GAMES ARE  
AT SOLVING THE WORLD'S  
PROBLEMS ON COMPUTERS

THEY HEARD  
AND WERE  
NOW  
DUFFY  
DUFFY!

L. N. M.  
RESEARCH  
ROOM  
NO. 100

ROAD! AN  
EXACT  
NUMBER OF  
MILES!

YEAH—  
WE  
DUFF!

WELL, WE'LL  
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**AIR  
COMMODORE**

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# TERMINATOR 2



# BIG THRILLS



*manic* **streetpreachers**

**F**

#### FILMS

Star Trek VI  
Highway To Hell  
Gothika vs. Dime  
Hushbot

**M**

#### MUSIC

Music Street  
Producers  
Badrizzoli  
Season  
Spiffers  
Soundgarden  
Miles & Trashed  
Hosho - plus more

**V**

#### VIDEO

It's Strongly Cool  
Miles's T  
Terminator  
Hunting Man

**C**

#### COMICS & CONSOLE

Top Ten's Top Ten

**T**

#### T.V.

Dr. Who







# Bleach

**V** reviews... Those CP digressors – an hour. I just wish they'd leave their flag out, and help their critics to a little bit... but only given we were riding... Princess White, he had the potential to become a main character... like some action hero... of my gods. Unfortunately, the comic doesn't come into when you see the existing function, but I thought the experience more like...

is for this reason that I have no idea what the film was about, but there was a lot of it... about that it would be a movie about a real world action movie. I've heard you could about that my friends who are to interpret pencils with pen-friends and do other things like that.

It was all the last bit of the end of the movie right at I had to go to bed and really and tomorrow my copy of *Overline*. Ah, yes.

## Mr. Strangely-Dull

**M** self-loved... I've read in the words "Spillies go from... enough. They'd look at that first CD with the release of *Transmission* this week... a first vinyl... might eventually influence by, 1970's pulp-funk-funk bands and by... history, the soundtracks of the city. Pinnacles, they've come a long way in 50's.

To release *The So Many Dollars Like's* frame. That stage drama are a state of... spinning lights and takes out female dancers for support. Isn't it possible and the... band themselves made an ultra-cool stage production – singer Jeff Pinnace has even been called "one of a kind!"

"It's really one of the most talented bands around at the moment they say... this new CD... available to please their owners."



## Spitfire

**M**

Since they burst onto the indie scene with some gripping LP's about a year ago, *Bleach* have been making plans that were their best. *Blotch* from a new CD and an LP to follow. This latest substantial piece of studio-produced music is entitled *Blotch*, and it really grows on you. Plus you can win one of 1000 copies we've got to give away! Just name any band of our choice! If you need your answer, we'll publish it... yours at: **10000000** name, Commissioned Poster, 31 Highgate Grove, London, N6 6BA. Up until April 2004!

(M)



## Sound of the Suburbs/City

**M**

Back when many of the CP staff were young, the records being through the charts... even! *Beauty* (see-see-see-see) by the 100. They were listening guitar bands from... and they will love the song. Sound of the Suburbs brings home sweet home... the grass for your attention... songs like *The Suburbans*, *Some Rules to Live*, *The Only One*, *Another Night*, *Blue City*, *City's*, *The Streets*, *No*, *Another Day*.

More records... The *Wall* and *Big* is too heavy... and they're not far away. The... songs have had some of their original stars.

Sound of the City... they take over from where the first LP left off – about 1970, in a good... and plays in with Japan and the Atom. The... Publishers, *Bandits* and *Chicks* and a stack of others. Quite... finally... everyone in the office was fortunate when it came to... recording... less polished... these competitors are...

"By recording... great your favourite bands at the moment... in ten years time and feel what we mean!"

(M)







# BOYS OWN

When Bill Harrison talks about his hand-held, he's not actually making references to certain parts of his anatomy (like some occupants in the office like to jest). He is in fact gabbering enthusiastically about his Gameboy.

Here he reviews the latest titles from Acclaim.

rates it truly splendid - it's scripted, but damn good fun, a lot like a soap opera. It's even better, therefore, for you want to take control of the action, against an opponent who hasn't been paid to take a fall. And if you've got a friend (with the same cartridge) you can even pounce them into the arena.

The Gameboy version isn't, in surprisingly good, with truly great graphics, and five wretches (B. Perfect, Bull Hagen, The Million Dollar Man, The Macho King, and The Ultimate Warrior - two of which have since retired and the Macho King is now but a Mashed Man) to try and win the title with.

The other appealing thing is that the game was programmed by them (who used to produce some games under the name Ultimate), Great fun.

©00000



## WTF SUPERSTARS

If you're under the impression that **WTF** is anything but strange you'd be very mistaken. But this, in a way, is what



## BILL 'N' TED'S EXCELLENT GAMEBOY ADVENTURE

**H**ow's this hand-held game with everything - accessibility, education, gameplay, thousands of levels and more radical twists - than you can shake a '93 Dubs, how's it hanging 'ere'?

If you remember the classic *Old Game, Music Mixer*, you'll know where the score where the game like contains from. You have to leap and bound around a screen full of punsters, bad guys, clanking levels and cars, and only when you've equipped the vehicle

able to find the exit to go to the next screen. It's truly gripping stuff!

©00000



## TERMINATOR 2

**O**n a question: How do you get Arnie into a room that's no bigger than a credit card? It's great difficulty, but it

score to



been managed here quite adeptly.

Score! Gameplay

games rely on simple gameplay, and loads of repetition, whereas Terminator 2 is a lot more complicated than that with different levels, each of which sporting slightly different gameplay.

It's generally a horrendously boring, almost non-stop with some thought having to be applied to what it's all about, and the levels are all a bit tough - or at least tough enough to prevent you from completing it too easily.

It's a rather good game, with truly excellent sound and graphics, but not as engaging as something like Super Mario Bros.

## BART SIMPSON - ESCAPE FROM CAMP DEADLY

**I**f you're as much a fan of the Simpson's (and you'll need no comment on this game at all before reaching out with your thumbs) as you are of the Simpson's, you'll be rather pleased to note that the game's just as good as it's cartoon

courtroom. Bart (and his sister, Lisa) has been sent to summer camp.



It's a completely nasty person indeed. He also has a disturbingly large young yellow friend and has concocted several trying tasks for the fat to do, or else Bart's spent the entire holiday behind bars. This involves lots of horizontal scrolling and platform action with surprisingly large sprits.

The music is blammy good too.

©00000



JEFF DAVY'S EXTREMELY SMALL,  
BUT PERFECTLY FORMED

**Generation  
Terrorists**  
Album: *Urban  
Predators*

From the hard  
core of the 1980s  
with the aggression  
and the political  
message of the 1990s,  
this is a unique  
and exciting sound.  
The  
band of Texas metal fans from Fort Worth style  
punk, thrash metal. It's a stunning product,  
capturing the raw energy of the 1980s  
and the political message of the 1990s, but  
with a modern twist.

00000000



**Hannels on  
Thousand Yard Stare**

This is an excellent single  
from the band's first  
album. It's a great  
example of the band's  
style. The song is a  
great example of the  
band's style. The song  
is a great example of  
the band's style. The  
song is a great example  
of the band's style.

000000



**Money  
and the**

Money  
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example  
of the  
band's  
style.  
The  
song  
is a  
great  
example  
of the  
band's  
style.

000



**45's  
Kickin'  
on the  
Big  
Thrills  
store!!**

- Graham EP - Headtime
- Happy Business - Frank  
and Walters
- Freemashine EP -  
Spindle
- Alive - Pearl Jam
- Young Mavericks -  
Golden Section

- Everybody You Know -  
Bedazzled
- Shotgun - Bleach
- Another Day, Another Riot
- Toasted Heretics
- Television - Hip-Hoppy
- The Green Man
- Rum & Black

**MUSIC  
CORNER**



**Seven  
Album**

Seven  
album  
is a  
great  
example  
of the  
band's  
style.  
The  
song  
is a  
great  
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of the  
band's  
style.

0000







**COMMODORE  
POWER**

POSTER #3 O 'BILL & TED'



**COMMODORE  
POWER**

POSTER # 3 (THE UNDERTAKER)





Now *"Spitty" Rigg* checks out the first computer expansion of Enid Blyton's charm and still gets home in time for tea & scones and lashings of ginger beer!

# famous 5ive

## POWER INFO

**Supplier:** Sigma Systems  
**Price:** £3.99 tape  
 £12.99 disk  
**Availability:** Out Now!!  
retail only



"Huanah" and "Lashings & Lashings of ginger beer" and "Huanah"

again and other spitting phrases are part and parcel of Enid Blyton's Famous Five series.

Oh yes, I remember the series of books well. I had the whole series, I reckon.

Aye, there was I, a wee nipper, chubbier by the month, saved by a steady supply of the jolly adventures of Julian, Dick, Anne, George and the blessed dog Timmy.

But let me ask you, this, what on earth was our Enid thinking about when she named the kids' Aunt "Fanny" and their Uncle "Quentin"? I never, really, shall sit, for a drink, I ask you, etc.

Any road up, this lexicographic adventure includes some intriguing character-handling, using a system called *Wordscape*.

The game begins when Julian, Dick and Anne visit their aunt and uncle. This is the very first adventure, as they had yet to meet George.



the Tomboy girl, and her dog, Timmy (as in "Oh, you're so busy, Timmy").

From there they wend their way into a treasure island full of stereotypical villains and secret caves. Great fun, in fact.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present



very well drawn and appear instantly on screen - pretty good going for graphics of this complexity.

The lower section is the text input area. Highlights and criticisms fall upon the player. When you can't remember something, the "Eaux" is

realism, just an impression of a game full of endless manic gambles. You use "Tell" and "Say" things as well as "Ask" things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also "Become" any of the Famous Five (except the dog - units later, anyway). Each character has their own advantages. Julian is strong, while George is the best swimmer.

You can even split the Five up to explore several directions at once. This is essential to solve some of the problems.

The parser is up to modern standards, with

linked sentences using "And", "Then" and "because". Prepositions can be used to alter the meaning of verbs and group commands such as "All" and "Everything" are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages and graphics which pop up for selected locations. They are



automatically displayed, ready for you to "Eaux" (ie something else, very thoughtful and user-friendly).

But the parser doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Critics apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Sigma Systems are working upon a sequel to this first Five instalment because I am sure it will be enjoyed by all C64 adventurers. ☺

## CRITICAL FACTOR



DANGER ZONE

81%

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Name: \_\_\_\_\_  
 Address: \_\_\_\_\_

SUPER SUPER SUPER

## SEGA

SUPER SUPER SUPER

## POWER INFO

Supplier: US Gold  
 Price: \$14.99 tape  
 \$18.99 disk  
 Availability: Call Now!!

At first glance, this appears to be a very good compilation. Full of big arcade games, but don't let me up to those expectations.

## SUPER MONACO

This is not a racing game; it was once a good version of a certain street-race saga, but really it's not very good.

There's loads of good design and the graphics are quite good but as a race game it doesn't hold. Turbo charge is much better.

If you're really into racing games then you'll probably like it for a few goes, but otherwise don't bother.

## GOLDEN AGE

One of the better games in this pack, it's a nice good conversion of the arcade game.

First you must select a character (from Dwarf, Male hero or Female hero) from an impressive

list screen, and then proceed to kick ass.

You are armed with only one weapon's but there are quite a few moves you are capable of performing. Enemies drop onto the screen and must be dealt with one at a time (they only come on one at a time, a down point for the game).

This is rather good fun, the control and moves being

from left to right creatures that run on ever frame and then it's best to stick the magic until the end of level big ass kickers come on.

Two players can play, which is good entertainment.

Considering the quality of the arcade version, this is really very good. Full of great design features, also complete types when you beat people up.

## ESAWT

Your first impressions of this game will probably be "oh, sh\*t!" Not only that but slow it down.

The idea is to guide two hero-type buddies to the headquarters of some drug-pushing snake who really looks like a real snake.

You can shoot, jump and punch your way across the levels in the style of numerous others. You've seen it before.

Very uninspiring and really. Not the thing at all. Games like this just don't really appeal to me. The graphics seem to be full of them these days.



much better than most of your average beat-'em-up.

Magic can be used, with the effect of a small variety of things. This can build if you let it, and is quite impressive.

You can only get them

There are a lot of levels and different characters running around. You can even sit on the back of some creatures and use them for power. Quite amusing!

Probably the best game on here.

## SABOTER

Capes, I've reviewed this game once in an already, and it's just pretty much the same (I have it or not, in case you haven't read the other review, here we go



SUPER

CRACKDOWN

SUPER

POWER CRACKED

Richard Taylor in a pair of fluorescent boxer shorts is a greasy sight indeed, but Richard Taylor in boxer shorts over lights is incredibly pathetic! We did feel a bit sorry for him though, and gave him something with Super in the title to review, in order to save his blushes...

The issue is not about several screens.

When he looks to the left level you see. These get more and more difficult, as you start to

From being badly man-knew as Mr Dig and ready to his friends. Or Mr Gigant to his wife for certain reasons!

It takes the form of a left and right-scrolling martial arts type-of-thing. Your moves are very limited though, you can throw stars or kick and punch at close range.

Bullets can also be picked up at various points during the proceedings and are used in the same way as the stars but are more powerful.

When you have picked up all the children you have to rescue, you have to go to the right-hand side of the screen to enter the next level. After a couple more screens you will encounter one of Mr Dig and ready's Dig-and-ready friends.

He must be dealt with by throwing stars in his face, and using your magic. This is activated by pressing space and consists of lots of things swirling around the screen.



With this compilation we have a lot of cheaper than simple badge titles. If you are going to buy a few books this year, get this instead. Most of them are out on budget shipping.

I don't like this game at all, it's all too small and badly used. This is hard to be a Spectator.

I CAN'T think of anything to say about this apart from "Yikes... I want to go back!"

Some good, some bad, but the same with every compilation isn't it?

CRACKDOWN

They're alien oriented. Each mix Crackdown are uberous spellboxes and zucker packboxes Actionpacked. What does this mean? I don't know... something about Crackdown being a good game, I think.

There's something about this kind of game - two heroes wandering around a city trying to clear it of drug dealers and the like. It's been done far too many times and to be quite honest I'm bloody sick of it.

CRITICAL FACTOR



CRITICAL FACTOR 86%



Richard Taylor's eyes lit up as he saw the 'torture' screens on this sequel to *Thalamus*' classic. "Wait until I find the office hamster," he declared, with an evil glint in his eye and a blood-spattered chainsaw in his hand...



roids have run out, a small furry friend of Cybe's is thrown into the belt and



pulls along to certain death. That is unless you can save him, of course.

When (if) you do finish this, there is a bonus screen. These are brilliant. You control Cybe and travel carrying a harpoon. Your friends are being flung off a platform high above you by a hot blade, and they must be bounced across the screen to safety on the other side. Coins appear on the way which can be collected to spell out "bonus" at the

**POWER INFO**

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



Another sequel to an old *Thalamus* game and, no less, another mighty powerful product.

Unfortunately, since again I haven't seen the first game (*Creatures 1*), so I'm unfamiliar with any pre-set scenarios. People loved about the first, so I did expect quite a bit from this.

In case anyone else doesn't know, this game involves the heroic antics of a certain Cybe Rascliff. Cybe is a small furry creature whose friends are being systematically tortured and disposed of by an evil

force known as 'bad creatures', (or something like that).

The methods they use to torture are, to say the least, totally horrible! The first screen has a bad creature pedalling away on a bike that pulls along a conveyor belt.

Onto this belt fall a few rocks that, when they reach the end, are crushed by an 'axe' or 'press'. There's some everything in this game, by the way. Anyway, when the

this isn't as straightforward as you may imagine. First, you have to bounce across a pool of acid, dispose of a bad creature, light a bomb, push the bomb into place so it blows.

A hole through a layer of rock, bounce back across the pool, shoot at a big badgie, fall through the hole, shoot a lever behind the creature on the bike, jump first when he comes at you, and only then is your friend safe. (Phase 5)

Quite a task, I can tell you! It may sound easy but by bloody it's not! All this requires perfect timing, it will take a while to suss out.

bottom of the screen.

My only moan about this is that if you die (that is bounce) then you have to get them all across again. 15 creatures are quite a lot!

The whole game follows on in the style of torture screen and bonus screen. Don't get the wrong impression! It's not tedious in the slightest.

One of my favourites, and everyone else's I think, is the snow screen.

This involves your friend being slung up by his foot, having a cannon ball fired at the rope and then being cut up by a rather unpleasant person and a chainsaw. This is really gruesome, with blood splattering everywhere and pouring into the snow.

This happens quite a bit throughout the different levels. The programmers

# creatures





BEFORE



AFTER!

## CP'S TOP FURRY THINGS

1. Clyde Radcliffe
2. The Fuzzies!
3. Maximus Mouse
4. Beavers
5. Rik's Coffee Cup
6. Er...
7. That's it, really!

# atures 2



certainly like their steady effect. They have to be seen to be believed.

Between every level there is a brilliant end-of-level acknowledgement, with clouds and glowing stars. This looks really good, very complete.

The music is excellent, sixteen pieces in total. Some of it sounds like the old Cascade tunes, brilliant in fact, both the music and graphics really are quite transcendent. Steve

Radcliffe really has done an excellent job. So has his brother, John, responsible for all the coding.

Future projects like these two really are going to be worth priority purchasing.

It may sound corny, but *atures 2* is quite simply the best blend of puzzling and arcade action you're likely to treat your 64 to.

Thalonus are proving themselves to be the strongest supporters of the 64 in terms of software quality. These games are destined to be classics of 1990 (this and *Winter Camp* - reviewed elsewhere this issue).

I recommend that anyone with a 64 give out and buy this. It very seriously competes with most of the console software around. ☐

## CRITICAL FACTOR



To keep in with the football theme of this issue, we invited *Thalamus'* MD David Birch, John Ferrari and the Apex duo, Steve and John Rowlands, to the Arsenal footy team's official public house, *The Gunners*, to talk about its license of the North London club, and other relevant matters. Rik Henderson reported on the match, Jeff Davy snapped the goals.

#### Why Arsenal?

David: At the time [of making the deal] they were, and still are, the champions, and will be until another team actually wins it. When I was looking for a football license, they were in the European Cup, the FA Cup, the Fumbletons Cup - in everything. And they were, and in many ways still are, the premier club in England.

just had plans to make just and socca action game full stop, but the team we've got are able to give us a management section as well.

In the past we've seen games that are either arcade action or management, and we thought it would be nice to incorporate both. It won't be a huge management section, with hour and hours and hours of management selections, but there'll be some management in it.



# GUNNING

The fact that they've since gone out of every major competition, and are unlikely to return the Championship is irrelevant. You don't become a bad side overnight, and this is probably just a hiccup, and next year they'll go around probably win the league again, or the FA Cup, or the Fumbletons Cup.

The answer to your question though, is, at the time they were the champions, and what's the point of going for a soccer-like team [in soccer your game], go straight to the team who are the best in the country. So we chose Arsenal.

What type of game is Arsenal going to be?  
John Rowlands: Football [laughed].

David: It will be an action game, with a manager-like section as well. Originally we

And who's programming the game?  
David: John Ferrari, of Summer Camp, and Winter Camp here, will be programming the CIBS version because, as John told me... and whether he'll deny this or not... he said that the best football game on the 64, we believe and were told, is *Monopole Soccer*, and John has had a look at that and can produce something that good, if not better. And what better opportunity, after Winter Camp, than to better the best game to out on the market.

John Ferrari: That's basically it. David's a football fan and here's a game that he's got some enthusiasm in. David: Also, football games sell exceptionally well, and it's not that we're not going to make this any less than anything, the truth is that we've seen good sales on poor product in the

football market.

John Ferrari: It'll also have a longer shelf-life than *Winter Camp*, for instance.

David: And with our normal standard, we can get *Thalamus* standard on a football game, and we expect it to be very, very commercially profitable.

Will the game feature the Arsenal team?



throughout?

David: Yes. There's only a certain amount of information we can use without getting involved in paying players' agents. We're obviously allowed to use their names and stuff, and graphically we've got pictures of each of the players we can use. Also, the history of the club, and

we've been right around the club taking photos of all the stands and stuff, so a lot of it will be genuine. We've even had the Championship Trophy out of the safe, and taken pictures of that, so there'll be as much trustworthy information about Arsenal football club as we can put in.

We also understand that at any point it may become dated if Arsenal sell a player or buy a player, and that's a hazard that will always be



with any sports simulation that involves teams. They will come and go, so essentially we have to make the gameplay as state-of-the-art, or at least as good as anything on the market, and that way you secure longevity no matter what the names are. The key is, if the game is good it doesn't matter who's joined the team. It's about playing a really, really good game.



Will you have the option to change the players' names as they update the teams, or if you support a completely different team?

**John Fenner:** It's very simple to do that. In fact, that's quite a good idea. Create it as a separate data file, and you load it in yourself.

**There's an idea, at the moment, that you're to give**

something away in the box. If you make it Arsenal orientated won't it put off people that don't support Arsenal? [This was John Rowlands' question]

**David:** I don't think that's relevant. Computer games players don't care. Manchester United's proven that. Manchester United said phenomenally well. If they want the game they'll buy the game. If they want to put the coffee [or whatever] in the bin, they'll put it in the bin. They also buying the game first, and whatever's in the box is a bonus.

**Jim:** If they don't support the team, they can always get whatever the feeble is to a keyboard or something.

**David:** I don't think they'll go on the terrace and say "We got the Arsenal football game", and get beaten up, do they?

**Moving on to Creatures 2 (the reason for the Ages title being present). Where did Creatures come from?**

**John Rowlands:** Well, it started off when we were to do another game, after *Hydrograde*, and we wanted to do something cute - like Mr. Warner in the arcade. So we thought we'd do the scroll [graphics artist's jargon for a non-rotational scrolling background], and I thought in a sports that was like a little man, who wasn't very cute at all. So I sat down in front of a spare editor and gave him great, big eyes, and it's got to be cute - got some of the ideas from *Gremlins*, cos they're like little beasts - and I turned out like a little funny.

And then we just thought up the name *Clyde Flackoff*. From somewhere.

**What do you think that Creatures (One) lacked that it really needed?**

**John Rowlands:** I could have been funnier in places, like the title screen where we



the torture systems from one island to the next. You've got bonus rooms, and we've decided to make the torture screens run all the way through with bad guys at the end of it - like large bosses you have to kill at the end.

**Right, on to Winter Camp (one). Where did Maximus Mouse come from?**

**John Fenner:** It was just a little joke. I was working for Commodore and was

# S FOR GLORY



had the dancing Clydes. There was not a lot of humour in the scrolling levels, although the torture systems were funny.

**David:** Yeah, the general feeling we got more that the torture screens showed out to big exceptions, especially when the turtles got killed.



**So what's different about Creatures 2 (one)?**

**John**

**Rowlands:** Well, it's got no scrolling levels for a start, it's just torture screens. It's got extra interlude games with branching fizzes on interludes.

**Steve:** Also, *Creatures* was only set over one island, whereas *Creatures 2* is set over three, and you have a section where you have to take the turtles you've saved

working on *Fruit Machine Simulator 2* and I sent them an up-to-date version of the game, but instead of the title of the game (when it comes up "loading", it said "load" "space invaders", just as they thought they'd received the wrong game. And then a little mouse walked on, turned round, said "Only joking", and changed it to *Fruit Machine 2* - it was just a joke.

When I was looking for a new game to start, I thought I'd use that little creature [no just intended] in it. And I'd done loads and loads of types of scrolling games, so I wanted to do a static screen, cute, platform type game, and it basically developed from there.

**What's sufficiently different about Summer Camp and Winter Camp?**

**John Fenner:** Winter



# GUNNING FOR GLORY



► Camp is a totally different sort of game. It features eight individual level sections which are eight individual games, and each one is slightly different. There's horizontally-scrolling, a couple of vertical, and static screens. It's just a totally different style of game.

David: The secret of any game is the strength of the character, and Maximus was a strong character.

And the natural progression is that once something's worked and it becomes fun, and John's proved himself with the standard of his work, if there's potential for a

follow-up then you have to capitalise on that.

John Fernat: Even though the game is totally different, it's too strong a character to drop after just one game.

I didn't want to do another Summer Camp though, it could've just changed the graphics and made it exactly the same, but I didn't want to do that. John Rowlands (to John Fernat): You've done the screens to us; you've gone from static screens to scrolling, and we've gone from scrolling to static screens!

**Why the Camp theme though, anyway?**

John Fernat: It wasn't originally designed as a Tharmanus game. I was a freelance programmer, and I wrote a game whilst trying to gear it towards the biggest market - and I always think of America as the biggest market. And a summer camp is something that all Americans can identify with. David: Also, it does offer

a huge range of scenarios, if you have a camp, you can be anywhere. You can have the camp floor, a cabin, the woods - rather than if you set it in one area.

**Will there be a Spring Camp, or an Autumn Camp?**

John Fernat: No, there will not. Maximus had a nice about this, and he resigned.

say Arsenal, because, obviously, I've been involved in the club so much recently, you get a feel for wanting the club to win. Having said that, when I was at school I used to support Everton, but I also take an interest in my local teams - teams like Southampton, Portsmouth, and Bournemouth. John Fernat: Going back to Dagenham (where John



resides) it's got to be West Ham, as the local team - if I said anything else I'd get lynched when I get home. It's always been London teams, I've been through Arsenal, Tottenham and now West Ham, but I'm not a great football fan really.



**And who was your favourite player ever?**

David: Peter Beckwith. Pete, when I was 10-15, was the top man. I think, apart from his unbeatable ability, the way he conducted himself was very good indeed.

In modern day times 80% of people would say Gary Lineker, because of the way he holds up, but I do also have a huge amount of sympathy and admiration for George - he's pure talent. He is a genius on the football pitch, irrespective of what he does off the pitch.

And on that note we leave 'The Gunners' and head back to the office for a few games of Winter Camp and Creatures 2 - whilst balancing a ball on the end of our toes and trying to remember who Gazza ever cried in the first place.



There won't be another Maximus game.

David: Well... He's gone on holiday for a while!

**On that unrelated note, back to the football. What team does everyone support?**

John and Steve Rowlands (in unison): None! John Rowlands: We're not very big football fans. If there's any team it would have to be Spurs, but that's from school.

David: I would have to





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**TWEET,  
TWEET, MAN!**



# BUDG

A veritable round-up with Rik Henderson on...



WITH RICHARD TAYLOR

## THE SCORES

### NO STARS

OO  
OOO  
OOOO  
OOOOO

East Cherm Under-the-Bull and Bristek Pub Team  
Farnborough Town  
Bristol City  
Norwich City  
Liverpool (humuh)

### LEAGUE FOOTBALL Cult £3.99

The main problem IASH Games, through its Cult label, seems to have is what to call the current foxy management game - there's now so many in its back catalogue.

League Football (not an outstandingly original title for a game of this genre, but sufficient) is,

unsurprisingly, another football management game, and seems to be another one that was destined for a budget status even before being finished. That said, though, any budding Brian Clough would be pretty looked for a whole weekend, and isn't that what this price range of games is all about?

You become the manager of an English fourth division team (whether you like it or not),

and you have to guide them to the top of the first division, whilst winning FA Cup glory on the way - well, you don't have to, but that's generally the only way you'll get maximum pleasure out of this kind of thing.

You choose your players for each match, and there's a form of transfer market to boost your team's squad, and improve your abilities, but it's all been done before, and although there's a



Either the game runs too slowly, or the graphics are crap, or it's buggy to hell and the gameplay is impossible to get to grips with. International Soccer, and Emlyn Hughes International Soccer were very much exceptions to this rule, and International 5 A-Side is quite blatantly based on those games.

Unfortunately, the programmer has actually missed the point. Firstly, to have a game solely on five-a-side may well reduce the number of games that have to move about at the same time, but it also takes only some of the strategy from playing a game with twenty two men on the pitch.

Also, the pitch is so small that one kick hurls the ball to the opposite team's goalkeeper - sometimes even going in the goal.

Further, the control method, simple as it seems, has the player in control changing from player to player if you press the button when you don't have the ball - unfortunately it doesn't necessarily give you the nearest one to the ball. And



newspaper section that gives you information every week (in play time) it's not a bonus enough to matter much really. It's also far too slow, and the graphical highlights (plodding sprites kicking the ball at the goal) are distinctly crap.

League Football is the management equivalent of Yugoslavian football - distinctly average.  
OOO

### INTERNATIONAL 5 A-SIDE Zeppelin £3.99

Action football games on the OSA are generally a bit of a disappointment.

# OGIE ON THE BALL

up of the current batch of football budget games

and  
ers...

this is far too infuriating to give the game a second look.

## PROFESSIONAL FOOTBALLER

CuM  
£3.99

Although Professional Footballer is a strategy game based on soccer, it's not a management game at all. Instead it deals with the profession most managers originally came from, that of a player.

You are a young footballer with aspirations of reaching the top of the footballing tree, and maybe even making a pop record in the process. Unfortunately, everybody has to start

match you'll be called to make a decision. You get four options based on a situation and each will have a separate chance of success - if you manage to perform the manoeuvre you'll gain star points, if not you'll lose them. The more star points you have, the better chance you have of staying in the first team and, perhaps, attracting a better club to buy you.

It's actually quite an original life strategy game that is well worth a weekend or two, it may just become a little dull after a while though.

## SOCCER RIVALS

CuM  
£3.99

This is also

of friends along, as you get to have three players managing teams in a mock-up 8 teams-per-division league - you don't have to have to, though, because the computer can control the other teams if you like.

You have your own players, each with individual skill ratings, but all the random events and transfer dealings, etc., are swayed by the squares around the board, and can't be accessed without somebody landing on them.

There's an amusing little highlight section (if you wish), and you can decide to play as many seasons as you like. It's all quite simple, but very playable, and quite good fun if you've got a couple of pals to share it with.

## 4 MOST - BALLS, BOOTS & BRAINS

Alternative  
£3.99

Although only two of the games on here are footy ones (in the soccer sense of the word), I'm pretty convinced it belongs here.

### THE DOUBLE

This was the first game by the team of Trackout Manager (considered by most to be the most accomplished international management game). It features league football, and yes, and still is, the most

Unique management game around. Unfortunately, although the strategy side is very complex and enthralling, the game was far too slow, and it would be waste of valuable time to even load it.

## AUSTRALIAN RULES FOOTBALL

Or, snarl West, what else am I going to say?

### SOCCER CHALLENGE

Another extremely original football game here. You are a young footballer, and you'd like to get into the first team, but first you have to learn a series of footballing skills before you're able to don that number 9 jersey.

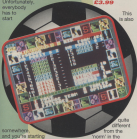
There's dribbling, tackling, penalties and passing to be completed, after which you'll be sent on an extremely tough assault course and probably take up basket weaving or something else instead. It's a pretty good game though.

### RUGBY BOSS

Oh... it's a management game... again! This time rugby is the order of the day, but you'd be forgiven for thinking that it's just another clone of Football Manager.

Not a bad little collection, but not a very good one either. But for £3.99 you can't go far wrong, can you?

0000



somewhere, and you're starting at the bottom.

You have individual skill ratings, but Professional Footballer has a rather unique way of determining whether you're to be successful or not, at certain points during a

quite different from the norm' in the respect that although it's pretty a football management sim, it's also a boardgame on computer (a bit like a jumbled version of Brian Clough's Football Fortunes).

You can invite a couple



# BYTE THE

What with this being a footie spesh an' all, we sent **Paul "Marry me, Dorothee" Rigby** all the way to Germany (at least, he'd better have gone all the way there after how much his expenses claim was for!) to interview **Starbyte**, whose own, undoubtedly splendid, football game, the cunningly-titled 'Super Soccer', is coming soon to a C64 near you!



Now, you may have seen plenty of mags who interview programming teams. "Hi," they say, "how are you?"  
 "Fine," comes the reply, "like a cup of tea?" "Oh, yes please, nice weather..."  
**Autant mieux!**  
 (But I, Paul, have delved. Delved, do you hear me? DELVED!) Delved into the munny, very munny in some cases, vaults of our Starbyte Stars.  
 So, with clipboard in one hand and electrical cattle-prod in the other I interrogated, asked the fine young chap a few questions.

country anywhere so I left. Don't tell anyone, though (Mr? Never - Paul).  
 "Some of the past jobs include working in the hotel industry (and the Wertheimble Rex & Miley Company in London (Pheal! Scotland's a bit high-powered, I can't even say it - Paul).  
 So, what's your favourite city Dorothee, one of my list? Paris, New York? Venice?  
 "München-Bavaria in England."  
 Oh - err - right, then. How about a favourite game?  
 "Lemmings."  
 Fine. But a book? How about a favourite book?  
 Dorothee, my delicate peasant!  
 "Oh, any kind of dictionary."  
 What? Seriously??  
 Heroin. Then again, I suppose a dictionary is just the very 't' book after. You just have to join the words together yourself, instead."  
 Bands, Dorothee, my sweet, tell me about your musical tastes.  
 "I like, The-Dubs (I brought by me - Paul) and Simple Minds (Erie - Paul) and Nigel Kennedy (Well, two out of three ain't bad - Paul).  
 Judging by that Corsetto behind your ear I suppose too cream is your favourite food?  
 "Yes."  
 Hmm, vision of man, Dorothee, how of lovelessness (gulp, tremble).  
 "I like chocolate like Nikolai Maystratov (???) -

## Defectable Dorothee

Take Dorothee Seger finances. A fine young lady who I hope to take to the pictures after this interview. Our Dorothee is the Marketing Manager internationally, no-less.

Where were you born and when Dorothee?  
 "Bit of June 1987 in Germany."

Saw? Pheal! None of this waffle business. Right Dorothee, gorgeous creature that you are, fine about actual?

"I enjoyed English, French, Italian and Russian. I also did a bit of Finnish (so when did you finish doing that? ENT EH? Cheerio - Paul).

"One of my language schools was in Genoa but I couldn't stand it in that

S



Starbyte's skatin' errand-boy Rolling Ronny.

# BULLET



Paul, Julie, Sandy (as Paul) and James White (as Paul) - Paul?

I noticed a lack of any names beginning with "D" there Dorothy, my beloved, but never mind - can't remember everything can you?

Any kids, and I don't mean Billy?

"My sister?"

Your sister? Well till I tell the Editor, do you hear that Ed? Dorothy's got a sister! Let's make a foursome down the wrestling, Friday night!

Now the difficult bit: How do you see yourself, Dorothy. Apart from stunningly beautiful, charming, voluptuous and a pleasure for all eyes named "Paul"?

"I'm a tall, arrogant, I suppose, but apart from that, I'm pretty normal."

Pretty is the word Dorothy, or can I call you "Dor"? Or even "D"?

## Masterful Markus

Only Markus Schaefer, the Managing Director/Production - the main man, the big cheese, the Boss - well, so far as production goes, anyway. Our Markus, with ten years' experience in this, till they call the computer business, was born in 1959 in Germany.

He is bristling with A-levels with special emphasis on Economics. So Markus, can explain to my Editor exactly why I should be earning three times the amount of money he gives me already - isn't that right Markus?

"Well..."

Well's your favourite city Markus?



○ PSD's - Markus' faves.

\*\*\*\*\*

"Sochran, London (right - Paul), Cannes (Erin, fine - Paul), Lusanne (Whoa, steady on there, Markus me at last - Paul)!"

How about books, Any faves?

"Almost everything by Spinoz, Franquz, Gasson and Roddy."

Never fear, dear reader - I haven't got a clue who they are either.

Markus is posted to a back or two (then the fat kidz boss) and something called (Lol)

Unberburg

Floyd? Hit me with the feet Markus.

"Gasserstein (sounds nice, wonder what it is?) - Paul) and paroxes with cherries

(Tutti - Paul)

Markus' favourite female is Claudia Schiffer, while his ideal is, er, himself

"Mr Perket," says Markus.

So how do you see yourself?

"Oh, reserved, normal (Normal) Always a bad sign, that - Paul), I like the risk but I'm very realistic, unbiased while my way of thinking is very logical, too logical (this would explain why I had to get Markus' interview translated from binary into English - Paul)."

## Er... the rest!

I was lucky to catch the other

three members of the team cheating at solitaire by the Coke machine. So I thought that I could do a bit of that "group therapy" that Claire Rayner's always going on about. Klaus-Jürgen Kraft is the managing

director/marketing, Sascha Teuber is the development & production assistant, whilst Andreas Seeböck is the programmer.

Born in 1955, '72 and '60 respectively, Klaus and Sascha's education centre on Economics whilst Andreas has a diploma in electrical engineering so he can fix his computer when it breaks up (I suppose Klaus and Sascha would just "buy a new one").

Unfortunately, Klaus has a shady past: he was once an... estate agent (shudder).

Sascha states he with Starbuck but Andreas has dabbled in a few games in the past including Aunt Arctic, Charan II and Telesax.

How about a favourite city then, please?

Sascha: "St. Tropez, Kingston, Walthamstow..."

Klaus: "Bangkok"

Andreas: "I haven't found it so far."

Ah, a lost soul is our Andreas. Try Milton Keynes, Andreas - it'll bring tears to your eyes...

How about a love game, then?

Klaus: "Protes"

Sascha: "Wirbel, Paradoxi, Probal Manager..." (Sascha is the only person I know who can say these dots. That's the second time he's done that - Paul)

Andreas: "Tedis and Aunt Arto" (Aa, or YU) write Aunt Arto! That's not fair - Paul)

Five books prompted more strange people that I'd never heard of, although

Andreas, came up (surprised with the Jungle Book - yes, yes, yes, Bace!)

As for the other questions? Klaus betrayed his combatsitic tendencies when he was asked his favourite food - "Chinese" he said. While I thought Sascha's favourite food was Duck and it was hit in the back of the head by a low flying tennis ball.

Raris (he of the hairy thighs) practices in the next block, apparently. Andreas' fave idol is, well, we're still waiting for that answer. However, Sascha's is Captain Crunch!

Finally, how do the chaps see themselves? Klaus sounds like a real nice guy. He's:

"... selfish, egocentric, arrogant and mean." (Don't call me Klaus)

Sascha is addicted to computers and football - aren't we all Sascha? As for Andreas:

"Yeah, I think he's okay, isn't he?"

Yeah. He's slight.



○ Markus!

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## *Creatures II*

Save the Fuzzies from a fate of death-by-mangling at the hands of Swedish monsters in this sequel to the award-winning *Creatures I* (yes, I think we could have guessed that last bit! - Ed). See the review in this lab - it's great!

## *Winter Camp*

Madness Mouse, the, er, mouse-dad, Ranger has to save his village from massive avalanches. Oh-er-oh! Rather predictably, this is the sequel to *Summer Camp*. Are we soon going to get *Spring* and *Autumn Camp*? I bet, this is brilliant too, so the review elsewhere in this lab should!

Now, we may not know exactly what you like, but we bet that, rather than slip down to the 'newbie's' entry level, in the wild, rain and, er, sunshine (if you live in Australia, you'd prefer it to the city of Amsterdam) *Commodore Power* isn't stopped, and we'll always meet your needs.

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- Creatures II*
- Winter Camp*

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 Limited", send off this form to: "Commodore Power Subscriptions", 24 Highbury Grove, London, N5 2GA - and I rather look forward to my first lab! Thanks *Commodore Power!*

**TWEET,  
TWEET, MAN!**



# THE BUDGIE COLUMN

WITH RICHARD TAYLOR

## THE SCORING SYSTEM:

- NOSTARS** So crap you'd think you'd  
broaden in something  
nasty!!
- A bit... er, rubbish!
- Still a bit on the duff side!
- Completely and utterly  
mediocre!
- Worth spending the  
budget-like spondoolies  
on!
- Truly awesome, dudes!!

### FL-TORNADO Zeppelin £3.99

This game seems to be loosely connected to the Gulf War in scenario. You fly a jet fighter over, firstly, a sea full of battle ships, a desert and jungle scenes.

As you may have gathered, this is a shoot-'em-up. It scrolls horizontally with a panaflex on the slower-moving clouds.



Your weapons can be changed; you start with a pathetic gun, but this can be changed by picking up icons



### STUNT CAR RACER

Kixx  
£3.99

After seeing the Amiga version of this game, I thought this one would look better. It really was an Amiga classic.

Surprisingly, the graphics are very fast and the playability is brilliant. I don't usually go for racing games but this one got me really hooked from the first go.

The race takes place on a selection of rather dangerous-looking tracks. Some of which really do look like rollercoasters. They have names like 'The Dream bridge' and 'Large Ramp'.

A computer pacer is put on the track, and is really tough to beat. Unfortunately, the brilliant feature of being able to link two computers together to race two players is not there. Surely it wouldn't have been too hard to do on the 64?

If you only buy one budgie this month, make it this one.  
○○○○○○

and then pressing space when the weapon you require is shown at the bottom of the screen.

Some weapons are quite good, the 'trip' really sends the bullets pouring out. Quite a lot of enemies can be on the screen at any one time, making it quite hectic at times.

It's not very original, and it's too easy really.

○○

### SHIMONI

Trenix  
£3.99

I hated the arcade version of this, it always seemed like a poor version of better martial arts games. As a C64 game though, it's quite good.

The idea is to rescue little children who have been kidnapped by several evil



people. Your defenses are fairly limited, and consist of Ninja stars, kicks and sometimes bullets.

Once you have rescued five children, you go to the next level. After a few screens, a large battle has to be dealt with. Your magic has to be used here, along with a few shots in his face.

There are quite a lot of levels, all pretty playable. A good game - at this price.  
○○○○○

## BUDGIE GAME OF THE MONTH





### GAME OVER 2 Samurai £3.99

Once again it is your job to rescue a beautiful female from the evil clutches of, er, someone very evil.

In the first part, you fly across the surface of a planet in a Scanabylbye shoot 'em up. The levels change from time to time, and when you have completed three screens in this style, the next section is loaded up.

The graphics on this bit are really brilliant. In this part you ride on the back of a strange water-dwelling

you need to be very precise sometimes.

OO

### DISMARC Alternative £3.99

Take one mark, add a bit of sci and what have you got? The Dismarc! (200 format - £4).

In this game you must sink the Dismarc in many different ways. One screen is like the first bit of Death Head in which you control a gun on a boat and you must get the angle of fire correct and shoot to sink the ship. This is quite fun, really.

Other parts include a view

amazingly buggy in the first version. It is very similar to the arcade original. It's very addictive to start, but can get frustratingly difficult too soon.

There are absolutely loads of levels to complete (the



deeper dangers is actually a date file for the first game) so it'll keep you going for a good long time.

Great value at the budget price.  
OOOOO

### 3D POOL Kixx £3.99

I played the Ariga version a long time ago, and found it very difficult to play. The 04 version has, surprisingly, the same movement in the way that the table you play on scrolls around. Quite impressive, really!

The cue ball is aimed with a small mark on a static ball at the top, which takes a bit of getting used to. Aiming is a difficult task, though, and it can prove very frustrating.

The graphics are good but it's a good idea that early balls on gameplay. If you like pool simulations, there are better ones around.

OO

### QUANTRO FIGHTER Codemasters £3.99

I've never really been impressed by the quality of the Quatro games, and this pack follows in similar fashion.

The first is Quantum Angel, which looks like a cheap imitation of some God-awful Spectrum beat-'em-up. The graphics are very bland (single colour) and the gameplay doesn't really shine. Not really worth many pence.

Mig 26 is probably the best of the two - and even this is fairly poor. It was released a while back on its own as a budget one and I don't like it then.

You fly a Mig 26 jet fighter over a series of changing landscapes, using

different weapons to combat different types of enemy. You get limited amounts of most, so ginger as you like!

The graphics are OK, but gameplay isn't great.

The other two games aren't great either. One consists of flying a plane over a scrolling landscape, shooting things. The other is an attempt at a horizontal Commando, which could have worked but the control was so awful and there were so many bugs that I didn't play it for long.

The idea of four games on one budget-priced tape is great, but the quality is awful.  
OO



### SIGNOSE Codemasters £3.99

Is this the character from Tazooz Goes Ape? It sure looks like him!

In this adventure, Signose goes to America in an attempt to free his jungle friends from the evil clutches of, er, the Americans I suppose!

It takes the form of a scrolling platform game, with lots of ladders and things. You can hurt rocks at any spot that looks like it may hurt you, and keys and other objects may be picked up.



Don't pick up anything that looks alcoholic, as it disturbs the control somewhat.

The graphics are reasonable, and the music is pretty cool (the idea, though, isn't great, it's all been done so many times before). It becomes boring and tedious after a while, but anyway, using this type of thing will be amusing for many an hour.  
OOO



### GHOULS and GHOSTS

This moves on to going underground to the enemy base in a side-screen exploring-type game.

In all, very well presented with great graphics. A very playable game that will keep you going for a good long while.  
OOOOO

### GHOULS and GHOSTS Kixx £3.99

This version has been reviewed so many times recently, in compilations and



the like. My opinion is still the same, the original is better.

The control on the character is quite fiddly and

from a cockpit of an Starfighter (SN'T fighter) which proves to be difficult and boring.

Quite a few vehicles to work out, and a fairly original design. Pretty boring though, I thought.  
OO

### MULTIMAX 4 Kixx £4.99

This pack consists of all the Gauntlet series, apart from the 3D version. They are Gauntlet, the deeper dungeons and Gauntlet II.

In case you don't know, the idea behind these games (they are all basically the same with different level designs, creatures, etc.) is to guide your band of merry heroes around an endless series of dungeons in an attempt to, er, I don't actually know. Escape, maybe?

Two people can play at one time, and it takes the form of a multi-direction scrolling top-view type of thing. The graphics are pretty good throughout, and the play, although sometimes

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*'Arkwright'*  
**SPORTSWEAR**

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# OZIN' EUGENE'S SCUM OF THE EARTH

## Dr. Eugene's game cheat pharmacy

"Step aside, I'm a doctor!" Eugene announced as he pushed his way through a crowd of people, to a violently-convulsing person lying on the pavement. "Open your mouth and say 'arr'!" he said. The person responded with a pathetic gurgle.

"I will now cure this person with my magical 'cure-all' pills that I, Dr Eugene Oodryness, have developed over the past three and a half years". He then dug into his pocket, produced something that looked rather like a yellow smartie, and popped it into his 'patient's' mouth. After a moment of coughing and swallowing, the person jumped up and stood with a huge grin on his face.

"Cheers Doc, I feel great!" he exclaimed, and proceeded to jump around.

"These pills are only 15 pence each, and are for sale now" Eugene announced.

Half an hour and a swifft bit of business later, Eugene walked into the pub with his 'patient'.

"Cheers Dave", he said, "same time tomorrow".

To start this month's stuning column, the level codes for *Ninja Massacre* from Chris Groves is in flow:

4-SNOW  
10-ROCK  
15-STAG  
20-BARD  
25-HOLE  
30-HUGE  
35-EASY  
40-WIDE  
45-COLE

Cheers, Chris, a five is on its way! The first of CP's big-cash prizes this month!

## RODLAND

A couple for this one, first from Ross Rowbottom in File.

When you have spent EXTRA, turn on your satellite (if you have one) and you will skip to the end-of-level screen. Keep this on, because even when you have defeated the end-of-level badde, the screens will keep on skipping.

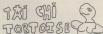
The second tip is a proper cheat inside. On the high score table, enter your name as **ONLY JOEJOE!** and it

should respond with **CR AM IT**. If this happens, you now have unlimited lives.

## TAI CHI TORTOISE

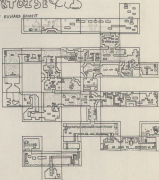
Now here's a rather splendid map and solution for *Tai Chi Tortoise* from Richard Beckwith in Wigginton. Ten quid on its way, Richard.

Go right, right, right, right, take scroll, go up, take cross, go down, left, left, left, take



MAP BY RICHARD BECKWITH

- 10 - Blood
- 11 - Chest
- 12 - Small
- 13 - Core
- 14 - Crown
- 15 - Head
- 16 - Hand
- 17 - Shoulder (to 17)
- 18 - Girth
- 19 - Eye
- 20 - Eye
- 21 - Eye
- 22 - Eye
- 23 - Eye
- 24 - Eye
- 25 - Eye
- 26 - Eye
- 27 - Eye
- 28 - Eye
- 29 - Eye
- 30 - Eye
- 31 - Eye
- 32 - Eye
- 33 - Eye
- 34 - Eye
- 35 - Eye
- 36 - Eye
- 37 - Eye
- 38 - Eye
- 39 - Eye
- 40 - Eye
- 41 - Eye
- 42 - Eye
- 43 - Eye
- 44 - Eye
- 45 - Eye
- 46 - Eye
- 47 - Eye
- 48 - Eye
- 49 - Eye
- 50 - Eye



# SOZIN' EUGENE'S SCUM OF THE EARTH

glass go left, take hook and drop scroll, the man will cast a spell, go right, right, right, down, down, right, down, right, take rock, go left, up, left, left, left, take tape and drop glass to put out the fire, go left, left, left, down, take the chest, go down, down, right, down, right, up, get fish and drop cork to stop the whale blowing water.

Go right, right, down, down, right, left (on bottom layer), left, down, down, take cog, drop tape, go left, left, up, take penny, go down, right, right, up, up, right (on the top layer), go up, up, right, left, take ball and drop penny to pay the man.

Go right, take fireaxe and drop ball, go left, left, left, up, up, take egg and drop the firework to kill the snake, go right, take the baroque and drop egg, go left, down, down, down, down, right, down, right, right, take the red box and drop the cog to start the lift.

Go up and shoot the rat a few times to win the game.

**NOTE:** Pick up every chest.

You have to lose at least

two lives in the water but can get those back from the chests.

And finally a chest, requiring the Action Replay cartridge. **POKE 24000, 165** gives you unlimited lives.

## DOCTOR EUGENBE'S ADVICE CORNER

And here a plea from Tommy Tanker in Chestle Hulms:

**Dear Dr Eugene,**  
Recently I have been developing rather unpleasant hairs on my toes. They are green and tough, and when my toenail clippers are unable to remove them, can you suggest anything? **T. Tanker**

**Eugene says:** I suggest standing in a pool of acid for a few minutes. If this does not shift them, then surgery is your only alternative.

## TURRICAN II

You will need an Action Replay cartridge to enter these jokes: **POKE 2721, 175** **POKE 2580, 175** **POKE 4517, 185** will give you unlimited lives and time.

## WINGERS CORNER

First while this month comes from Karl and Ryan Daniels. They are stuck on

**Treasure Island Dizzy.** They can only find 24 of the 30 gold coins and cannot get past the man on the island.

**Phil Daniels** of Chumbeury would like to know the password for level 14 of **Learnings.**

Phil, I'd like to answer this in two parts. 1) You're very sad and 2) You've got the wrong magazine.

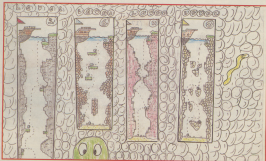
## BUBBLE DIZZY

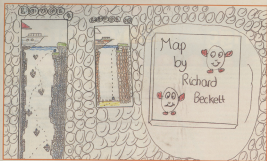
Now for lots and lots of maps and tips (well, ten actually) from **Richard Bennett**, for the game.

Cheers Richard, you really are becoming a true Dizzy killer! Cheers take note, Richard wins a further ten

sounds for his bill tips. And his expert pieces of advice are:

- 1) The small blue bubbles on the map show which platforms to land on.
- 2) The dotted line on the map shows the route to take.
- 3) The starfish can home in on you but can't move off a platform.
- 4) The octopus will harass in situ but has to go to the far ends of the screen each time so it can be jumped but will follow you up the screen.
- 5) The octopus comes in on you in all directions.
- 6) To dodge the octopus travel on the fast bubbles on level 10.
- 7) If you have to land on a spike or a thornier, land on the thornier as they don't drain your energy as fast.
- 8) If possible, try to jump on the top of a stack of bubbles as then what the top one bursts you will just fall onto the one underneath.
- 9) You can stand on the Metalic-looking thornier when its eyes are shut but when it opens there you fall through it.
- 10) Action Replay jokes = **POKE 25800, 175** for unlimited lives
- 11) Hurray!





## QUICKIES

Type in **VWALDI** on the title screen (a few times, as seems necessary) of **Blaxx** (Kata and the border should change colour. When it does, use A B C D E F for the different tracks.

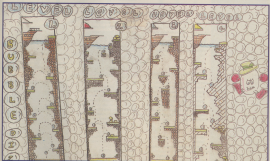
And on **London Football**, enter your name as **LETS-CHEAT** (entering a space in place of -).

That's all, peoples. Dr Eugene is back in surgery next month and he wants to hear from YOU! From respiratory or back problems, to strange hairs and growths, the doctor will do what he can to help. Oh, any games tips and cheats might be accepted as well.

Cash prizes to the best, so hurry now!

The address is:

**Dr Eugene's Heinous Laboratory, Commodore Power, 24 Highbury Grove, London, N5 3EA.**







# Riggers plays games

sounds like fond, of which there are a lot in Norway... (Rate out)

## MSL TWO-PLAYER SOCCER

### MASSAGE

MSL (GAME)

It might not be the most exciting. They could, if they put their minds to it, probably do better football manager game. However, they could not do better than this. "Totally useless documentation with unorganized strategies and no attention paid to graphics, etc."

## PAID

### OCEAN

1989

Very unusual surprise — a start-up computer version of the classic. This one is tough to win, but it's a lot of fun. It's a turn-of-war strategy game. You have to build up your army and attack the enemy. It's a lot of fun, but it's a lot of work.



## BIT FIGHTER

### SHOOTER

1989

When appeared to be a very crude space-op game, it turned out to be a very clever shoot-'em-up. The editor is readable and the graphics engaging. This one is a good thing.

## AN ANIMATED GAME FOR THE PEOPLE

### OUR

1989

Not, get to be a start-up, but it's a lot of fun. This game is for real and it's a little different. It's a really good thing. It's a really good thing. It's a really good thing.

## THE POWER

### MANAGEMENT

1989

A lot of people game titles, but there's a novelty. Although not all that interesting it is pretty darned playable at the same. Graphics are pretty simple, although the sound's okay. (Based on playing things to, um, that's all I can say about really... in a nut)

## WINGS OF MEDUSA

### SHOOTER

1989

It's pure tradition, the Europeans are really enjoy when it comes to designing decent games. Great graphics too as for the graphics? Forget it. Medusa is a German work, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## SOLO

### SHOOTER

1989

It's appeared to Australia (Australia and Spain) (Australia). Probably the most well known that is that top of the head. It's a really good one, but not a good one. It's a really good one, but not a good one.

## ROBOTECH

### SHOOTER

1989

The Big Apple has entered into an ecological crisis. You control the city, 1989-1990. It's a really good one, but not a good one. It's a really good one, but not a good one.

## ROLLING JOINTS

### SHOOTER

1989

When appeared to be a very crude space-op game, it turned out to be a very clever shoot-'em-up. The editor is readable and the graphics engaging. This one is a good thing. It's a really good one, but not a good one. It's a really good one, but not a good one.



## ROUND THE BEND

### SHOOTER

1989

This must be the best of the best. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

the publishing rate arrives, the whole it has been taken up by Dan Coss. Not a bad game but not a top piece, by its merits. Should have been released as a budget game.

## SHOOTER

### 17th CENTURY ADV.

1989

Published, although very average technically it's worth a look for its striking gameplay. However, the lack of any outstanding features or graphics advanced means that you'll exhaust the game after a short time as London takes.



## SHOOTER

### WORLD CUP

1989

Very good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## SHOOTER

### SECURITY

1989

It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.



## SHOOTER

### OCEAN

1989

Yes, there's a change. Instead of being frustrated by the game, you'll find you can get down into the game. It's a really good one, but not a good one. It's a really good one, but not a good one.

## THE EMPEROR

### OCEAN

1989

It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

Great and enjoyed it, then I wish you'd like 'The Emperor.' I appear to be old again. This game is like 'The Emperor.'



## SOCCER STARS

### SUPERS

1989

It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## SPEEDWALK

### SHOOTER

1989

This is a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## SPOT

### SHOOTER

1989

A game with the Nintendo effect of the 'Spot' game. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## STARTRIP

### SHOOTER

1989

It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.

## SUPER HEROES

### SHOOTER

1989

It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one. It's a really good one, but not a good one.





shown. It's all together now... a complete! This time, we've got *L.A. Law* (2 info, can't say goodbye), *Indiana Jones and the Last Crusade* (info, get ahead and get a hat), *Smile 2* (joggy and know Guard) *The Spy who Loved Me* (but have left his phone number).



#### **SUPER SPACE PACK**

**US DICK**

0000

Another compilation for your destination, or any other yet you might have lying in your house. This time we've got *Cricket*, *Case 9*, *Italy 1990*, *American Flag* and *International 3D Tennis*. Update a destination of games for the year.

#### **SUPER SPACE INVADERS**

**CRASH**

0000

AA, Space, Famous for *Philly Phanatics* and that funny hats, the game's color. Not many people are aware of the Spanish version of the game which features small lightguns shuffling down the screen towards your spaceship. Every time a bullet from your ship misses one they all shout "Ole, Ole".

#### **SWITCHBLADE**

**GRIND**

00

Texas has been invaded! (Yeah - yes, honestly, it was in all the colour supplements). In fact, this wasn't game to much publicity that they commemorated the occasion with the game license. *Switchblade* is a decent beat-'em-up arcade-commission but it's very unoriginal.

#### **TERMINATOR 2**

**OSCAR**

0000

Terminator's back - it's about as broad as his last. This time the man with more muscles than James is a body. The opposition is a string of cyborgs, etc., etc. (update called to everyone else). The game offers a mix of arcade and puzzle modes which has become the norm in *Terminator* film licenses. Not

amazingly exciting but very competent in all areas.



#### **THUNDER JAWS**

**OSCAR**

00

Take your underwater. *Thunder Jaws* has created a plastic ocean and army of generic sharks to take over the world. Finally, you aren't really safe. Graphics and sound are average. The game is easy to get into but the conversion from the coin-op is disappointing.



#### **TOP GUN**

**OSCAR**

0000

You play a pilot, changed by a magic shaggy from a handsome pilot camp, led to join the program. Great graphics, lots of action, almost unexciting... good gameplay and stuff. Most platform-type arcade game doesn't leave you shouting at and down shouting. Original (original).

#### **TONY LA RIVIERA'S ULTIMATE**

**BASEBALL**

**OSCAR**

0000

A shame. This game is basically superb but it needs to make on the *Complete Baseball* out of its league. Ultimate Baseball is a baseball game (I don't say that) that can be played on a number of ways: arcade, strategy, motion etc. It's often a pity that no-one understands the rules. But, hey, *Crystal Palace* have a same system with football - and they won the World Data Cup (yawn).

#### **TURBO CHARGE**

**SYNTH**

00000

Well, what can you say about this game (except empty). Oh, yes, here's the scoop. Don, pretty average most car game if ever there was one and there better had been otherwise talking about something else. Flashy good graphics, fast, fast, strong music, top-of-the-line music gameplay. This game will take your headlights into a frenzy sending them screaming over your tight shoulder in a delirium of pure-primitive predations.



#### **TURTLES IN TIME**

**ADVENTURE**

0000

In those pretty green books - the *Turtles* again, springing out of the screen, manhole cover sailing, broken like, through the ceiling. This new game is another sideways-moving beat-'em-up in a decent game but the book will probably wear off after a dozen.

#### **WORLD CLASS RUGBY**

**OSCAR**

00

Just who do you think they are, eh? (Based on that), *Woody* differs from the others, or should that be 'Woody'? Next time, when we make them over from country, they should be a properly. After all, if it wasn't for an idea, then *Woody* was never made but of it.

#### **WIMPS OF THE DESERT**

**REARVIEW**

0000

*Woody* looks nice, very nice indeed, really. Good to show you can be done of the CGM after they put their fingers in it. After, the gameplay is pretty average, mediocre even. The game is slow off to your friends - but don't bother play it.

#### **WORLD CHAMPIONSHIP SOCCER**

**CLIVE**

00

Oh dear, oh dear, oh dear... oh dear, oh dear... oh dear. Just tell me this, *Right* How come, after the *Amateur* it's a sports one on one of main sports - it's a shame. When we English do it - it's a shame. *Amateur* - one piece of that orange pad.

#### **WYTHA'S**

**OSCAR**

00000

*Wytha* is probably the best RPG ever to walk into a CGM. In fact, many people thought that the huge program, available previously only on the PC and Amiga, would never be converted onto the Commodore image memory. However, the job was done like in a number of the best scenarios. Firstly, the CGM is a 3D real-time game as far as I know, and the Amiga's 3.5 inch disk, in fact, almost three quarters of an inch large. So there was more room to squeeze into. Of 2000 on *Wytha*, the CGM floppy disk alone is the largest in the business (it's built like a brick). There were many hidden corners of the disk the code could be squeezed into. Finally, as the CGM is gone to not

completely fill the grey CGM casing. Unlike it could also be stored in the empty space, wrapped in small pieces of tissue paper, ready to be housed into the program as needed.

#### **WYTHA**

**OSCAR**

00000

It's pretty remarkable the amount of people who watch *Wytha* on Sky TV and actually believe that more than they see on screen is real. I can see a wonder lighting for who is a tall and tall *Wytha* guy who only needs to do it on the CGM to be able to do it on the CGM. It's a wonder that more people don't watch the game? Well, maybe not.



NEXT MONTH

in the 4th "Crackerooni" issue of

# COMMODORE POWER

\*\*\*\*\*

All the latest news, reviews, interesting views (of small towns in East Australia) and no Garbil poo (we promise!). A new series of hints and tips with all the top cheats coming from the programmers themselves, along with the ultimate A-Z of CG4 cheats for all the best games ever.

**Plus!** Post Apocalypse will be here, along with Riggers, Big Thrills and loads more!

ROBIN:

Holy hole in the exhaust pipe, Batman, we'll never get to the reviews on time for the latest Commodore Power issue!

ONCE AGAIN A  
TOTALLY MIND-  
BLOWING FREE  
TAPE

Absolutely packed  
with games and  
demos - better value  
than any other c64  
mag!



BATMAN:

Shut up, Robin, and keep pedaling!!

**A NINJA SPECIAL!** We  
look at all the ninja games  
through the years and even  
provide you with a couple!  
All the best dissected!

\*\*\*\*\*

FREE

Something so great we can't reveal it yet but by the Gods it shall be tremendous.

A woman with long black hair and a black gothic-style dress stands in a fantastical landscape. In the background, there is a castle with spires and a bridge over a body of water, set against a backdrop of mountains and a sunset sky. In the foreground, there are purple flowers and butterflies.

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