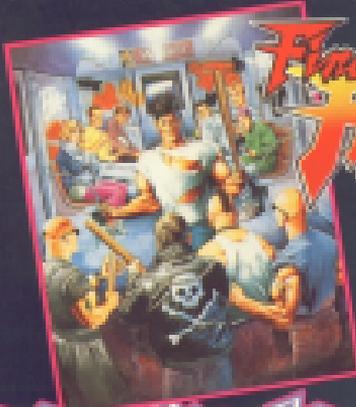


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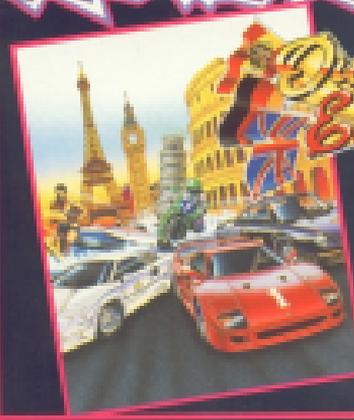
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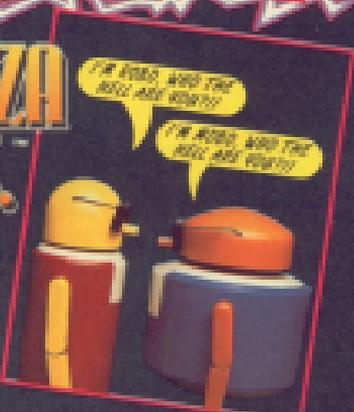
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their cool, lay their hands
on some hot property and
still avoid the blues? It's up
to you!

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All these titles are only intended to be illustrative of the gamelists and/or the screen graphics which vary considerably between different formats in quality and appearance and are subject to the publishers' specification.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX, Tel: 021 626 3366.

POWER 16 PACK



HEAD THE BALL THE CENTURY

This deviously tricky always something full game will send you bobbing. Destroy or avoid the troublesome monsters, and pick up some goodies on the way. Be

careful. This is a platform game that requires precision joystick control. (You have been warned, now get in there!)

CREATURES II

THE AMIGA

Simple addictive fun from our column the Amiga boys. Guide Clyde through heavy wonderful mayhem, saving poor fuzzy birds as you go. It's a Collier in the making, and no mistake.

FIRST SAMURAI

THE AMIGA

Warrior of the past is reborn into a future era with magic, bubbles, and action. You'll be playing this demo for weeks to get stuck in!

MISSION IMPOSSIBLE

THE CENTURY

Ward amede action in the classic mood. Guide a bubble through a maze of odd things. Er, it's a bit strange...

Special

GRAPHIC ADVENTURE CREATOR

68 Four pages of instructions and tips to complement this month's cover offer start on page 58.

Go ahead - design your own adventures. It's easier than you might think (and we'll help you along). There's ample instructions and lots of helpful hints from original publisher Ian Andrew. It's all there to you...



PLUS BUNDLE 54 ALERT

Completions ah! There are lots of the slightest, but are they any good? We list the list on all the latest releases, and decide which ones are worth looking out for. Everything from multi-game bundles to those special packages are reviewed by our man with the pencil, Neil West

All the new games for 1992 are here...

POWER 16

80 DOUBLE DRAGON III STORM



HOORAY!!! It's best 'em-up martial arts tale in previous time again! Prepare yourself as Billy and Jimmy return for more hard-core side-scrolling beat-'em-up style. The stuff you get up to in this game makes Jackie Chan's exploits look as feeble as flower arranging.

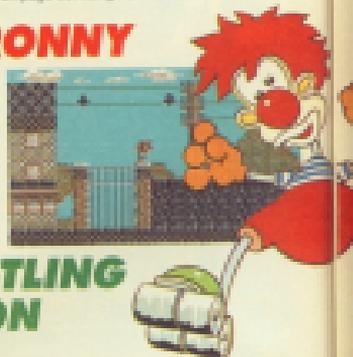
But this is the first time Storm have programmed a DO game. Is it a promising achievement in a cringing catastrophe? We put the details due to the ultimate test there in our page 80. Kang Fu? Hal! He! PowerTest!

88 ROLLING RONNY

VIRGIN

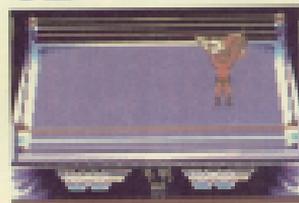
So it's easy to be a secret agent, is it? There's nothing wrong with a roller-coasting spy, even one who skates along telephone lines and has a second job as an errand boy.

Is this funny plot a good starting point for a platform game? Or does it set your alarm bells ringing? Tread carefully in the direction of our PowerTest on page 88. Things are set to get even stranger.



WORLD WRESTLING FEDERATION

OCEAN



WWF superstar Hulk Hogan and others band over headlocks to beat the hell out of one another. It's exciting gone silly! Most and what's more, it's on the CD.

But have Ocean tried in vain to get their license to work? Or could this be the game that puts a halt on any other? We've spent 30 rounds in the ring with it and it's looked as well for the duration. Try some outrageous moves and spiffy graphics, check out our WWF PowerTest now, on page 92.

BART SIMPSON VS THE SPACE MUTANTS

OCEAN

Here comes the kid with the attitude problem. He'd the world's most splendidly famous under-achiever and now he's got the ball taking on aliens, man. So could he be the next number one? Can Bart even count to one? Eat our PowerTest now, man. MHOOSH!



and they've been...

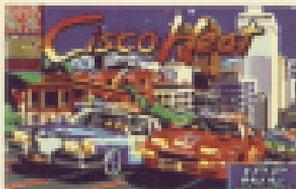
TESTED!

34 CISCO HEAT IMAGWORKS

What a con-op this was. Why? When a game with fantastic graphics, stunning speed and superb sound turns up on the CD, we're always here to see what happens.

After all, who can turn down the chance to drive a high-speed police car?

So, is it 'Hotshot' all round in the race of engines? Or does it break down the moment you get it home? We took under the bonnet in search of a Coloss on page 34.



36 THE BLUES BROTHERS PALACE



Everybody loves a platform romp, especially when the stars are Jake and Elwood, hilariously making their debut on the CD, 12 years after the cult film first appeared. Is Palace's effort destined to achieve the same status? Or is it too little, too late for this mad match?

Join us as we join them for a Gorking, magical musical time, spiced up with more than a splash of colourful characters and console action. There's a happenin' PowerTest on page 36.

44 SUPER SPACE INVADERS DOMARK

These guys just won't give up, will they? The suitsies keep coming back for more (have a look right, they're just given you a wave). Am yourself for another massive invasion of lands from outer space. Domark's been busy and gone to it that there are plenty of 'em, and they're all as dumb as rocks.

But is this an out-dated nostalgia trip, back to 1978 and the days when any graphics were great? Or have our space invading foe finally come of age? We PowerTest waves and waves of the fighters on page 44.



79 WORLD CLASS RUGBY AUDIOGENIC



Just a couple of months late for last year's World Cup action, AudioGenic try their hand at the latest sports fixation. All the funny rules and ridiculously shaped goalposts you expect in Rugby are there. You can choose to play nearly every team in the book as well. But will you want to? Have the big A cartoonie Domark or have they delivered a dose? You've already seen last month's cover-page items. Now spend 60 minutes with our page 79 PowerTest and see if you're converted.

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Mull over more new compilations than you could throw a CD at.

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The Rowland brothers continue trying to convince you that they've been working hard on their new game.

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63 THE MIGHTY BRAIN

Your letter answers gets grumpy.

73 INSIDE INFO

Service CD4 stuff for all you circuit board explore types.

80 NEXT MONTH

Prepare for the public domain!

QUICK START

FULL GAMES

MISSION IMPOSSABUBBLE

It's a bubbly physics puzzler wherein you must guide your bubble through an arena along maze-lined with goodies, and a nasty bubble that needs to be served.

HEAD THE BALL

Stick your stick into port two (or three) and bounce a weird bally-frog head through all manner of obstacles. It's a challenge all right, but are you up to the job?

DEMOS

FIRST SAMURAI

Probably the most rapidly created martial art game to grace Nintendo graphics is mixed with great gameplay. Kick off by plugging your stick into port 1 first. We've got here to notify the best demo CD has ever featured. There he is.

CREATURES II

You've followed the Clyde Gribble, now play the demo. It's absolutely simple as a Christmas kind of way, but just wait till you start playing. Unhappily, I do...

NO LOAD ZONE! NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

- 1) Switch off the machine, and start all over before you try loading again.
- 2) Check that your machine is set to load by loading a piece of software you know works properly.
- 3) If all attempts fail, put the tape in a strong poly bag, with a Stomped Addressed Envelope, and send it to:

Ablex Audio Video Ltd,
Harcourt,
Halesfield 14,
Telford,
Shropshire,
TF7 4DD.

Ablex will readily send you a replacement cassette. Please DO NOT send the tape to Commodore Formativ Baff, as this will also cause the replacement process to such a degree that it could take months for you to receive a replacement.

NO LOAD ZONE! NO LOAD ZONE!

Best ever demos on COMMODORE FORMAT, January 1992

POWER PACK

We've been banging on about First Samurai for months. Now it's your turn to have a go. We reckon you'll be impressed by its colour and playability. And then there's Creatures II which is more fun than a lorry load of blimmin' kangaroos. Add to that the two full games and GAC, and you've got some real corkers...

21ST CENTURY ENTERTAINMENT

Joystick in port 2

This refreshingly addictive arcade game is destined to eat your procession. The idea is simple, the game is not. Take one bubble and guide it around a maze, avoiding other bubbles and wandering ninjas.

As you go, you have to collect eight pieces of a map. These are lying all over the place, so there's no problem about finding them. However, you can only pick up the pieces in the right order and there's no way of telling what the right order is. To make matters even more complicated, there's a little bubble at the other end of the maze, which you have to reach.

And yep, you guessed it, you can only release your bubbly buddy once you've collected all eight parts of the map. Then you have to get back to the beginning, at which point you're teleported to the next level.

On your level you're going to be hassled by those other bubbles and ninjas, but you can destroy them (increasing your score in the process) by squirting bubbles at them (ie hitting the fire button).

But beware! If the nifty is too far away (or even too close) you'll miss, and the last thing you want to do is get stomped on by a sub-boss-like bubble.

Oh, yes, life becomes even more complicated when you realise that it involves stepping into teleporters after every other turn. Teleporters are all over the place and they're the only way some parts of the map are connected to the rest of the level. Miss those and you'll be limping about like a fool for good. Eat the mushrooms for energy, keep your eyes peeled and your finger over the fire button. Last point to

**FULL
GAME**

MISSION IMPOSSABUBBLE



Teleporters can be shortcuts or essential routes. Keep your eyes open at all times or you'll miss the magical moment.



Keep to the paths, keep away from the bricks and eat everything that looks important or you'll be a squashed bubble.



It's good old back 'ol slash stuff at first but look for anything you might be able to pick up. Weapons abound.



Mystical energy is important and you can gather more by killing opponents. You'll see the brackets.



As with all good martial arts games, some battles are tougher than others. Unpleasant, but it's fun.

IMAGEWORKS

Jetpack is cool!

We previewed this in *CP12* and we said then that it looked mightily good. It's now much nearer to completion and we can bring you this exclusive display of 'Yoshi Image and Imageworks' handiwork in what could be our biggest ever playable demo (yes, they keep getting bigger) — the whole of Level One. So load it up and get playing!

Right, you've got this cameral dude, so far so good. Try out a few moves. You can kick, punch, crouch, jump and walk. On the left side of the panel at the bottom of the screen a white bar shows how much physical energy you've got. When this runs out you lose a life. The white bar on the right displays your mystical energy level. This starts off at 00 but every time you kill a creature, its mystical energy is removed and transferred to you (you can see this happening). When your mystical energy increases to a sufficiently high level you receive a magical sword. Your old punch and kick manoeuvres are replaced by various sword stances. Your mystical energy suffers when you get hit and you can lose the sword. But don't worry, just kill some more creatures and you'll get it back.



Now then, you probably want to know what to do, so let's get up. To finish the demo you have to get past an active volcano. The only way to get past it is to extinguish the flaming thing. To do that, you'll need to collect a number of special devices. These are hidden in chests throughout the level. You have to smash a chest open in order to see (and get) what's inside it. Sometimes a chest contains extra weapons such as axes or knives. Once in possession of such weapons, you can activate them by holding down the fire button and moving them by holding left or right. Four samurai will then fuel a number of them in the indicated direction. Other chests contain food. Tuck in because this is the only means you have of replenishing your physical energy level.

But there are even more chests and these contain magical items. You can't pick up a magical item unless your mystical energy level is fairly high but that's all we're talking you. The rest is up to you. Okay then, we'll give you a few tips. The lamp reveals objects in hidden locations. The face that appears occasionally is a friendly wizard. When he shows up, you ought to be using an object. If you're not you're obviously doing something dumb. Walls are not always what they seem. Judo trees are indigenous to Japan as are pecker calculators. Sayonara.



To complete the level you must collect a few objects. This can only be achieved by picking up the right objects in the correct order. It isn't easy.



Walls may look pretty much concrete, but the back of the wall is in fact a thin barrier, most noticeable a few blocks. Check around for the level route.

FIRST SAMURAI



So, you reckon you might make a pretty useful adventure creator buffa. You know what? Not! Not, think again. Even with this top-selling program it's no fence. We haven't enough space here for full instructions, but if you're in page 68 you'll find four pages packed with hints, tips and essential advice. We've even drafted in the game's original publisher to offer some points of wisdom. And there's a competition to find the best adventure written by a CP reader. It could even be published on a future *Powerpack*. If you want more info check out our special

instructions offer in the same page. You don't have to get hold of the full instructions, but leading professionals will definitely be interested.

One word of advice. This program essentially makes a difficult task much easier, but that's not to say you'll have created the next *Zork* over a rainy weekend. The idea is to be creative, have a bit about game production, but mostly to have some fun. We're certainly not a sponsor with this program in the CP office, and we reckon you will too. Get stuck in.



When the Apex Bugs (Crawford's addition) and Golem Guide (original) send their doom would be too serious, we were terrified...



...but even though it's totally simple, it's also not a simple fix. Because the furry on the landscape from one ledge to another...



Watch the slippery snow, you're sure to fall even if you wobble about too much. And don't forget that there are always more features.

CREATURES 2

THALAMUS

Joylick in part 2

Please put your friends together for the funniest! Putting in a special appearance on our coverage (and bringing to it something of a Christmasy twist) is the fantastic game that appears as an insert in the forthcoming Thalamus release, *Creatures 2*. This totally additive single screener gives you control of two trampolines carrying funnies.

They have to catch fuzzy bunnies who are thrown from the ledge above by the mean green creatures perched there. Then they have to bounce the bunny to the safety

of the ledge on the other side. And when their catapulted puff is safely landed they have to return to the first ledge and catch another one.

The more creatures you rescue, the higher your score, but you face a few problems. As you can see, it's snowing. That makes the ground slippery, so if you run too fast in one direction, you can't stop. To fill the trap-hole, you press the fire button and move the stick left or right. But if you don't get the timing right, you'll simply send your falling fuzzy. Take too much time and you'll miss one of your mates. (You can become more than one fuzzy at the same time.)



All the silly humor of the original *Creatures* is back, along with loads of bunnies. It's a lot of laughs and no violence...

HEAD THE BALL

21ST CENTURY ENTERTAINMENT

Joylick in part 2

This game's going to have you grinding through the joystick cable with your little sister's teeth. You control a head, and a professional gun-collecting one at that. The game you're after are dispersed covertly across an increasingly hazardous landscape of platforms and bouncer's pillars.

Three varieties of variable little monsters occupy strategically troublesome vantage points along your route. Some of them patrol left to right, others float up and down the way your mother does when you strap her to a sufficiently large helium balloon. Come into contact with any of these levels or fall off a platform and you lose a life. While you're cautiously playing this (and raising the timer count proceeds seconds away), pull down on the joystick while keeping the fire button

21ST CENTURY ENTERTAINMENT FULL GAME



Get your head and the monster by mouth or by balance but bear in mind that you're only as many seconds to run. After they're gone, so are you. Take it slow and easy.

pressed. Doing this repeatedly cycles through your inventory of weapons (of which there aren't all that many). Your choice of weapon is indicated in the center of the panel right at the bottom of the screen display.

There are three weapons.

Fire - This is the default weapon. You have ten shots which are launched in an arc towards a fairly close target. After ten more that if the target is too close, you'll miss. You turn your gun with a steady 180 turn.

Shield - You only have one shield. When you use it a counter starts down from 10 to 0. While your shield is working you are invincible and kill any monster you bump into. You turn your gun as long as the shield lasts.

Bombs - You start the game with two smart bombs. Detonate a smart bomb to destroy everything on the screen.

You can jump great heights by pushing up on the joystick. Jumping is a pretty good way of getting past monsters because your supply of ammo is forever limited. Ammo is not replenished when you lose a life. So if there you to discover the rest. Anyone who completes this while the kettle is boiling is a hero or a big bag.

2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

2-HOT

2-Handle



ocean



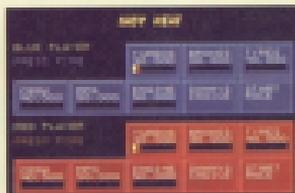
AMIGA ATARI ST

ocean

AMSTRAD
SPECTRUM
COMMODORE



Big cash prizes are available for speed freaks who manage not to roll up bricks.



Players can pump up their 'meats' as they score more abundant cash prizes.

INDY HEAT

Do you remember Ivan 'Iron Man' Stewart's Super Off-Road Racer (rated C-)? Just in case you don't, it was a off-road truck racing game converted from the excellent Leisure suit up. Now Leisure have come up with *Indy Heat*—a sequel that's even better—and the CD4 version looks hot.

Unlike *Off-Road Racer* (which was converted by Greafgold), *Indy Heat* is being

programmed by Stern, who are currently on a roll of great games with *Beak*, *Hedland* and *Double Dragon II*.

In *Indy Heat* you race Indianapolis 500-style around a series of 18 different tracks. The yellow car is always driven by Indy Champ Danny Sullivan, but you and two other mates (yes, it's a simultaneous three-player game) get the chance to challenge for the title by scoring points over the 18 circuits.

Winning races brings big prize money which you can spend on upgrading your wheels of steel. There are bigger and better engines, new brakes and tyres, a faster pit crew and powerful torques that give your car a kick of speed every time you push the fat button. There's also the added technicality of pit stops to refuel and repair your turbo-charger. If you hit the walls, scorch the brakes or waste the tyres around tight corners then you have to pit stop more often, which is, of course, a real pain in the driving seat.

To make pit stops even more painful, the other competitors can knock your



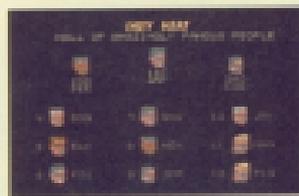
car off its path, slowing tyre changes don't even further. Warning this game is hot, really hot, even for driving nuts.

The completed game should be out at the end of February, and we're hoping to get hold of a playable version the next PowerPlay.

Game Indy Heat
Publisher Stern
Release Late January
Cost £71.95/\$230



Your rivals are in the pits as you scream ahead—but can you stay in the lead for the last half of the race?



Choose your own race for the race ahead, and you'll be transported into the game.

DIZZY'S EXCELLENT ADVENTURES

Anyone who hasn't heard of Dizzy and the Codemasters must have spent the last couple of years with their head in a bucket. Dizzy is one of the most famous great 8-bit characters, along with other recent stars such as Mighty Molly and Jet Set Willy. Dizzy's adventures usually

take the form of 80-screen graphic adventures with wacky characters, surreal scenes and a plethora of puzzles. This pack includes *Spellbound Dizzy* and *Dizzy: Prince of the Yolk Folk*, two new adventures in the classic Dizzy style. On the arcade side there's *Dizzy Down the Rapids* (a Topspin-style river boat race) and two previously released arcade games, the great *Bank Bait* and *Planit Dory*.

Unfortunately, most contributions have a dull game and the Codemasters aren't



Wield puzzles and dandy (without *Spacemanland*) graphics. Why is this so popular?



Many games feature in a three-game pack.

the kind of people to do anything terribly different. Planit Dizzy is the dud that makes ordinary dud games look positively brilliant in comparison. When Roger Frimms reviewed it in CP13 he gave it 10%—making it the 500th worst game we've ever seen (in case you're wondering, only *Disk Tracy* got 11%).

Great games guru, Gamin Graphics are about to launch a new early learning software label called First Class. The

first release on this new label is First Class with The Shoe People and stars the cartoon characters of the very same name.

THE SHOE PEOPLE

Through six sub-games, The Shoe People is designed to introduce younger (4-6 year olds) to 'simple concepts and skills' by having a bit of a laugh. After a bit of help from a parent, or older brother or sister, the child can play unaided and the difficulty level increases as their own skills grow.

The six sub-games are: Trampy Meets His Friends (teaching shapes, colours, objects, letters, etc.); Charlie's Big Day (prediction of event and sequences); Sgt

Find is similar to post



Bright colour lines for the youngsters (design shot) with The Shoe People.

Major Sort it Out (classification of shapes, colour size and pattern); The Great Alphabet Pathway (recognition of letters and words); Wellington Goes to the Post (letter recognition and simple addition); and Margot's Magic-colouring book (creative fun with lines, shapes and colours).

When a wrong answer is given, the child is given another chance, sometimes with another clue, but when a correct answer is given there's a range of animations and sound effects that reward the right answer.

First Class with The Shoe People is released any time now at £15.99 on cassette and £15.99 on disk. The only real problem is that you'll have to let your younger brothers and sisters sit up your prime game-playing time on the CD (Parent).



Game The Shoe People
Publisher Gamin
Release February
Contact 0142 352410

The CHARTS

FULL PRICE CHARTS

- 1 Terminator 2 Ocean
- 2 Rugby - The World Cup Domark
- 3 Speedball 2 Mirrosoft
- 4 Final Fight US Gold
- 5 S.C.U. Ocean
- 6 Big Bear Boreo Jolly
- 7 Manchester United Europe Kriozilla
- 8 Turbocharge System 3
- 9 World Class Rugby Audiogenic
- 10 Fun School 3 Europress Software

BUDGET CHARTS

- 1 New Zealand Story Hit Squad
- 2 Alien's Blast Hit Squad
- 3 Turnman Kiss
- 4 Car in the USA Code Masters
- 5 Multistory 1 Golf Kiss
- 6 Bubble Bobble Hit Squad
- 7 Power Drift Hit Squad
- 8 American 3D Pool Zappella
- 9 Batman - The Movie Hit Squad
- 10 Turbo Deluxe



TD stays at the top for another month, but it stay there 'til summer!

But we shouldn't speak ill of the dead - forget Panic Dizzy - there are two new great new Dizzy adventures and two Dizzy arcade games (one old fab one and a new one we haven't seen).

The only problem with the Dizzy series is the fact that they all look as if they've been pulled directly from the old (yes) British Spectrum - Prince of the Yolk-Folk is almost identical, save down to the smaller screen-size and let's face it, even the new ones look old. But they're quite fast, fun to play and younger adventurers in particular will love them. So, Dizzy fans will want to add this to their collection. And for anyone who's



never tried these games (there must be someone), Dizzy's Exciting Adventure looks like a great value-for-money way of seeing if the egg-headed Scepterbringer is as fat as it's cracked up to be. (Singer-8).

Game Dizzy's Exciting Adventure
Publisher Codemasters
Release Out now
Contact 0626 814152

BRIDES OF DRACULA

Count Dracula is not the kind of immortal blood-sucking vampire who does things by faith. So when he decides to get married, he decides that only 13 of the fairest ladies in the land will do. Amazingly, the ladies take offense at the Count's plan to turn the village's fairest prospects into the undead and they call in Van Helsing, the corner-shop vampire hunter and Dracula's arch-enemy.

So while Drac thrives around winking the "ladies" with some terrorist hacking, Van Helsing has to sprint around the area looking for the thirteen fairy weapons that will allow him to defeat the Count in the ultimate battle to come. The area between the village and castle is a combination of a long corridor crisscrossed with houses, rooms and secret passages scattered along its length. The prince, the



There's a hidden inventory screen on the lower (D-pad).

and vampire weapons and lots of other bits and pieces are hidden in these rooms. But beware, nothing is as it seems as each room is a series of tricks, traps and puzzles that need to be mastered before each character can claim his princely prize.

Either two players can fight against each other in this battle of good and evil, or a single player can choose which of the two characters he'd like to play. Dracula or Van Helsing. Each player has their own half of the screen as they stroll around, but because they are operating in the same world they keep meeting when they can't fry and hinder the other's progress. Watch out for a full review in next's full issue of issue of CP. Space time will not be disappointed.

Genre: Brides of Dracula
Publisher: Strategic Games
Release: Late December
Control: D-pad 480487



When interloping Missy Helsing, Dracula and Van Helsing are out for a little to eat.



SNIPPETS

FREAK! IT'S FUZZBALL

Practically addictive, marvelously simple to sit and bop to fun, that's what Amiga gamers are saying about System 3's latest platform bouncer 'Fuzzball'. And the good news is (worth say), it's coming to the 54. Fuzzball is a simple cute bop between Pacman and Donkey Kong, but there's nothing amish about the gameplay. It should be here by early Easter.

The System are also releasing cartridge versions of the excellent TurboNinja and Last Ninja II. They're not any time now, at a not unappreciable price of £15.99.

SHOOT-'EM-UPS HOME MADE STYLE

Greater are to release the Shoot-'Em-Up Construction Kit on their cheapo OEM budget label. Back in 1988, BELCO had a smash hit Palace and it's sure to be a huge hit of a party £2.99. The kit is the easiest way to write your own fast-moving, often scoring shoot-'em-up games, and even non-programmers can produce good-looking blazes with a little time and care. The program also allows you to create stand-alone games to give to your friends for to put out as PDF. If you've ever bought a cheap shoot-'em-up and thought 'I can do better than this job of job'... now it's your chance to prove it.

RAMPARTS REPELED

Demetri's well building, rock-breaking, cool-up shooter, Ramparts, is not, after all, going to be out in time for Easter. Because Demetri want to make the C64 version as close to the 2600-up as can be, the extra work means you won't be able to see the full version until around August.

MORE SUPER SEYMOUR

Yet another Commodore's character gets upgraded as Seymour returns from Hollywood to become Super Seymour - Dracula Avenger. As the world fills with waste it's Seymour to the rescue in a Captain First-Strike, take-up and battle-stomping platform romp. In our hero's battle against the large, he can use his super powers of Super Blow (F), Super Spin, Super Smash, Super Sprint and Super Super Leap. Super ah? Super Seymour itself is out now at the budget price of £3.99.

The sequel arrives in February. We mention this character's name to stay.



It's gonna Seymour time.

Look out - he's back!

PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, road stunt riding and SREX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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MINDSCAPE



Our scanner shows you how soon we'll be able to realize new games. Each ring represents a month, so games on the outer ring are five months away. We'll update them each month, so you can plan your purchases. The beginning of 1992 looks like it's going to be full of licenses — new film titles, sports personalities and, interestingly, even cartoon characters — so use the scanner to do some star-spotting of your own...

INDIANA JONES AND THE FATE OF ATLANTIS

LucasArts, '92 Goal

Not a film release, but if it's from the people who did *Flight Simulator*, it's bound to be spiffy, and probably very hard to play on our family main.



ROBEL MARSHALL

Goal

Garrett Force (second what has to be the ultimate sports license of the year) has Robel and Brian's talents mounted for...
 However, that it is another golf game on entirely without foundation...



ROBOCOP 2
 Dream
 The future of law enforcement is back — and this time he's in a platform game. Dream's latest license is going to be an awesome 3D graphical wonder — the *Castro* movie had much better.



THE ADAMS FAMILY
 Dream
 'They're crazy and they're spooky, they're mysterious and spooky.' — Oh, and by the way, they're coming to a screen and a CD near you around Easter. Lock your doors and windows...

5 GAME
PACK

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TO THE
PACK!

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GAME!

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"DIZZY'S WONDERS"
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 **CODEMASTERS**

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HELP LINE

When you have a problem with any of our titles, please contact us using the details below. Please don't get too angry if you can't get any help, as we can't be everywhere at once. We'll do our best to help you, but we can't guarantee that we'll be able to solve your problem. We'll do our best to help you, but we can't guarantee that we'll be able to solve your problem. We'll do our best to help you, but we can't guarantee that we'll be able to solve your problem.

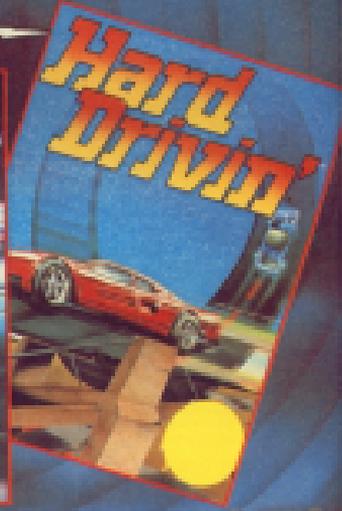
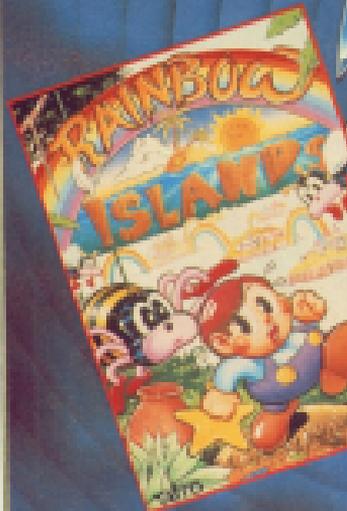
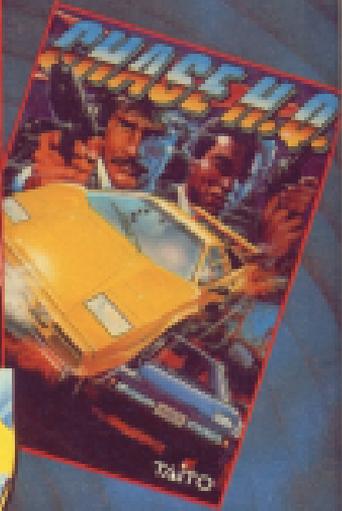
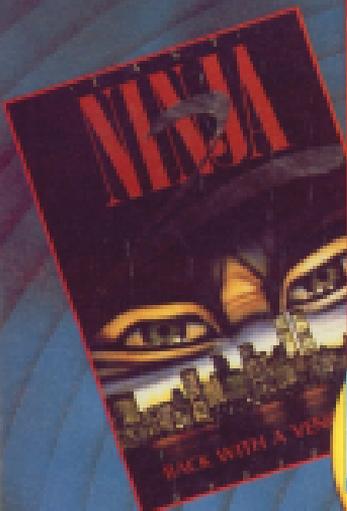
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Who actually reviews all these games? What are all those mad little cartoony symbols on the reviews pages? And how do you know if a game really is worth buying? All your questions are answered here, the Powerplay page. Look no further if you want to fathom Commodore Format's radical ratings...

POWERPLAY

Just who are these people who get to spend their whole time going joystick crazy? It's time to meet the incredible CP Review Posse...

COLIN CAMPBELL



Our Ed spends far too long playing C64 games longer than any sane person would. But then, who's sense got to do with being an Ed? Colin's favourite games at the moment are Smash TV (because it's got lots of weapons in it) and The Misses Brothers (it's like Super Mario, except better).

SEAN MASTERSON



Sean's an all round weird person, which is why his favourite games of all time is Condemned (I like to lose on the torture screens). These days he's playing The Misses Brothers and Super Space Invaders "I've always had a soft spot for mutated ones," he said, which is a bit odd. 18/11/87

PAUL LYONS



When he's not riding his push-bike all over the place (or falling off it, for that matter), Paul likes to get stuck into outsize platform games and big strategy affairs. "My all-time favourites are Risk, Campaigner and Supremacy, but once I get started, I kind of forget about everything else, like eating, sleeping, knowing what year it is..."

STUART CAMPBELL



When he's not playing games on his C64, Stuart's a star reviewer for our sister mag Amiga Power. But he still reckons 70-bit games are over-rated. "The emphasis is usually on playability with 8-bit games, which is why I'm so often disappointed by what's on the Amiga," says Stuart. That sounds about right to us. Now, we would learn to be like this guy, even if the class work for the wrong mag most of the time.

LINDA BARKER



Minions. Linda's always been a bit of a Spectrum person but we never talked her in to checking out a few C64 games and now she's hooked. "My favourites are puzzle games," she says. But you'll sometimes find her having a secret bias with un-games-like games like Speedball II. She's started wearing leveller body armour as well but apparently that's nothing to do with us...

MARK RAMSHAW



Mark was born into gaming. You see, his folks run a computer games shop in Sunderland, and he likes to program every now and again. Trouble is, he never finishes a project "because I get bored and start playing other games". So we persuaded him to apply his talents to some of our trickier reviews and he didn't get bored and stop-get them finished. Mark's been playing WWF II, Fire and Storm Command. All three made him smile (ahh).

NEIL WEST



All round saver and man about town, Neil likes to squeeze some home entertainment into his busy social schedule but often ends up falling ill! God, you, the prospect of a night in with Turbocharge or Administrator it is usually enough to tempt him away from the local night-life. He's a funny boy, our Neil - but he knows his best-ten-ups.

ROGER FRAMES



Budget bonkers Roger has invested in a calendar so he can tick off the days when the best full-price games come out on budget. He'll stop at nothing to save his precious, lady. Lovely Rog has been getting a sweetened head off being featured on the cover of Commodore's game '78. Roger's been having a rough time recently. Check out his latest misadventure on page 45. Our love plimmit of us the best, all going haters and loopy.

Bits'n'Bobs

Commodore Format's review system is as simple and as fun. There's more of that truly hard-to-follow nonsense here. Each review is packed with so much information so you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS

When you arrive at the end of a review you'll see one of these egg-timer shaped things. At the top will be the game's **game points**, and at the bottom its **strong points**. The shape of the ratings box depends on the marks it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but none ever has.

If you see a game review featuring this symbol, it means it's rated more than 80 per cent, so it's an 'official' writer and could well be worth a good look.



GAME ICONS

To make life easier for you we've knocked together a few 'tell-it-as-games' icon thingsamajigs so you can tell at a glance what standard feature each game contains. They are:



FACE - Number of players. The more heads, the more people can play.



KEYBOARD / JOYSTICK - All obvious really, it signifies the control mechanisms.



MOUNTAINS - If you can see a mountain, it means there are difficulty levels.



OCTOPUS - Multitask, the game's in bits if the octopus appears (see users beware).



GOALIE'S SHIRT - This means there's a save option available (green).



BLAGGS - You can prove to everybody how good you are at a game by using a high-score table.



PAWS - Yes, we're afraid that really is what it means. There's a pawce mode.

GameBusters

THE LAST OF SPIKE IN TRANSYLVANIA

We found the number of mistakes (green) and omissions in our original map and solution (C/FYB) hard to count exactly, there were so many of them. Thanks to Ash Hogg and Dave Clarke, we brought you the first part of the official solution last month (last year, in fact). This month's guidelines do two jobs. They enable you to complete the game and they allow us to say it (briefly).

We begin one room left of the bottom of the belly. By the way, if you're having problems getting this far into the game, head down the keys C, J and D for infinite lives (and substantial advertising for G's Elephant Antic 2 perhaps).

Go through the left-hand doorway and get the key from the bottom. Go back out and enter the dungeons (the right-hand door marked X on the C/FYB map). Enter the door on the right leading to the central dungeons. Enter the door on the left to the lower dun-

geons. Go left and release the prisoner. Walk to the far left and prepare to enter the haunted room. Select the cross from your inventory. Drop it inside the haunted room to make the ghosts disappear and release the wizard's spell book. Take this for later use. Walk right into the next room and free the prisoner you find there.

Return to the dropped cross, pick it up, then leave the ghost room. Retrace your steps until you arrive at the dungeon entrance. Get the defeated bat, then walk left along the upper corridor until you come to the red-infested corridor. Take the door on the right into the central corridor, then take the door on the left and go up until you reach two ladders. Climb the one on the right to meet

up with Adolt the Wizard. Walk up to Adolt. He will ask you for three objects to make a potion. Stand behind the cauldron and drop the defeated bat, root juice and the spell book into it. Pick up the (a) the explosion produces and make your way back to the castle entrance. On the way, drop the cross in the central corridor.

Just outside the castle you meet Farmer Piles. Drop the dogmaster's lunch in his path and take the wicket he gives you in return. Continue left until you reach the village inn, select the (a) from your inventory to get passed the innkeeper. Get the wine from inside. Go into the cellar and pick up the candle and key. Leave the inn and enter the abandoned shack. Push the cannon (next to the rock), then drop the candle into the cannon. Stand on the left of the cannon and drop the torch - the cannon will blow the rock away revealing a secret entrance.

Return to the castle until you reach the muddy patch in the middle dungeons. Select the wicket, walk over the mud and get the key. Go right into the next room and release the prisoner. Now go back to the hidden entrance. Are you there yet? Good.

Go through the secret entrance and give the bone to the guard dog. Run past it while it shows the bone. Enter the first door you come to, go left and through yet another door, where you will find a personal stereo and a key (get 'em both). Go out the door, then head right until you come to the room with the chains (use it to tip up your energy). Go out, left and below the wife's underground. Head back to the castle dungeons and give the personal stereo to guard who complains about the quiet.

When he runs off, release his prisoner. Go to the base of the belly and get the key. Go to the deepest dungeons and drop the bottle of wine in the third guard's path. When he's gone, free his prisoner. Walk right into the next room and release its prisoner.

Yipes, you have freed of Spike's path! Jump up and down, celebrate, live a little. Then write to us and tell us what you'd like solved next.

THE POWER

If the codes for the first 50 levels aren't enough (and let's face it, they aren't), here are the codes for all the later levels. If my guess is right, though, you'll probably play level 50 straight away - you roughly jinxed.

LEVEL 26 - JYVLE

LEVEL 27 - JQVJQJ

LEVEL 28 - PQJQJ

LEVEL 29 - SPJSPS

LEVEL 30 - PQJQJ

LEVEL 31 - HJQJQJ

LEVEL 32 - NQJQJQ

LEVEL 33 - QJQJQJ

LEVEL 34 - QJQJQJ

LEVEL 35 - LTRQJ

LEVEL 36 - SPJQJQ

LEVEL 37 - QJQJQJ

LEVEL 38 - QJQJQJ

LEVEL 39 - HJQJQJ

LEVEL 40 - QJQJQJ

LEVEL 41 - SPJQJQ

LEVEL 42 - SPJQJQ

LEVEL 43 - TQJQJQ

LEVEL 44 - TQJQJQ

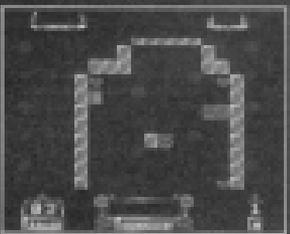
LEVEL 45 - HJQJQJ

LEVEL 46 - HJQJQJ

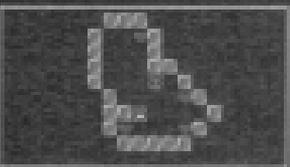
LEVEL 48 - WQJQJQ

LEVEL 49 - QJQJQJ

LEVEL 50 - RQJQJQ



This was the look of 1998 and 91, when puzzle games started coming out by the bucket-load, and now you're all stuck on them, aren't you.



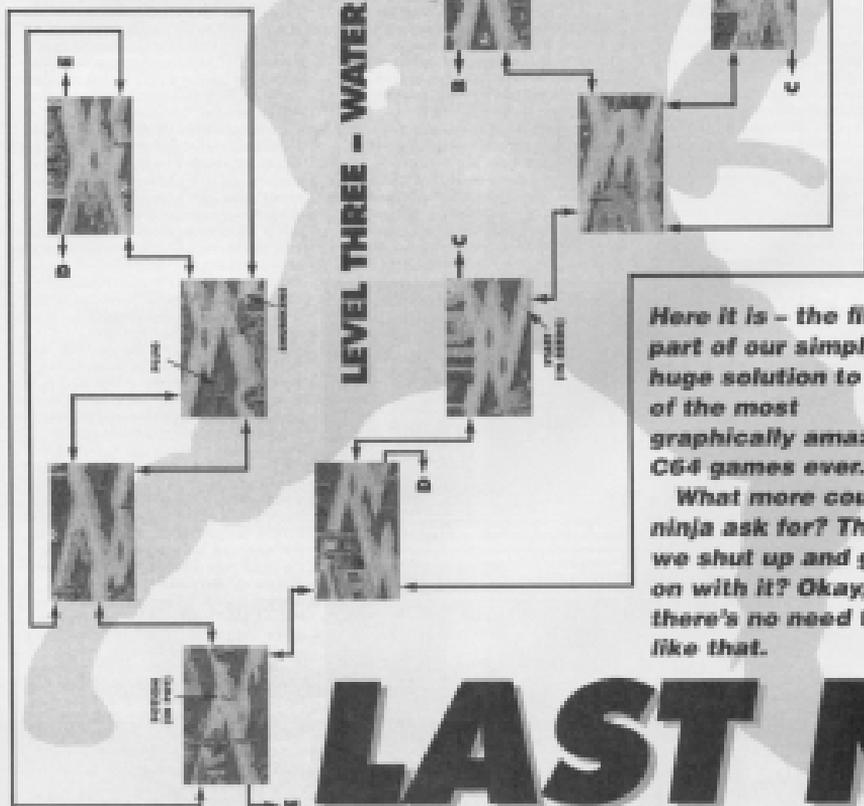
How much will you go through to trade energy with Mike Minto? Well, this level might be easy but the later ones can leave you fagged and furious.

LEVEL 3 - WATER

From the start screen, take the upper-right path into the next screen, collect the SCROLL, look inside the doorway, then take the upper-right path again. Take the upper-left exit and collect the STAFF, which is curiously hidden in the reeds at the very bottom of the screen.

Go along the upper-left path, take the top path again. Collect the POTIONS from the vase. Then take the right-hand exit. This next bit is tricky: to jump onto the wooden jety, stand in the square just to the right of the fence corner. Now run straight towards the jety and jump just before you reach the water. With careful timing it into the next screen and pick up the PLUG from the end.

Go back the way you came, jump off the jety, and take the bottom-right exit. Nip behind the hut and collect the COGG (for use as a shield). Take the upper-right exit, then take the upper-left exit from the next screen. Now take the



Here it is - the final part of our simply huge solution to one of the most graphically amazing CG4 games ever.

What more could a ninja ask for? That we shut up and get on with it? Okay, there's no need to be like that.

LAST NINJA

BATMAN THE

LEVEL 1 - AXIS

CHEMICAL WORKS

That's altogether difficult, with only large drops causing any real damage. Ironically, the batsman only fire if you want you face them - when in doubt, run away! When faced with a bomber, either climb up within his range or take an alternative path. It really pays to follow the map for this section, as there are plenty of long drops to avoid.

One useful trick is to fire the Batrover to the platform above and then lower yourself to the platform below - it certainly looks like a life. When climbing up the first section (at the far right), keep as close to the left wall as possible. Now, when you reach Jack Napier, you can shoot him even though he's off screen - his bombs cannot burn you at all. Once you've killed him, he falls into the rest of acid and the other enemies lose their batman laughter.

LEVEL 2 - THE BATMOBILE

Extremely tricky, but the habits of the other drivers are easy to learn and anticipate. The slow moving cars can be nudged out of the way but it's better to overtake the vans and sports cars.

Stay in the top lane as much as possible, and hit fire as soon as the arrow points towards it (helps enormously to play this section with a friend). Above all, DO NOT collide with a car unless you have to, as your energy supply diminishes

It was one of the best licensed games ever written and it recently re-emerged as a budget game. And since then we've been flooded with requests for help getting through it. How could we leave you in the lurch? Don't answer that. Read this instead. By the time you know your way around these fobby maps, you've made it.



selection. Repeat this process, moving along two elements at a time, until you find the combination. Quite simple, it's a process of elimination - you'll run out of tries before you run out of time, so take it easy and think carefully. No problem.

LEVEL 4 - THE BATWING

Very difficult at first, so practice as much as possible. The trick is to position your craft roughly two-thirds to the right of the screen and stay there. It should then be possible to cut all the ropes you encounter without burning the balloons, moving up and down only.

The basic aim of the level is to survive until the timer reaches zero, and it is possible to cut every balloon free. It, however, you have to choose between two mignons, opt for the one with the most balloons on it - common sense, really. The worst thing

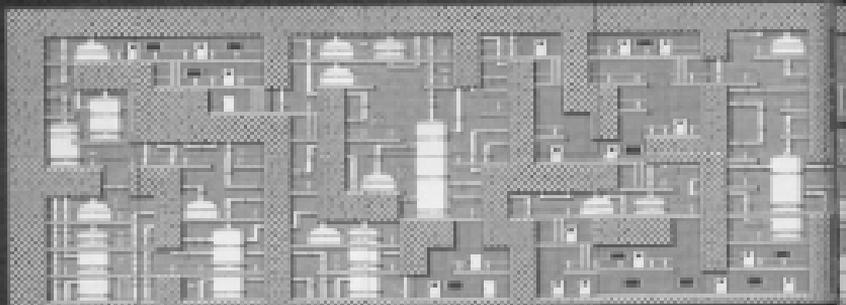
very rapidly. When the buildings give way to trees and bushes, the Batrover is near - keep calm!

LEVEL 3 - SMILEX PUZZLE

Anyone who's ever played the ancient game SMILEX should find this section a doddle, and indeed it is a good test for logical thinking. Select the first three items in the list, then another three (starting with the last one in your first

AXIS CHEMICAL WORKS

LEVEL 1



THE MOVIE LEVEL 1

to do it by recklessly around the screen... you have been warned.

LEVEL 5 - GOTHAM CITY CATHEDRAL

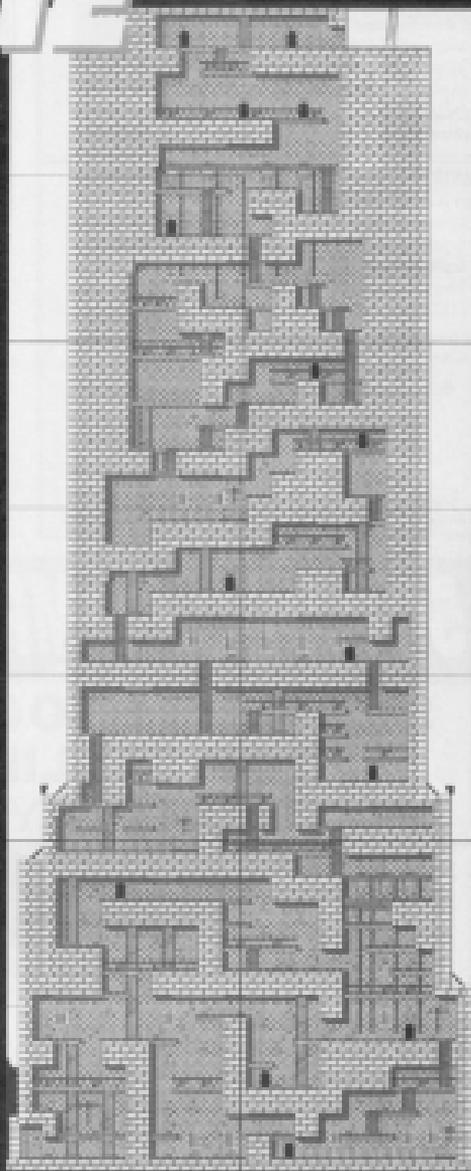
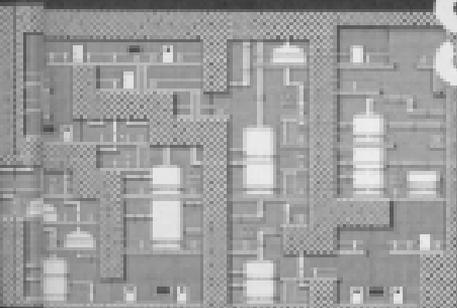
Easier than the Ark Chemical Works but still a tough challenge. To finish the level (and the game) you must make your way up to the cathedral roof to confront the Joker... you have seen the film, haven't you? The first skill you should master is bomb avoiding, as there are plenty of bomb-throwing henchmen dotted around.

And, because time is of the essence, it doesn't pay to linger around too long. The spikes are a problem too, so take extreme care when swinging across them. A valuable point to remember is that you can swing faster by moving the joystick left and right—only jump off when it looks safe. When you reach the Joker at the top of the Cathedral, walk towards the ladder and fire the Bat-rope diagonally towards him. You have a few attempts at this, and once hit he falls down to his doom. Yip, strawberry jam all round.

Are you great at games?

Because if you are, Andy Roberts wants to hear from you. Write to him with your cheats, POKEs and maps or just some tips for playing a game well. Andy gives away £20 mail order vouchers for really good stuff. So get writing and mark your envelope 'GameBusters'.

GOTHAM CITY CATHEDRAL



SAMARITAN'S CORNER

If you're stuck, just pop Andy Roberts a line, and he'll come up with some goodly aid...

FLIMBO'S QUEST

A gorgeous game, yes. An easy game, no. If you own an Action Replay (and have the corresponding version) then these POKEs should be right up your sleeve!

POKE 5628,176 - infinite lives
POKE 10582,168 - infinite time

MIG 29

Here is a simple cheat for the final quarter of Codemasters' Quattro Combat (complete), simply load down the 'CTRL' and 'W' keys for a considerably easier game.

PAPERBOY

I can hardly believe it - yet another re-release causing more strife than Saddam Hussein. So, here is a little cheat especially for Malcolm Miles, Andrew Peat, Malcolm Anderson, Iain Napier, Philip Durr, Michael Morris and Joseph Doyle.

0 800 DOUBLE DRAGON 7495 05667
1 FOR 30400 70 8110000
Y=C+C+POKE 3,Y,00007
2 IF C=0410 0400 99100 7020A 00000*0000
3 0000 107,128,070 400
4 000A 010,080,240,100,300,101, 240,000
5 000A 040,081,340,100,000,070, 010,000
6 000A 040,171,340,100,000,100, 000,100
7 000A 110,000,070,010,000,000, 070,100
8 000A 310,000,100,130,000,040, 240,000
9 000A 070,000,100

Now RUN the listing, then type LOAD and press return. After the first bit has loaded, type POKE 1042,70000 and again press return. The rest of the game should now load with infinite lives.

TOTAL RECALL

Experts of you have written in for a cheat mode, and, as fate would have it, dozens of you have sent it in. On the high score table, enter LIFE STILL GOES ON to activate the cheat mode. Pausing the game with F1 now allows you to press the left arrow key to skip levels. When the next one loads in, you can either press F1 to play that level, or the left arrow again to skip it.

DOUBLE DRAGON

Alex Masumi, and Christopher Drake of warez is practically begging for an infinite lives/time POKE. Well, who ain't I a sagard?

0 800 DOUBLE DRAGON 7495 05667
1 FOR 30400 70 8110000
Y=C+C+POKE 3,Y,00007
2 IF C=0410 0400 99100 7020A 00000*0000
3 0000 107,128,070 400
4 000A 010,080,240,100,300,101, 240,000
5 000A 040,081,340,100,000,070, 010,000
6 000A 040,171,340,100,000,100, 000,100
7 000A 110,000,070,010,000,000, 070,100
8 000A 310,000,100,130,000,040, 240,000
9 000A 070,000,100

DOUBLE DRAGON 2

And here we have another infinite lives and time POKE for the equally frustrating, well, heckled by Ashley Simpson, Robert Huxley, and Layne Cook.

0 800 DOUBLE DRAGON 2 7495 05667
1 FOR 30400 70 8110000
Y=C+C+POKE 3,Y,00007
2 IF C=0410 0400 99100 7020A 00000*0000
3 0000 107,128,070 400
4 000A 010,080,240,100,300,101, 240,000
5 000A 040,081,340,100,000,070, 010,000
6 000A 040,171,340,100,000,100, 000,100
7 000A 110,000,070,010,000,000, 070,100
8 000A 310,000,100,130,000,040, 240,000
9 000A 070,000,100

AARRGGH!
Don't lose your rag. Write to: Samaritan's Corner, Commodore Format, Future Publishing, 30 Marston Road, Bath, Avon, BA1 2BW. If you're stuck on any C64 game, just let your plea down (or a postcard if possible) and we'll do our level best to help.

PREDATOR

This re-release has been giving many of you serious problems, with nearly every letter begging for help - and rightly so. After all, the game is well nicknamed. Why not try this marvelous listing for infinite lives, grenades, and time (and as if that wasn't enough, it also works on the original Activision version).

0 800 PREDATOR 7495 05667
1 FOR 30400 70 8110000
Y=C+C+POKE 3,Y,00007
2 IF C=0410 0400 99100 7020A 00000*0000
3 0000 107,128,070 400
4 000A 010,070,140,040,060,100, 000,100
5 000A 040,080,340,060,040,040, 000,100
6 000A 040,170,340,060,040,040, 000,100
7 000A 110,000,070,010,000,000, 070,100
8 000A 310,000,100,130,000,040, 240,000
9 000A 070,000,100

TACKLE AUF WIEDERSEHEN MONTY

This Commodore Monty game boasts a cunning cheat mode, which must be entered BEFORE the game is loaded. Take the cursor to the bottom line of the screen and type BEMT. Then use the BEMT and BEMTO, key to shut it down so that the letter 'Y' sits in the very bottom right of the screen. Now carefully move the cursor up to the top of the screen again (don't worry about any garbage the cursor leaves behind) and load the game as normal. Valid infinite modes are yours for the wanting. If all that seems a bit too complicated, the following listing very kindly POKEs those letters on to the screen for you - type it in, RUN it, then use BEMT+WAS STOP to load the game as you normally would.

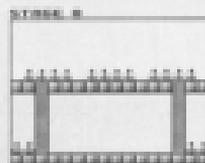
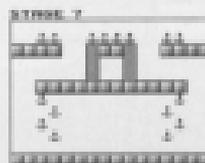
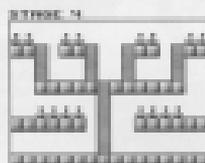
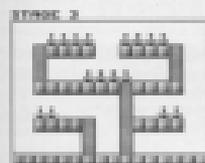
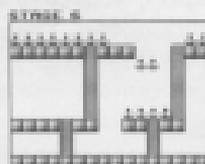
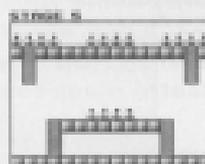
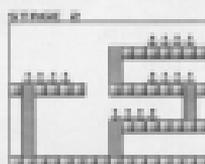
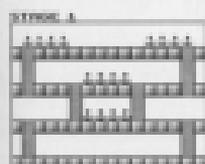
0 800 MONTY 7495 05667
1 0000 0000,1100
2 FOR 30400 70 8110000 Y
3 0000 0,0,POKE 3,0,00007,0,00007
5 000A 0,0,0,10,10,10,10

MYTH

In this magic-game STRL, giving you heads? Well, here is yet another cheat. Simply leave BEMT+WAS depressed while loading the game to start in Amiga's Green. Then off you go through the game.

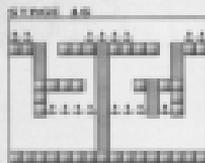
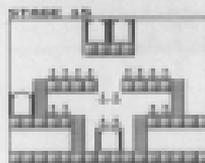
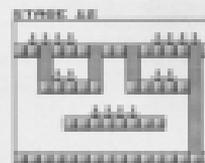
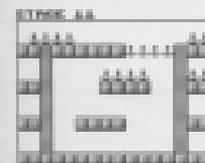
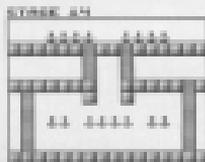
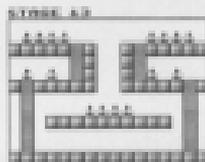
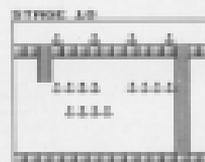
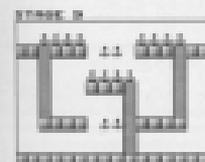
RODLAND

So cute it made you puke - but lifting the laurels on later levels is a ticklishly tricky task. So if your fairy is flagging or your rod's lost it's rigidity, fear not. Arcade regular Andy Roberts maps the mysteries of the first 16 levels of this sugary sweet platform puzzler...



These levels are a nice introduction to the game and you should use them to practise your jumping and climbing skills. An important point to remember is never climb up a ladder unless the platform above is empty - the monsters like to drop down on your head.

This is the your first chance to ride on a balloon and it's a good idea to perfect this now, while the monsters are pretty sleepy. When you reach the quarter-point of the end of level eight, abandon all pretence of tactics and just blast away like crazy until they disappear.



The monsters are getting a bit smarter now, in particular be careful when you climb the long ladders on levels 10 and 11, some often lean out the monsters will try to corner you. It's much safer to use your little ladder to climb up and down the middle of level 11.

Don't ask yourself for a few flowers, save your lives. The teleports on level 16 have both advantages and disadvantages - you can escape enemies, but you may also teleport into them. When you face the big blue whale dodge the ladders and attack in small bursts.

More Rodland in next month's CF!



Yet another banquet of POKE listings to feast upon, courtesy of the prolific Warren Pilkington. To use each one, simply type it in, SAVE for future use, then RUN it (with the reword game cassette ready to roll).

X-OUT

A superb shoot 'em up, boasting some amazing effects in the later stages - Watch if you can get that far. It is, by the following listing for a never-ending stream of opponents.

- 0 RUN X-OUT (CART BY N&N)
- 1 F08 X-OUT TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
- 7 (RECORD TO C+C+V) (P&E)
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- 16 (RECORD TO C+C+V) (P&E)
- 17 (RECORD TO C+C+V) (P&E)
- 18 (RECORD TO C+C+V) (P&E)
- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

POPEYE 2

A rather bland budget release which barely impressed Master Frames (see what's special?). However, if you love our spinach-eating hero, or if you'd like to squeeze a few more

minutes of enjoyment, try typing in this listing for infinite lives and time.

- 0 RUN POPEYE 2 (CART BY N&N)
- 1 F08 X-004 TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
- 7 (RECORD TO C+C+V) (P&E)
- 8 (RECORD TO C+C+V) (P&E)
- 9 (RECORD TO C+C+V) (P&E)

PLATOON

Having just surfaced on budget, this excellent movie tie-in is still as difficult as ever, so try this POKE for infinite missile and ammunition (but only on level 1).

- 0 RUN PLATOON (CART BY N&N)
- 1 F08 X-040 TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
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- 18 (RECORD TO C+C+V) (P&E)
- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

SUMMER CAMP - DISK

Yes, I know a listing has already been printed in OFB, but this one is especially for those who bought the disk version. Type it in, pop the disk in the drive, then RUN for infinite time mode.

- 0 RUN SUMMER CAMP (DISK BY N&N)
- 1 F08 X-070 TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (DISK BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
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- 17 (RECORD TO C+C+V) (P&E)
- 18 (RECORD TO C+C+V) (P&E)
- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

POSHED PLANET II

Here's a great but perfectly formed POKE for a small but perfectly formed arcade adventure type. Try it for even more lives than a million squillion googolplex (infinite lives, in fact).

- 0 RUN POSHED PLANET (CART BY N&N)
- 1 F08 X-080 TO 620 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
- 7 (RECORD TO C+C+V) (P&E)
- 8 (RECORD TO C+C+V) (P&E)
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- 15 (RECORD TO C+C+V) (P&E)
- 16 (RECORD TO C+C+V) (P&E)
- 17 (RECORD TO C+C+V) (P&E)
- 18 (RECORD TO C+C+V) (P&E)
- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

If you have any POKEs for budget games or CP PowerPack specials, then send them in to the usual GameBusters address, but mark your envelope 'TransBusters'.

POWER PACK

ALIENS

Another great listing for issue 14's covergame, which offers infinite stamina, infinite ammunition, as well as making it much harder for aliens to kill you - go get 'em!

- 0 RUN ALIENS (CART BY N&N)
- 1 F08 X-010 TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
- 7 (RECORD TO C+C+V) (P&E)
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- 18 (RECORD TO C+C+V) (P&E)
- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

HACKER 2

This original and atmospheric CIA thriller from Activision was an CP PowerPack 10 and is amazingly hard. A brilliant listing from MASTER FRAMES. Not only does this give you infinite lives, you can also opt for an easier game which works by locking the security inventors to channel 21 (to activate this cheat, LOCKON and start the game as normal. Then opt using F1, then LOCKON again - the cheat will now be activated).

- 0 RUN HACKER 2 (CART BY N&N)
- 1 F08 X-020 TO 560 (RECORD TO C+C+V) (P&E)
- 2 F-0000
- 3 CP C+0000 (CART BY N&N)
- 4 (RECORD TO C+C+V) (P&E)
- 5 (RECORD TO C+C+V) (P&E)
- 6 (RECORD TO C+C+V) (P&E)
- 7 (RECORD TO C+C+V) (P&E)
- 8 (RECORD TO C+C+V) (P&E)
- 9 (RECORD TO C+C+V) (P&E)
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- 19 (RECORD TO C+C+V) (P&E)
- 20 (RECORD TO C+C+V) (P&E)

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- WIN A CAR! 1000 BHP! CONVERTIBLE! **0898-334095**
- WIN... AFTERBURNER THE ULTIMATE WRC RACE GAME! **0839-555000**
- WIN A 0000 VHS CAMCORDER **0898-334095**
- WIN 0000 PILE OF TOYS! **0898-334095**
- WIN A PAIR OF 000 ROLLERBLADES! **0839-555039**
- WIN A CD MP3-A-BLASTER + MINI COLOUR TV **0898-334092**
- WIN HIS 'N' MISS MUDDY FOR MOUNTAIN BIKES **0839-555040**
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- WIN A KIDS MUDDY P&A BIKE! **0839-555041**

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ROLLERBLADES
KANGAROO (MOTORBIKE)
MADY (MOTORBIKE)
MOTORBIKE (MOTORBIKE)
MOTORBIKE (MOTORBIKE)
SUZUKI (MOTORBIKE)

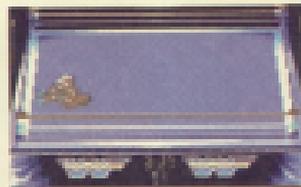
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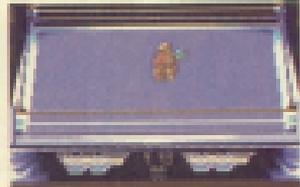
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See, Mr. Perfect's a bit proud of Mr. Perfect! He's decided to celebrate by being a right old chicken. He's decided to celebrate the best - outside.



Looks like somebody's left their limbs in a pile. See, or perhaps it's Hulk's wrestler helmet again. What a stinker!



Hulk Hogan is now looking down Mr. Perfect's bottom. What the devil does he expect to find? Best not answer that, eh?

Us, ah, I wasn't looking forward to this. I really wasn't. For a start I hate wrestling, which everyone else watches the exploits of Big Daddy and Giant Haystacks (what's in the ring, not to mention seeing the wrestlers themselves usual from some of their bawdier contentions, I get down to something a bit less confrontational. And then there's my doubt about wrestling as the subject for a computer game. Remember all the wrestling games which have gone before? No? Well there you go...

But now I'm a changed man. Wrestling big men with dirt knives, in silly costumes. That's where it's at. This change of heart is all down to one thing - Ocean's WWF!

For a start there are the heroes.

Commanding Hulk Hogan (master of the pile drive), Ultimate Warrior (with his inimitable mastery of the gorilla press) or British Bulldog (the power stammer) is sure to appeal to everyone. And then there are the bad guys - Mr Perfect, The Stalker, Million Dollar Man, the Moustie (stop smoking at the back there) and Benjamin Blaudart. Don't laugh. Just because these guys look stupid and have felt names, it doesn't mean they're softies.

Playing one player against the computer pits you against the five successively tougher big guys. Should one of them pin you a couple of times, it's back to the drawing board.

The game itself looks good. The main ring comes just as close - there's no fancy spelling here - but the play area is more than ample, and there's even the opportunity

WWWF

If you think that wrestlers are just a bunch of ham actors dressed up in leotards, just try and mix it with Ocean's World Wrestling Federation. Half-nelsons and backbreakers all round - it's fight time, grapple fans...



It's a corker!

to conduct fights outside the ring (just like the real thing). The wrestlers themselves move fluidly and very much like their real counterparts. Each of the moves looks convincing and the fighters engage brilliantly.

This individuality is carried through to their levels of intelligence, preferred moves and of course their special moves.

Even the computer opponents display intelligence (a bit - a wrestling combination or attack) and seem to avoid certain moves if they come up against them repeatedly. Playing against a human opponent is wild enough, but pitting muscles against the computer

opponents really separates the muscle-heads from the lightweights.

Prior to a game, there's some pretty cool intro stuff, including a few words from each of the wrestlers. As you can imagine, it's comically corny and laughable (just like the real WWF) pre-match verbal fights (but great fun).

As is the case with most local run-ups the success of failures is largely dependent on the control system used. Learning what to use what is the secret to success. Rebounding off the ropes and tying into your opponent, or belly flopping on him from one of the corner posts soon becomes second nature.

One masterpiece was the decision to use that old-fashioned waddle-the-joystick-from-side-to-side as quickly-as-possible system. If the two wrestlers end up in a lock, the outcome is decided by sheer joystick wiggling. The result is that, after a couple of bouts, the sweat really begins to pour and the arm muscles ache like hell. It almost feels like you've just been taking part in the real thing. Clating pinned to the floor also involves loads of physical exertion, this time on the fire but



No, get you now. With a few well placed use of the popkiss (see below), my guy (with the other wrestler's rib cage) into bumps of destiny.



Only the small wrestler and things get even nastier. Flailing around in mid-air isn't really all that effective.



Hey, that's cheating! They're not a special move, it's a downright dirty one. I'm not going to stand for this. Nooooo!

Good guys gallery



This is the one and only Hulk Hogan. Hogan is a good guy through and through. With a special move that lets you drive more, he's the obvious first choice for any player.



Ultimate Warrior isn't quite as heavy as Hulk, but his extra special move is the gorilla press, and he's a good 4th. He even sounds like he's named after a computer game. Doesn't it?



British Bulldog is British through and through, in a West Coast American kind of way. With his winning power slam and ridiculous financial aid, the bad guys just don't want a chance.



Ladies and gentlemen, welcome to WWF! Tonight we're got live television games in today with leading fell out of each other.

ten. After playing WWF I can definitely say that this is not utter rubbish. Several rounds of intense wrestling left me too exhausted even to make a cuppa. Wow, a sports game which is just as physical as the real thing.

As you can see, I'm having a bit of a hard time finding fault with WWF. It's really well put together. It's an single-minded as they come, the best-on-up-concept is an 80 as the title, and I don't have any single redeeming feature to lift it out of that dodgy quagmire of games which have no social or moral merit.

Maps, I'm sorry Ocean, WWF is just a fun, mindless celebration of muscles, macho rubbish and painless violence. Maybe that's why I like it so much. And, braves from this joystick bash aside, that's probably why you'll like it, too.

DAVE BARRETT



Winning in the wing



This is either the punch or Hulk Hogan is trying to remember whether he used (couldn't this morning, getting closer to the other guy seems with practice.



Down on girls, kid! These creatures may not be much use at all, but Hogan's no slouch. A good crapping look brings tears to anyone's eyes.



Just let's off and running, using the rules of the ring to become off. With power to drive around the most complex. Let's hope to don't enter-top at the last minute.



Oh dear, Hulk misheard that belly-flop. Hence that the opponent is already far out on the canvas before attempting the move - it'll work to much better.



Hulk's special move is the silver-stall (and slightly related) pin driver. This involves picking up a wrestler and crashing his face into the canvas. Lovely stuff.



Just look at these performers. Hulk does a sort of weightlifting while growing himself big of the ring. That's what you're looking for at the end of a bout.

Game	WWF
Publisher	Ocean
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	061 822 6633

POWER RATING

THE DOWNERS...

- Another best-of-ten.

100

91%

- The wrestlers have real character and dumb phrases - just like the real thing.
- Five bad guys to take on - and they're no pushovers.
- Good joystick wiggling and button pushing feels alive just what needs to be done.
- The number of moves is just right.
- Sped on control method makes everything feel perfectly natural.
- Excellent presentation.
- Combining and colourful graphics throughout.
- A must for all WWF fans.
- Nice sound effects.
- Good two-player game.

...AND THE UPPERS

0



Unfortunately, these cars don't glide by, so say. They kangaroo past you as the graphics thump up as fast new frames as possible.



Ready for the race ahead, San Fran Cisco cops ray their car engines. Wouldn't they be out catching crooks instead of appearing in distress?

CISCO HEAT

Every now and again a game appears which is destined to be a legend, not only in its own lifetime but for months, even years, to come. These games are remembered long after your fog-standard top ten lists have finally been engulfed from forgotten bookshelves around the country.

They belong the exclusive club known as 'Unbelievably Crap Games'. You won't be surprised to hear that Cisco Heat is the latest member of that club.

If you've played the coin-op you'll remember Cisco Heat as one of the finest driving games ever. Huge graphics, mesmerizing speed, satirical colour, the kind of thing that makes you chuck pocketfuls of coins into arcade machines.

When and if you play the CD-ROM version of this game (and I don't advise that you do) you'll see one of the finest examples of visual programming ever. No, this isn't in the same class as the mega-awful Dick Tracy, but it ain't far off.

So what's gone wrong? Well, for a start it would be impossible for anyone to create a truly convincing real-time conversion of Cisco Heat on the Amiga, let alone the 64 (but

that's not to say that there isn't a good driving game lurking in these samurai here). Nevertheless, the programmers have unilaterally decided to try just that, and so I'm afraid they were doomed to fail from the very beginning. Had they pumped for a game that followed the Cisco Heat plot but didn't really attempt any of the fiddly tricks of the coin-op, they might have done a good deal better.

The plot is that of a race through the streets of San Francisco. You drive a police car which means you can happily horn your horn and other cars will get out of the way. It's all heavy-duty street race stuff with tons of obstacles, sharp corners and plenty of incidental detail to cope with. But the frame rate is so slow (about three or four a second), as opposed to at least twice that on a good game, the effect on the eye is unbelievably jumpy. A lamp post actually seems to be jumping towards you. The illusion of movement and speed is shattered.

Cars are drawn on to solid grey blocks, which are invisible while the cars are on the road but as soon as these vehicles go near a grass verge, the grey surroundings are there to remind it would be laughable, had you not just spent £25 on this nonsense.

Turning corners is simply a matter of jumping from one screen to another if you've moved the car to the corner of the screen.

Add appalling screen detection, no sense of perspective from a corner, and the view doesn't change at all, very poor sound effects, and you've got one of the worst games of 1991. Steer clear.

COGN COGNERS!

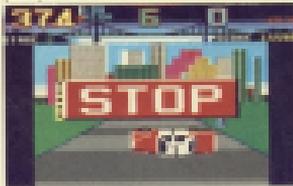


Game	Cisco Heat
Publisher	Amiga Works
Cassette	£18.99
Disk	£18.99
Release	Out now
Contact	071 928 1454

No, this isn't in the same class as the mega-awful Dick Tracy, but it ain't far off



Take a look at the traffic on the right. Remember driving rules, why do these cars never hit the road only the verge with them?



That message has got the right idea. Maybe it's time to take the commercial seriously before they lay flat about loading me.

POWER RATING

THE DOWNERS...

- The screen hardly ever seems to change, which is pretty odd for a supposed car racing game.
- Collision detection is arbitrary when it's being good, and nonexistent when it's being bad.
- Frame-rate is terribly slow - probably half as slow as a half-decent driving game.
- It's rickety with wily bugs.
- There's no 'real' feeling to the game, in other, it's boring.
- Sound effects are poor.
- Differences between various levels are pretty difficult to spot.
- City street buildings never seem to exist.
- Controlling it is a joke.
- Everything else.

100

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■ Er, it comes in a nice box...
...AND THE UPPIERS

12%



DOUBLE DRAGON

THE III ROSETTA STONE



THE TOUGHEST JUST GOT TOUGHER!

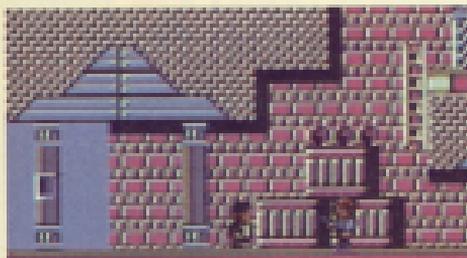
From the top rated franchise in the boxing world comes only more with a superior mystery of the fighting arts will come the toughest challenge yet in Double Dragon II. Equipped with ninjas, ninjas, ninjas, ninjas, ninjas and ninjas your journey will take you through five perilous stages in 10 levels located throughout the world.

If you survive the onslaught you'll receive honor and discover the truth behind the Rosetta Stone. Men, if you fail... you only have yourself to blame.

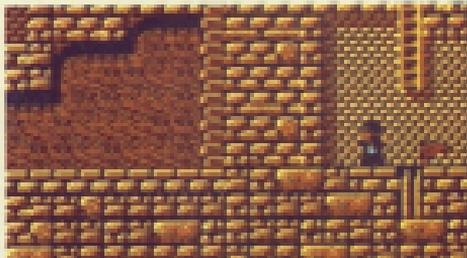


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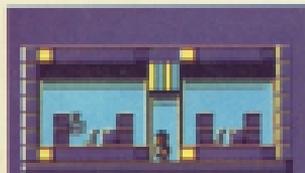
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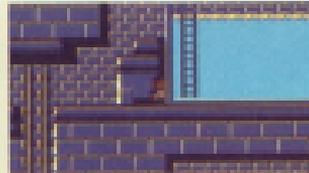
Another street punk ready to put your lights out with that pistol he's carrying. Fortunately, Blues Brothers are good at stacking and dishing.



After a hard boss, we reach the end of level three. Picking up a red end-of-level flag sees in level four, is this easy or what?



There it is, in the flaming window of the music shop. Get the guitar and you can head straight for the end of the level.



The Blues Brothers is packed with platforms and lifts and, well, lots of mind-bogglingly strange ways of getting around.



The shopping mall is the first level. Along the street you'll find shops you can enter and receive cash from your record collection.

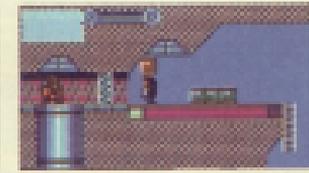
After a long, long wait, those trans-Atlantic soulmates The Blues Brothers are making an appearance on a USA near you. How could they up to now? Have they finally wrapped concert hall antics for console action? Not quite. They've got a gig to do on your computer and they need your help to do it. They've lost everything they need in order to stage this concert. Somehow, their guitar, microphone, amp and a couple of other pieces of stage-show paraphernalia have been scattered across town. With your help, Jake and Elwood intend to get them back.

Town consists of six levels. You can see five of them on a map screen that pops up at the beginning of each level. The sixth is a carefully hidden bonus level. You play

Before the show begins, we'd just like to say that every console game needs somebody, even if it's these two trouble making mayhem machines. Palace has put characters and code together - and what a mix they make...



You don't really need arrows to follow when you're ballooning through this level but watch out for when it turns.



Level five offers a different kind of lift in the form of that ventilation pipe. You're going to have to rescue Mr. Minsky first, though.



This railway station in particular reminds you of something along the lines of Rick Dangerous. Except that it isn't.

THE BLUES BROTHERS



In glad you made it, how are you going to play Jake (left), Elwood (right) or both of them (say, that sounds good).



This pretty pointless screen shows each level on one part of them. When you finish a level it gets crossed out.

other stuff to collect, including records of course (the egg wouldn't be the same without them), extra lives and mystery bonuses. The mystery bonuses can add points or subtract them — both! Some bonuses force your beloved buddies to dance on the spot — even if they're being shot at or scared at the time.

Some inventive modes of transport enable you to get to otherwise inaccessible locations. A limited supply of balloons takes you to the rooftops in level one, for instance. In level two, an air intake sucks your sprite up a storey (yesssss, I'm pretty sure it might be, but it's not in the game).

The graphics are what I'd expect to have called 'something else'. The scrolling is as smooth and

seamless as you can imagine and the Jake and Elwood sprites carry an awful lot of detail. The bad guys (and gals!) are equally well drawn but they're few and far between, to begin with at least. Games gurus are going to find *The Blues Brothers*

are going to find *The Blues Brothers* a little of a challenge until they're about a third of the way through. Even then, they might be able to plough on ahead without ever really using their joystick skills to the limit.

But the gameplay is balanced. There are times when you can avoid hop and feet down collecting items, with an umbrella so you can grab more, if you're smart. Why these guys' records are hanging in mid air in the first place is the kind of question you don't stop to ask when you get into the rhythm. If you've ever driven a Rick Dangerous sprite around your computer screen, you'll know what I mean. Time to refine your technique until you get every single slice of vinyl back, if you want.



It's a corker!

BLUES BROTHERS



By all means go for a coin when the copper faithfully presents them. But beware, on some levels these tanks are filled with acid.



Coaxes in a row, like this, are really as simple as jumping as far as you can forward. And Minsky, some of my old bits have turned up.

The soundtrack is yet another computer nod-off of Peter Dink but the arrangement is different to the one in *Spy Master*. The sound effects fill your expectations as well. The *Blues Brothers* has been polished in every single respect.

It's not adventurous, really. If you go for games because of their uniqueness, you might find *The Blues Brothers*' best too late book. But it is simply good fun to play. It doesn't improve with two-player craziness but it's still fun. There's a cheat mode which I'm not going to tell you but I don't reach the end, anyway. I'm sure I missed a few surprises. Well, there's time for one more session.

MARK HARRISON



Game	The Blues Brothers
Publisher	Palace
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	071 278 2791

POWER RATING

THE DOWNERS...

- Slightly sparse gameplay

100%

90%

- Graphics that do justice to the cut film and add a lot to the game in their own right.
- Smooth animation events in all directions.
- Six very different and quite large levels.
- Colourful, detailed and feature packed backgrounds.
- Simple controls action.
- Well thought out bonuses and scoring system.
- Perfect collision detection and sprite control.
- The soundtrack is plenty enough to suit.
- No end-of-level nonsense.
- Simultaneous two-player.
- Strong player appeal.

...AND THE UPPIERS

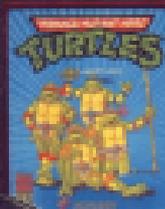


MOVIE

Premiere

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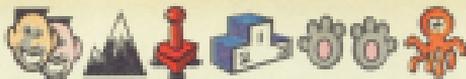
TEENAGE MUTANT
HERO
TURTLES



For years the magic of Hollywood has been the focus for the
of people the world over. Nothing else quite matches the
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Four of Hollywood's hottest films are now showing on a screen

BE FIRST IN THE QUEUE TO ENSURE



Bart's mission is save the Earth (yeah, Springfield is better) from aliens. As he works, more and more townsfolk join the first level his fun to join all the people along with the appropriate his little time around. As you can see the levels are big - these fun strips are only about a third of the whole level.



THE SIMPSONS

What can you say about Bart Simpson? Pop star, skateboarder, cultural icon, spokesperson for a generation and a legend in his own lifetime. All this and yet half the population have never even seen his weekly shenanigans on TV! He may cool in the good cartoon world of Springfield, but does he shine up in CD-ROM life?

We've all seen games based on film or TV characters and most of them range from scintillating doggie to definite doggie-dog - not so with Bart. Our man himself is a genuinely colourful character (actually he's four high-res multiplexed sprites put together). His moves, walk, jumps, skates, sprays and has bags of character. Bart moves are fluid - if he's running fast, it takes time to slow down, stop and change direction. The length of his jumps can be controlled although it takes some getting used to. Quite simply the Bart character looks as cool on the CD as he does on film.

But this is not just Bart's everyday clowning around for the cartoon fan - this is Action Bart! The game has a mission. Space Mutants have landed (at least - Don't tell Bart).

Game	Bart Simpson
Publisher	Orion
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	061 832 6633

When the world's most famous under-achiever sees space mutants landing in Springfield, he's the only one able to foil their diabolical plans. But can Bart's computer capers be as cool as they are in the cartoon?

It's a corker!

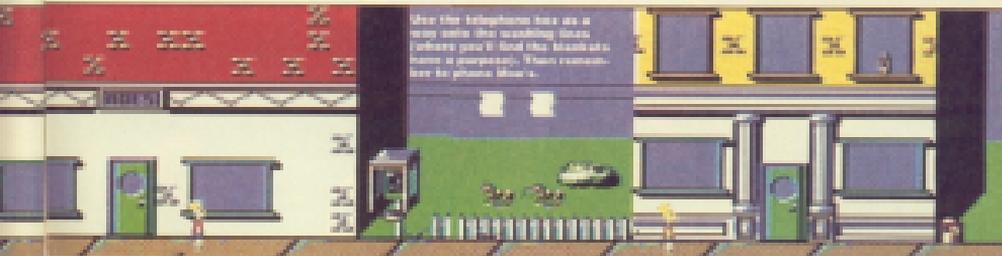
With his ray gun, is the only person in Springfield who can see them. Not only have they possessed innocent citizens on each level, there are objects that the aliens want to use in their machine to conquer Earth (don't ask the how or why). Bart's mission (should he choose to accept it) is to spot and destroy all the aliens. To do this he needs his X-Ray Specs which show the world in a different light, so when Bart looks at a person controlled by an alien, the victim's head is covered in waving tentacles. He can then destroy them by bouncing on their heads. In addition, every time that Bart dispatches an alien, he gets a

'proof'. At the end of each level, if he's collected enough proof, one of his family will come to his aid against the end-of-level bad guy. Bart's main task is to collect and destroy all the things the aliens need to run their world domination. On the first level Bart takes his trusty sprayer to anything purple. Hindering him in this task are lots and lots of different alien alien traps and loads of holes and traps.

But Bart's is equipped for the task - he has a pocketful of coins and the shops are filled with useful goodies such as cherry bombs, rockets, grenades, magnets, keys and sawtooths. Most of these are used to help Bart spray things he can't otherwise reach - a well-aimed rocket of the break variety will hit a purple flower pot resting on high window ledge.

The higher levels really are a challenge and it's one of the toughest games we've





IONS

seen for months. In level two, the mutants go to a full hunt. They now need bats to fuel their world-destroying machines, so Bart has to run through the Springfield shopping mall (that's a shopping centre in English), collecting little train pistons by to supplement the ones the bats just lying around. Every now and again, he runs into bad guys carrying painful looking missiles.

Level three takes Bart into the Springfield foreground where he has to collect green balloons, although there's also the opportunity to fix extra coins on the sidesticks. Once Bart has collected all the balloons, the aliens turn their attention to exit signs (7) which Bart has to collect from the Springfield museum, sliding laser beams (77) and lava flows (777). But if you think that's odd, wait for the last level - but - where Bart has to run around



The third level features background fun and fantasy with Bart having to collect all the green balloons. An uplifting experience...

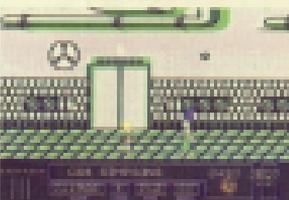
Use the telephone box as a way into the waiting area (where you'll find the most useful items for purposes). Then remember to phone Mom.

the Springfield fast-breeder nuclear reactor, collecting all the fuel rods and putting them safely back in the basement.

The first couple of levels are quite easy, but if you try, there's an awful lot of playing time in this game. Even after you've finished it (and even the programmers can't do it without cheating), there are loads of cheats, special effects and secret rooms to discover. Isnt there anything wrong with that? Simpson versus the Space Mutants? Not after level two, so I've said it gets very, very hard - probably too hard for Bart's younger fans. There's no music in the game, just sound effects. But after you've listened to the pretty tad into while the game's loading, you won't want to listen to it in the game (I really get on your nerves)...

The graphics on the whole are excellent but some of the backgrounds (such as level 2) are minimal. Oh, and it's sometimes a bit difficult to work out what is a platform and what isn't. You might not like that.

But these are pretty insignificant compared to the colour, speed, gameplay, silly sprites and, er, very strange sense of humour. Hats off to Ocean.



Bart's last mission takes place in the local nuclear reactor. Amazing! What's that horrible black-and-red mutant? Oh, it's a mutant...

It's a brilliant game and it's not easy to make a good game from a character licence and so plot (as Ocean themselves - and some of you - know all too well). But Bart Simpson makes his debut with the cool you'd expect from a stylish under achiever.

And what would master Simpson himself say about it? 'Hey the game, man... I wouldn't agree none. And would like to see Bart on the CD-ROM again soon.'

PAUL FORD



POWER RATING

THE DOWNERS...

- Late levels are very, very tough

100

90%

- Bright graphics with excellent high-resolution, coloured multiplatform sprites.
- Superb amount of gameplay with really responsive control of the main character.
- Our hero has lots of character (like the year! Bart) without being too cute.
- Levels finally spot effects and variety later on.
- Good sense of humour.
- Was a extremely addictive, almost mind-blowing beat.
- Very, very close to the original comic game - including all the original cheats, traps and hidden rooms.
- Platformer with a difference.

0

...AND THE UPPIERS



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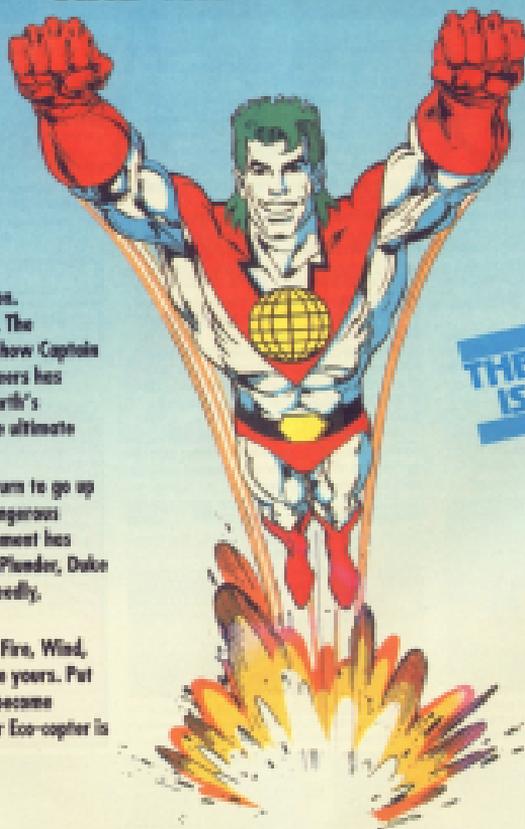


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AND THE PLANETEERS™



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TILT

Does the name 'Tilt' sound familiar? It should, because a few months back Codemasters released a game with a rather similar title - it was called Tilt. In fact, it's more than superficially similar, it's nearly the blower's game.

There are a few similarities in the gameplay as well, both involve a small ball that you have to manoeuvre around a screen. In the Codemasters Tilt this was achieved by, um, tilting the maze so that your little ball didn't touch the sides and rolled rather nicely around the screen. In Genesis's Tilt you have to slide blocks around the screen. Yes, each block contains a piece of piping and these pipes all run in different directions. There are horizontal pipes, vertical pipes, corner pipes, pipes that look like crossroads and pipes that have the beginnings of other pipes coming off them. In fact, it's a kind of pipe dream.

It's a game that calls for a lot of brain-work. In fact, it's rather like one of those plastic picture puzzles that you always get in Christmas stockings. You know the ones that have mixed up pictures of Paddington that you've got to sort out. Yes, well.

About now you might be scratching your head and thinking - "That that sounds rather like something else but I just can't put my finger on it, it's on the tip of my tongue. Golly, what is it?" Well, I'll give you a clue - pipes. Get it? Erm, here's another clue - mazes. Yup! It's Pipe Mania, Empire's classic puzzle from a couple of years back.

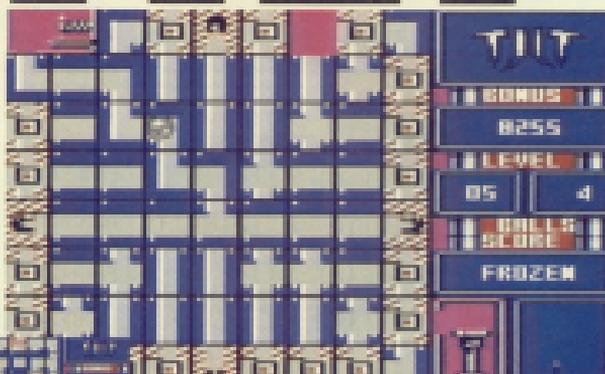
This is virtually the same game, apart from the fact that Tilt is about a little silver ball bearing and Pipe Mania is all about water and plumbings and things.

Despite being a blatant copy of another game, Tilt is guaranteed to keep you in your seat. Everything about it is so incredibly morish. It doesn't look like much but then what good puzzle game does? There are 50 screens to get through and you've got up against a clock, so even the earliest ones once you get to 'fuzzed'. Initially, you'll lose all your balls after just one screen but keep on going and you'll begin to get the hang of it.

Once you've managed to get your ball from the top left to the bottom right of the screen you'll be able to do the same next time. Well, in the earlier levels you can. Later on, the screen changes every time and it's



Just slide those blue balls, move the second one to the right up and - aargh - 100 later!



If it's nothing in your face, this is the game for you. Don't be confused by Code Masters' Tilt, another good game but nothing like this.

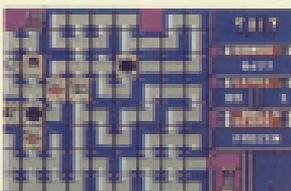
just so hard. Bonuses are dotted around the screen but there are also innocent looking squares

which eat your ball and pretend to be silly about it. "Oh no!" they'll scream, and so will you. Bang goes a life.

Now, I've got absolutely nothing against games which look the same - especially puzzle games. Puzzles are my absolute love and I could play them for years. Tetris, Snake Up, Pink 'N' Pile... you name it, I'll play it. It's my kind of territory.

And, what's more, I'll play Tilt too. It's too tricky, masterfully frustrating, it's also compelling enough to make you press that start button again. It doesn't matter that your dinner's getting cold. Who cares if it's down and you have to go to school in three hours? For now, all that matters is that you manage to get through that damned level that keeps ending you.

LEON BARNES



Squares with arrows on them cannot be slid around the board. Bp!

Genre	Tilt
Publisher	Genesis / Level
Cassette	£10.99
Disk	£15.99
Release	Oct 1988
Contact	0462 881007

POWER RATING

THE DOWNERS...

- It's so damned morish, you'll be grinding your teeth.
- A trivial Pipe Mania.

100

82%

- Simple, and yet heaven-damnably difficult at the same time - like all good puzzles.
- It's fun, it's addictive, and you can always see what you're doing.
- Lots of different and difficult screens to negotiate.
- Plenty of weird bonuses for extra variety.
- Clock settings are impressively challenging.
- Exceptionally simple, without too many convoluted fiddly bits.
- Once you get started, it's impossible to put the game down - a fab puzzle.

...AND THE UPPIERS

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A full-screen action fest of invaders starts its descent. Keep watching.



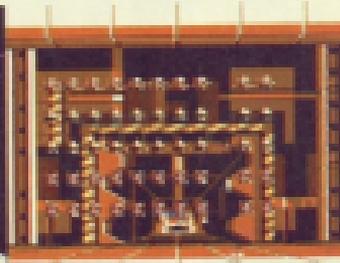
Now they're being deserted again as they are lured to front of invaders and shoot. 'Brrrr'!



Focus your eyes on this alien of the four brother. Then get blasting.



Wait a minute! They were firing a second ago. Ah, but this is another style involving.



When you set eyes on a screen like this you think, 'Yes, the invaders are here to stay!'



There you go, Kremlin struttin' right under your nose!

SUPER SPACE INVADERS

Space Invaders are a rum old bunch

and no mistake. One minute they're trying to invade the earth and the next, they're um, trying to invade the earth all over again. Now they're back with a whole mothership full of nasty new ideas, thanks to Domark's Kremlin programmers. But we're ready...

Space Invaders hit Planet Earth in 1978 (and I remember it well. Almost mind, eh? Cos now, 13 years on, I can play Super Space Invaders as much as I want.

Domark decided that Space Invaders was ace but they could make it even better. So they have. How? Well, they've retained the basic idea but added lots of extra features to bring it into the nineties and worthy of the prefix 'super'. This involves adding better backgrounds, loads more aliens, extremely nasty end-of-level battles, fancy power-ups and cool mutation sequences. Saffy.

At the start, it looks a bit like your everyday Invaders-style shoot-'em-up. About 100 busy little aliens move in formation across the screen and shoot you with pellets. All you've got to do is move sideways, dodge the pellets, shoot the aliens and try to get the ship which flits across the screen now and then. You get bonus points and, if you're lucky, a temporary, protected shield.

The basic idea is to get rid of all the aliens before they start making commands. Y'see, as they get closer to the ground, they get bigger. When they hit rock bottom they can just slide straight over to you and - ker-boom! Your ship is no more.

After the first couple of levels the aliens start to get a bit more exciting. Unfortunately as you progress, some of the backgrounds start to get slightly confused and it becomes more difficult to work out if that's an alien or a bit of a planet. But the more aliens you blast, the clearer the screen becomes - so just shoot, shoot, shoot.

Programmer. The Kremlin, have got some pretty weird ideas as to what aliens actually look like. I can't say that I've actually seen any aliens. I buy a very sheltered life. But I've seen a few films and I've never seen an alien that looks like a house, a butterfly, a fat star or a PlayStation man.

These strange alien powers get more and more difficult the further you get into the



game, but they're not half as tough as the end-of-level bosses. Phew! These really are mean metal maffias and they take ages to kill. There are ships with arms that dangle dangerously near your ship and fire at you continuously, ones that launch an endless stream of killer missiles straight at your little ship and a very strange one that looks like a cross between a bubble and a phoenix and has loads of bubbles going round and round.

The best way to get rid of these is to stay out of their line of fire and keep the fire button held down. Eventually, just when you start thinking that they're never going to go away, they'll suddenly burst in the air in a boom and orange explosion. Lovely colour schemes.

It all sounds horribly difficult but you do have some help. If you knock out a few choice ships, you'll be rewarded with a tasty power-up.

The best of these is the destroy-beans which releases four lasers. These don't last very long but in their short life span they do a tremendous amount of damage by ripping around the screen at a furious pace and completely wiping out anything they come into contact with. Another goodie is the fire flower which explodes

very gently and, more importantly, kills virtually everything on screen. These extra weapons are dead useful and, plus, a very good thing.

The battle mutation sequence does not consist of slaughtering loads of prime dairy cattle. That's the aliens' job, mate. You have to save the cattle from the dastardly space port. Otherwise, streams of spaceships sweep down and pick up herds of innocent frightened Frozians.

You should blast the aliens before they reach the ground but it's so tempting to let them pick up a cow. A cow dangling from a spaceship is not a sight you see every day. The little cows show away and the ships look exactly like the ones in the Jurassic Space.

I had a lot of things about Super Space Invaders and there's not much about that I didn't like. But what if you don't want the guilt of buying a game when there are presents to buy for everyone else? How about dropping the words 'I want Super Space Invaders into every thing you say this year till Christmas. My advice is get a copy of Super Space Invaders.

LENN BAKER



Name	Super Space Invaders
Publisher	Dynamix
Classmate	£10.99
Disk	£14.99
Release	Out now
Contact	061 740 2222

POWER RATING

THE DOWNERS...

■ A Advertising countries.

100

92%

- It's big enough to keep you occupied for ages.
- You're pulled to gently, so that the aliens are slow, but they speed up. In this and it's pretty difficult even for experienced alien hunters.
- Most of the time the animation is excellent.
- The aliens have been given a bit of character.
- Cool mutation screens are an inspired addition.
- We always want to see more screens.
- Great end-of-level battles.
- Surprisingly addition, especially considering the gameplay is 10 years old.

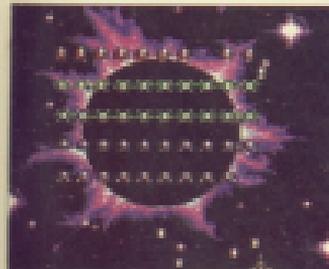
...AND THE UPERS



Wow! Why oh why do they want to invade Earth so much in the first place?

Is this what you see in 3D? We think it is - if you're in orbit around 3D, that is.

The original never looked like this. But Super Space Invaders is a fresh piece of software.



Even a total eclipse can't stop the invaders this time around.



Imagine seeing this on the size of your nose. Fun, eh?



Become a hero and save the planet from the evil of the satellite.





FORMAT

Commodore

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CHASE HQ

Amiga, Spectrum, £1.99

Remember when Chase HQ first came out? It was a milestone by the world of racing games. Everybody was talking about it for quite some time, until they got bored and started talking about something else. For my part, I've been waiting for it to be reduced in price before uncracking my purse and letting it come daylight.

You're a cop with a Porsche and a gun and a plan to race around in 3D along some fairly busy motorways until you catch up with various wrong doers. These are comically marked with large crosses over their roofs (which seems to be a case of foolish over-confidence on the part of the internal security team smugglers and drug dealers but



There's to be! The felon escapes after Roger's attention is obstructed by a shiny car lying on the roadside verge.

as much the better). You pull them over and force them to pay you some bills for the privilege. It's money for old rope, this crime-busting bit.

The graphics are still acceptable after these decades, the sound fine and it's all on playsets as a Benchmark organ (with now forgotten). Well actually it's just that bit janky.

I'm afraid you might have to buy Chase HQ if only enjoy the whimsy of racing extremely rich villainous types get what's coming to 'em. If you ask me, it serves the righteous right for driving expensive cars with huge flashing arrows over the roofs.

CHASE HQ

Put the pedal to the metal, hit the road and jolly well take extensive driving lessons. Chase HQ deserves you to take it home, load it up and go without sleep until you've finished it. Pity about the priceless, though.

FRAME RATE

50%

Mum and Dad sent me to the doctor for a check up this month. But instead of getting out a stethoscope, he just got me to rest on a couch and tell him about the

computer games I'd been playing. As if you can catch anything from computer games... I told him he looked like he could do with a fire button frenzy or two.



I'd bet of you this time would be if I had something more with me. And if I want to relax, I give an old game or even my collection of 1991 Mini magazine covers, not talk to someone who's have a carful of the night of a 1994.

3D STOCK CARS II

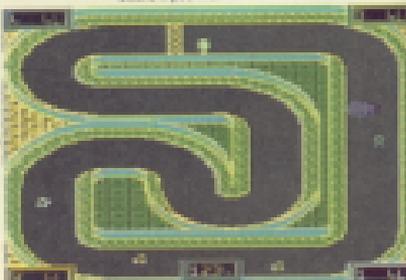
Challenge Software, £1.99

Stock cars have two great advantages. They're not very expensive and you can drive them to destruction. 3D Stock Cars II tries to put this magnificent experience within your miserly reach, but I'm afraid its heart isn't in it. The trouble is, the sprites are even smaller than my infrequent donations to charity.

Including you, there are four microscopic racers vying for the 60 points first prize, so

3D Stock Cars II fits a short shrift but it won't blow your nose, eh, readers?

the competition is fierce. You must try to qualify, hit race at the back of the pack against three tiny enemies and end up coming last by trying to crash into them. I found this most effective when you travel around the track the wrong way (it's hot). Things happen slowly enough to see the key-board if you need it.



Graphics aren't really anything special and gameplay is as fast as people who have their pockets sewn up by their thumbs. If you only make one New Year's Resolution this year, make it 'Don't buy this game, ever'. I don't think you'll have immense problems keeping yourself to this.

3D STOCK CARS

Give it to the boys, tell them it's an indestructible new tank they wouldn't stand a chance against. Then retire to a safe distance and observe.

FRAME RATE

33%

OPERATION THUNDERBOLT

Hi Speed, £5.99

Operation Wolf gave you a railway carriage's eye view of complete carnage but Operation Thunderbolt lets them come straight at you. Yes, if you're tired of men and helicopters tearing directly at your face, all it gonzoes



This isn't much good, unless you've got a healthy aversion to gunting terrorists.

colour, then you'd best hide whilst this review continues. Right. That's got rid of him. You have been asked to go into a very dangerous place and shoot all the people there. Are you've agreed. You must be getting paid a fortune for this.

You chug along, spending most of your time aiming a set of tiny cross-hairs at all the enemy activity in front of you. Then you open fire (with a heinous disregard for the price of ammunition). And if you're smart, you keep your trigger held down.

The action is all quick and smooth consisting that there are some large sprites being moved around here. It takes a while to get into but once you're in the groove (as it were) you'll have fun parts of fun with a carbon of enjoyment for the weekend.

OPERATION THUNDERBOLT

Listings of low-cost violence and plenty of action, all served with a garnishing of responsiveness and a side-order of smoothness and playability.

FRAME RATE

83%

I gave the also a few tips on some of the best buys and passed on a couple of my most secret secrets...

TURRICAN

Rox, £5.99

Now here's a thing. I'm prepared to bet anyone 5p that Turrican is a harder robot than RobotCop. They're both tough, tough and covered in metal, but Turrican is the only one brave enough to go to a foreign planet and try to kill all the creatures there.

It's a big, big advanced robot, with the weapons on, or, scrolling. You have a powerful

beam, a special jumping thruster and the ability to use

any even more powerful weapons you find. So off exploring you must go (although you could load up the game and watch the telly instead, or something like that).

There are hundreds of aliens on the planet (and even more inside it) so the plan is to find a cave entrance to get you inside the bowels of the world, then massacre everyone you find. Any gold teeth or expensive spacebit fitness you pick up afterwards are a bonus.

The classic arcade-style action is as tough as it is difficult. It's massive, too. Buy this and all your pals will say, 'He's got a copy of Turrican', behind your back. And at £5.99, you can afford a drink or two.

TURRICAN

It's got more platforms than Gary Carter and more aliens than Johnny Morris. And it's fast, furious fun. Just make sure that your joystick is up to the challenge (you know how useful it would be to have to buy a new one).

FRAME RATE

99%



Your right away on the pretty dragon is well duly rewarded by infinite violence. Why not everything be so complicated?

DRAGON SPIRIT

Hi Speed, £5.99

You are a rather nice dragon. (I'm allowed that if it was playing Dragon Spirit'd be ideally true.) But Auntie wouldn't be interested in Dragon Spirit because it's not interesting, but a vertically scrolling Commodore 64 game. The idea is that you must pilot your dragon-like frame over some mountains, rivers, six-foot trees and glassed mountains.

But then a whole heap of aliens appear and try and bomb you. Moving from side to side and up and down the screen, you avoid these bombs and try and blow up the nasties. It's traditional Christmas shoot-em-up fare and it's also great.

The further you get, the nastier the aliens get. It's not fair but it makes for a lot of excitement, squealing and cries of, 'Oh yes!'

Just think, most wars would pay a fortune for a specimen like that. I'll capture it and retire!



I've lost again. It's only glad I'm not paying for the electricity!"

The scrolling is sleek smooth and the dragon moves as fast as you'd expect but not quite as fast as you'd really like. In fact the difficulty is pitched just right, because just as you think you haven't got a hope, you get a load of collectables such as extra lives, better weapons and, er, cash handouts. Fire and slay by me. Turn up the volume, turn out the lights, tip up as you try to find you way back to the keyboard and get to it.

DRAGON SPIRIT

Slide effortlessly over some pretty landscapes whilst blasting the life out of as many aliens as you can. If that's the snare catch you're into, *Dragon Spirit's* at a price that's right (completely free would have been even tighter, though)

FRAME RATE

100%

MEAN MACHINE

Coolestaters £3.99

It's time to get behind the wheel again and check out the latest addition to big weapons to steak under the dashboard. The game's a top-down vertically scrolling shooter, packed with other cars which you can either overtake or blow to pieces with the aforementioned fully furnished firepower.

But the stingy old Codemasters only give you a few weapons so it's not all trigger happy heaven. To relieve you of the frustration of not having ten dozen different ways of turning other road users into scrap, there are plenty of little extras you can pick up along the way (the usual cartographic litter of bonuses to drive over).

This game reminds me of *Pro-Flower Blast* (Simulator which was pretty fair). However, it doesn't remind me of that water-based racer enough to be as good. And anyway, there are only a few levels in the game as a whole. *Mean Machine* lives up to its name in that respect. It doesn't stink, but too well on the genre per mile factor. It's okay in a very average sort of way. But it doesn't give you the feeling of real driving power.



Mean Machine's looking slightly cheap and hogging the highway. These bonus points refer to money in game that doesn't get very far at all on a tight budget.

MEAN MACHINE

A lot of an old banger of a game that lives up to its name (but for the wrong reason). There's not a lot to be said for this one except perhaps that it should have the letters "S.U.R.A." printed along with the price. Nearly a write off.

FRAME RATE

60%

BUFFALO BILL'S WILD WEST SHOW

Micro Yales, £3.99

At 60.5 pence per game, this little six-pack could tempt lenders of rip-roaring frontier action. The events include brick shooting, knife throwing, bronco riding (i.e. cat roping (?!)) and a couple of other strange activities. It's brute shooting your bag? Individually, they're all pretty nice but as a little bundle of fun it's worth a few laughs.



▲ This isn't how the West was won but it's as close as you can get to the good old days when gold/bronze were played out there with live ammunition. Nostalgia fans check out the graphics.

I particularly enjoyed chucking a knife at a starting wheel, with some poor lass strapped to it but hell the fun is falling far; it's about the only bit of fun you get for four quid. And that's

isn't much going for the games themselves. Unfortunately, these multi-game-one-pack wild west things involve good deal of waiting around and tedium loading.

But what the heck. The single games are a laugh, if only because they almost look appropriately dated. Some of the backgrounds are actually pretty neat looking.

I wouldn't worry about ruffling up any interest in the direction of the open stage. This doesn't even come in too tightly to a side show worth seeing.

BUFFALO BILL'S WILD WEST...

A rough 'n' ready collection of side show favourites really only slightly cost. It might be great fun for Western lovers but some of these games look as though they were written in 1884. Personally, I'd have strong reservations (here).

FRAME RATE

50%

Always on the case

Regular readers need no hint, looking at yet more ways to increase your collection of good games without breaking into that last 50p piece. Let's hope the good news! Besides real, to purchase a long book for our stingy intercom. Don't forget, you can find tips for all the latest budget guides every month in *Transistors* (and by all means send in with your choice of prize game) to the usual *Codemasters* editors.



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Success! How? The CF team have finally gone mad! Yes, it's true - I was down there last week picking up this month's budget games (they won't let me work in the office after the unfortunate incident with the shiny tiffs at the CF birthday party) - and they gave me a copy of the new Commodore Format 1992/93 Diary. And what a fabulous book it is. It's cunningly called *Don't Buy This If You've Laid Down A Year To Live* (as that no-one knows it's your diary and they won't pick it up and read of your secrets, the shame you take the boy is your wallet at night, wow).

Anyway, about this diary. Starting from 1st April 1992 and lasting 9 1/2 to March 1993 its 144 pages are packed with hot-core C64 stuff. There's an infinite list of POKEs for every single day as well as lots of fabulous 'On This Day' snippets telling you about amazing events in history. For instance Sunday 10th May 1992 is the 17th anniversary of the first Zappan aired on London and to celebrate the fact there's an infinite list of POKEs for *Just Ninja II*. But that's not all! There's also a special Gamebusters section jam-packed full of maps and hints and playing tips for masses of fabulous games. And it lets you know exactly what the next job of CF comes out - so you can read my fabulous budget reviews as soon as they hit the streets.

And all this for only £7.99. It's completely amazing. Much as it hurts my wallet to say so, all the essential C64 gear with a tape of 100 ready-to-load POKEs for less than one brown crinkly one, must be the biggest bang of the year. And it'll last much longer than any game, giving penny-pinching enjoyment well into 1993!

My advice to you is order your diary and tape now, before the CF team comes to their senses and upped the huge price on it that it really deserves. Order now and expect to receive your goodies before February 28th. Leave it too late, and you could be out of luck.

**DON'T BUY THIS
IF YOU'VE Laid
THAN A YEAR
TO LIVE**



CF Diary £7.99

Diary + Tape £9.99

Tape only £2

**100 NEW ANDY
ROBERTS POKES -
ALREADY TYPED IN!**

This is the thing that finally convinced me that the CF team had gone completely bonkers. Not only are they giving out 100 brand new POKEs for the very latest games - they've put them on tape so all you have to do is load the POKEs from tape before you load the game and you can cheat away! No buttons type ins and no mistakes - every POKe works first time! Just look at this list of incredible cheats. There's *Turbo*, *Rainbow Islands*, *New Zealand Story*, *Batman - The Movie*, *Writium*, *Robocop*, *Arma/Arts*, *Shinobi*, *Impossible Mission 2*, *Pinball 2*, *Wonderboy*, *Ghostbusters*, *Operation Wolf*, *Days of Thunder*, *Last Ninja*, *Head Over Heels*, *Shadow Warriors*, *Double Dragon*, *Lezer Squad*, *Dragon Ninja*, *Driller*, *Barkside*, *Cosmic Master*, *The Crypt*, *Star Runner*, *Impressario*, *Blood Money*, *The Unsubscribes*, *Chess 95*, *Tiger Road*, *A-Type* - and many, many more. Just think of all those games you've put away that you'll be able to play again with infinite lives, energy and all that stuff! Just think of all that free playing time! Just think of all the money you'll save not having to buy new games to play! And the whole tape costs just £2! I think, no better go and have a lie down...



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Bring your chopper for all it's worth in the all-time classic *Golden Axe*.

one and only Arnold Schwarzenegger, in *Total Recall*. Arnie battles his way through two platform adventure levels and two driving levels, in a quest to recover his stolen memory. Whether this is worth finding is a different argument completely (he's not exactly the most clever of chaps), but suffice to say that

CAPCOM
COLLECTION
Publisher: US Gold
Price: £17.99 cassette,
£19.99 disk

7
BUNDLE OF

Now here's one for all you bloodthirsty hack-slicers. Seven slashing, chopping, slaying and striding beat-'em-ups all in the one package – and then an excellent racing game thrown in at the welcome CD-i one out. *Crashers and Rollers* had you blasting in the total still-over-side address, then US Gold's *Capcom Collection* could be just the same you're looking for. Not so much nearness here as hard-core locality.

BUNDLES OF

TOO HOT TO HANDLE

Publisher: Ocean
Price: £19.99 cassette,
£19.99 disk

The majority of compilation packs bundle together games of a similar type but Ocean's *Too Hot To Handle* proves to be an exception to the rule. This is an introductory package, ideal for any proud new CD-i owner or for someone who just fancyes trying a bit of everything. So let's look at it first.

Kicking off is *Golden Axe*. This is probably the definitive hack 'n' slash carve-up. The Sega con-op was one of the all-time greats, pioneering a whole new style of fighting games. But somehow, some of the stories captured the same gameplay hook that made the original such a huge success.

The great thing for CD-i owners however, is that this conversion is as near perfect as possible and has lost none of the original's atmosphere. Even most of the superb graphics have made it across. There are a few gameplay tweaks (unfortunately there's no simultaneous two-player option) but essentially this remains the same game that got fantasy beat-'em-up action into the acadies.

Time of battles from the chop, to the accompaniment of sampled sounds and dramatic narration. And with a choice of three characters to play and a cunning soundtrack, what more could you ask for?

Too Hot To Handle is almost worth buying for *Golden Axe* alone. But if you fancy giving your chopper a rest, then the other three games are certainly worth a look.

Super Off-Road Racer gives you the chance to get your motor running and chug up some hills – like *Redneck* but with buckets more mud. The action is seen from above, as you put pedal to the metal. Not the best ever driving game by any means but well worth a look and fun to play.

Alternatively, you could adopt the pre-lated form of everyone's bulging buddy, the

BUNDLE OF
4

No doubts about it – the best way to buy games is to pop off down the town, and tuck into a beefy compilation. Unfortunately, there are so many of the blighters, that some are bound to be dodgy. So, tune into Neil West's guide to all the best bundles around...

great graphics complement a challenge tough enough to humble even the big man himself. In fact that's the only real gripe – it really is quite a difficult game. But you wouldn't want to finish it overnight now would you?

Last, and pretty much last, is *Shadow Hunter*. A mediocre beat-'em-up that lacked polish when it was originally released (yorks, eep) and now looks tired and dated.

But hey, every compilation needs to include the poorest of the pack and anyway, there's still some goodly fun to be gleaned, even if it's only to relieve the frustration of consistently and abysmally flailing at *Total Recall*. Moving swiftly on...

Overall, a sound collection of four varied games. CR, *Golden Axe* is the only real home file classic here, but there's still bags of fun to be had.

85%



One of the all-time classics, in which brave Sir Arthur goes off to slay the dragons. Remarkable graphics and exceptional audio too.



First off is the truly excellent *Ghosts 'n' Goblins*. You've got energy bars, you've got lives and in your time I'm sure you've lost some epic battles. Now prepare to lose your tounge. Yes, this game is the reason for any cries of 'hey, that bloke's got no stripes eh', you may have heard down your local arcade.

This is a classic con-op that really captured the public's imagination, following in the footsteps of its predecessor *Ghosts 'n' Goblins*. The action is fast and furious, with your hero scuttling and often phleeking (let me explain, if Sir Arthur takes a hit, he loses his armour and is left in his Y-fronts) his henchy way through level after level of combats, puzzles and magical battles of all shapes and sizes. Smooth graphics and addictive gameplay – a great one.

LED-Z Storm is the side pastiche offering to be found in the *Capcom Collection* but it's an excellent game all a racing rush in LED Storm.



Grab your jetpack and enter the underworld. *Forgotten Worlds*



Blade Runner, on par another horror in his lockroom fight against aliens.

Still, there's always *Forgotten Worlds* to competent beat-'em-up coin-op conversions. *Dynasty Wars* (take on eight levels of enemy infantry on footback) and *Last Duel's* (dog-standard but entertaining two-player shoot-'em-up combat) is exploits. CPG, so none of them particularly stand. But at least one out of the five should light up your fire.

Lastly there's *LM Squads*. A standard shoot-'em-up, flawed by uninspired design. There's some mediocre stuff in here, but enough evidence of quality to warrant a high rating. It's definitely not to be a big hit with the huge legions of gore loving action-fans.

7%

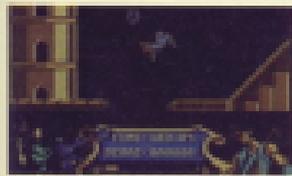
FUN



Real space-age fighting in *Last Duel*.

It's like. Based on the ancient arcade game *Burner Bomber*, this one has you spinning through nine levels of vaguely a playstyle game. The unorthodox from-above perspective works superbly, making this an odd, but a real good.

Dezder and *Dezder* it completely fail to emulate the atmosphere of the classic coin-ops, but it's unfair to write them off completely. These two solid arcade beat-'em-up offer slick graphics but only limited depth, that said, they are extremely popular.



Plenty of heroism in *Dynasty Wars*, as you take on the enemy infantry (84 0044).



Oh, *LM Squads*, let's put a stop to some mayhem.



Blade Runner, a novel shooter in which you play the part of a dragon with attitude problems.

MAX

Publisher: US Gold
Price: £17.99 cassette,
£19.99 disk

The original *Turmoil* was a great game but *Turmoil II* surprised everyone and pushed the C64 game further. *Morgul* (the title) is back so there's only one man to call. The result? An absolute cracker. Everyone knows that old Andy Dyer was a bit on the - well, 'thick' side - but he was spot-on when he gave this game 10%, almost a year ago.

Turmoil II demands a lot from the player. This is a tough game. At some points it's a puzzle - mapping your route takes time and concentration. And at times it's a pure reflex-testing, adrenaline-pumping shoot-'em-up. There's a real surprise around every corner, and it never gets boring.

A whole *Angus* catalogue full of power-ups, some of the bestest facilities you ever did see and a slick control mechanism are all crunched in. And those are spread over 12 gigantic levels of some of the best multi-layer parallax graphics ever. *MAX* is all the more worthwhile for this coder's inclusion.

Oh, *LM Squads*, let's put a stop to some mayhem.



Turmoil II is one of those rare games that's actually better than the original.

But what about the other three? As I've said, there's always one poor game in a bundle and, although *Blade Runner* is a reasonable game, it's definitely the ugly sister of the collection. The best thing I can say is that it's a standard shoot-'em-up with mediocre graphics. So let's quickly move on.

DEZD - because it's one of the best shooters ever. Though a lot of people will haven't even tried it. Show your chance to sample the gorgeous graphics and enough



Perhaps the definitive horizontal shooter, *DEZD* simply waxes class. It cracks.



As caretaker it's your (very difficult) job to keep the factory running, in *Night Shift*.

explosive action to make (and right look like a couple of burning embers by comparison. You control either a buggy or a chopper (a simultaneous two-player option allows both on-screen at once).

A groovy soundtrack accompanies the non-stop action as more and more bodies learn of your heroic dash through enemy territory the hard way. There are only four levels out, not only are they big (each one is 48 screens long), they are clocked to the beat with cannon-fodder. Mindless, violent and not at all in tune with the spirit of the 1980s - *BWV* is one of the best battle-blazing rump you'll ever play. If, however, you fancy something to test the braincells as well as the trigger finger then check out *Night Shift*.

This is another huge game, set over 30 levels of action. Play either Fred or Fiona and get to work. There's a factory to keep running

and you're the chap (or chaps) who's been lumbered with the job. It's now your job to dash around various corners of the factory keeping the works trouble-free.

It's a dirty job, of course. The password system is essential for getting you through the levels because there's no way you'll finish this in one sitting. One for the pros.

There's a lot of gameplay crammed into four games. If you reckon your self as a good gamer, get stuck in.

80%



Super Monaco is still a great 2D racer.

SUPER SEGA

Publisher: US Gold
Price: £19.99 cassette

On the starting line we have Super Monaco GP. Forget the con-cept and just think of this as a perfectly reasonable driving game. Yes, the glorious graphics of Sega's fat money-swallower have practically been abandoned, leaving just plain single-lane parallax horizons.

But this is no bad thing, the memory saved has been put to good use in creating a very smooth 3D-driving effect, with lots of care to race against and bags of gamified extras. It's tough to master, but a few hours getting to grips with Super Monaco GP proves to be rewarding – not to say great fun. So give it a try. Now that Nigel Mansell's latest kit sponsor's got to keep the waggler rolling for Britain.

OK, so you've found some serious rubber and fancy a different challenge. Enhanced Special Weapons And Tactics – that's what you need when a city's under siege, and you're just the man to deal 'em out in *EDGEWART*. To look at, *EDGEWART* is a pretty standard platform shoot-'em-up. But despite the mediocre appearances (lots of the conv-ops will recognise the levels, but only just).

Sega's clever game design still provides an additive hook to keep you coming back for more. Two players can take on the bad-dest simultaneously through all 18 levels.



EdgeWart is part of three-wave to Shadow Master, and almost as good.

Oh no, it's *EDGEWART*.

Another nice touch is the progressive difficulty tuning – blast through the early levels with pleasure and it gets way ticky later on. Collect different weapons and take time out to explore. There's a lot to be discovered.

Next up is Golden Ash, a great game if ever there was one – a real classic. You can also find *Golden Thunderhead* and *Co. In Ocean's Top Hit To Handle* compilation. Check out the details there but it's worth saying again – single player hack 'n' slashers don't come much better than this brilliant Sega coin-op conversion.

Another coin-op great comes with this collection, in the form of martial arts game *Shinobi*. It's as near to a flawless arcade-to-CD conversion as you'll ever going to get. And then there's *Coast Down*, a viewed-from-above shooting and exploration game that's competent enough but really overshad-owed by its four companions. (Oh, don't let the one prop sell your party).

Make like your 80 is an arcade machine and enter the glorious world of mayhem. Sega of their screenshot keep all in one box. *Warsh* and all that ah?

80%



Two-player arcade-action is back then. It's tough, but well worth making the effort.

70%

A fantastic compilation that really offers something for everyone. Three of the best 84 games bundled with two respectable titles. A real peach.



CHART ATTACK

Publisher: Gemini

Price: £14.99 cassette, £19.99 disk.
Chart Attack is a fantastic game, and is also available on US Gold's *Capcom Collection*. But here we also have *Sugar Cars* and *Lotus Super Challenge*, two of the best driving games ever.

Sugar Cars is a racing game with superb animation and glorious graphics viewed from overhead. It's got huge depth – loads of add-ons, loads of opponents and nine different tracks. There's not much more to say, except play it and you'll be hooked!

Lotus Super

Challenge is a rocking 3D-driving sim putting you at the magnificent wheel of a (you guessed it) Lotus Super Turbo. Strap up your car as you progress through the levels and race head-to-head with player-lev. *Strap up* you could frame and display control make this game simply superb.

Clue Kings is a respectable arcade puzzle, a nice contrast to the rest of the games in this compilation while *Impassable* continues the adventures of Monty Mole. OK, so perhaps it's not as original as its predecessors but it's still a fun platform-exploration game nevertheless.

A fantastic compilation that really offers something for everyone. Three of the best 84 games bundled with two respectable titles. A real peach.

The also runs

OK, so overall these were the best five. But there are a number of other compilation packs around that offer just as good value for money – it's just a matter of checking out which include the games that particularly take your fancy...

SUPER HEROES

Publisher: Demtek
Price: £14.99 cassette, £19.99 disk.
Here you'll find the excellent *RoboCop* and *Last Ninja II* – two cracking games worth investigation. Unfortunately *The Spy Who Loved Me* isn't really that good, and *Indiana Jones* is particularly poor. 70%.

MOVIE PREMIERE

Site
Starage Blast Hero Tactics, *Gamma II*, *Back To The Future II* and *Days Of Thunder* – four of the biggest film licenses ever, but unfortunately there isn't one great game between them. A great pity, but it's so often the way isn't it? 50%.

AIR / SEA SUPREMACY

Siteart
Price: £14.99 cassette, £19.99 disk.
Four solid but completed simulations make this ideal for die-hard fans of the genre. But then they'll probably have those games anyway. *F-15*, *Carrier Command*, *Glant Service*, *Gunship* and *F-47* add up to a lot of hours of game playing. Not for the uninitiated. 50%.

ADDICTED TO FUN – NINJA COLLECTION

Coast
Price: Not yet fixed.
Features the awful *Double Dragon*, the competent *Shadow Master* and the excellent *Dragon Ninja*. Really a case of the good, the bad and the ugly. Nice at the price, but the dogs mean it doesn't come recommended. 54%.

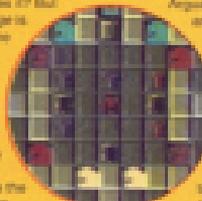
Cf's all time TOP TEN ESSENTIAL MEGA GAMES

CHIP'S CHALLENGE

Publisher: US Gold
Price: £9.99 tape, £14.99 disk

A puzzling maze game with meticulous graphics and poor scoring. Doesn't sound much like a recipe for success, does it? But one game of Chip's Challenge is enough to convince all but the most intransigent of gamers. When it comes to finished puzzling, nine out of ten smart sales prefer Chip's Challenge. Maybe it's the 140 screens. Or perhaps it's the wonderful difficulty curve which rises from the easy-peasy early screens to make the later levels an utter nightmare. Or maybe it's just the devious devices and traps out to stop the player from negotiating the maze's mazes.

Whatever it is, Chip's Challenge makes a refreshing change from all those arcade clones and shoot 'em ups. Sit yourself down with a full cup of tea, load Chip's Challenge and prepare to exercise that old cerebral.



Just one of the cheat-traps facing young Chip. 1.99 to go...

The C64 has the best range of games you could ask for. But what if you're a new C64 owner? We asked old timer Mark Ramshaw to come up with 10 games no C64 chum should be without...

There's nothing quite like a game which makes you derive unbelievably simple solutions when the simple move would do.

ULTIMA VI

Publisher: Brøderbund
Price: £29.93 disk only

Arguably the deepest, most satisfying and generally the best role-playing experience around, this sixth instalment in the Ultima series is big. Very big. In fact, so big it requires lots of city disk accessing, but don't let that put you off. Persevere with the loading awkwardness and you'll find a whole world waiting to be discovered, a galaxy of characters to converse with, and a universe of puzzles to be unravelled. So much more than your average RPG (role-playing game), Ultima VI combines elements of wargame combat, exploration, character interaction and fantasy role-playing to offer something which is so much more than the sum of its parts. Playing Ultima VI for any length of time is akin to stepping in to an

alien planet. Persevered playing *Ultimium* is an instant way to get the adrenaline glands pumping. Frustrating in the extreme but infinitely addictive with it, *Ultimium* is a shoot 'em up, pure and simple. Scrolling horizontally in both directions at least a taking speed, the player controls a lone fighter floating above a field of space mines inflicting damage on the electronic space-brokers (the very same sort which appear in *Persepolis*, fast fans) while being off heavily armed and rather vicious groups of enemy fighters, and even landing on the space station to initiate nuclear meltdown. It may not sound like the ideal material for the best scrolling 'em-up-around, but *Ultimium* has stood the test of time and remains the best remembered and best of its type. And boy is it fast. Reviewed on Commodore Format's special tape, there shouldn't be a single owner out there who hasn't got it.



Here for all strange manner of monsters... and people talk funny to when you're playing Ultima VI. It's scabbing.

entirely new world. Long term *Ultima* fans will be reacquainted with the fantasy, who now converts to the mythical world of Britannia will soon find themselves immersed in the law of the Avatar.

It's a game to really lose yourself in, so book an extensive holiday before you start playing, by candlelight.

RAINBOW ISLANDS

Publisher: Ocean
Price: £9.95 tape, £14.95 disk

Rainbow Islands continues the story of Bobble, Bobble, telling the tale of Bobble's journey through the Rainbow Islands. It's a quest to defeat the Prince Of Darkness, collecting treasures along the way. Witness Bobble Bobble had wild treasure in the form of bubbles. Rainbow Islands offers a more psychedelic experience, the player using little rainbows to defeat the nasties, and also as temporary platforms. As befits the title, Rainbow Islands is one colourful game, capturing the heart-kick level of its big arcade brother splendidly. Covering several very different 'theme' islands (each with radically different but ever-so-often opponents) - there's joy to home to candy - Rainbow Islands offers the best platform fun available, giving the player the perfect balance between typical Japanese style animation and downright Japanese than mean gameplay.



URIDIUM

Publisher: Harewood
Price: £9.99 tape, £14.99 disk

One of the C64's finest moments. The classic 'shoot 'em up' is a real arcade-like experience. From Andrew Braybrook, the



Much like the Breakneck way, Uridium will fill a vacuum in your system, too, no problem.

SMASH TV

Publisher: Ocean
Price: £10.95 tape, £15.95 disk

One of the best arcade games ever gets ported onto the humble C64 and the result is total damage. The honour of the original is captured perfectly, in a game which reproduces practically everything but the two player mode. Anyone who can remember the original (but rather jolly good) Playstation arcade machine will have a pretty good idea



Snaffle those prizes if you can. But you risk life and limb to avoid collision in Smash TV from Ocean. Come on screen!

of the screen-by-screen warfare which awaits the unsuspecting player. Forget the superfluous plot which takes its cue from 'The Running of the Bulls', this may be a game with 'big money, big prizes' but the core of the fun is violence. It's as simple as that.

Fifty wonderfully lethal screeners await, each one sealed until the player has annihilated the required number of droids, snakes, tanks, lit Shinobis (rather large man with a penchant for exploding), and thugs. Just for a touch of variation the occasional screen can be found, where some frantic collection of prizes boosts the score quite considerably. And then there are the end-of-level guardians. From the near-indestructible Mutant Man they just get bigger, better and nastier. Flaming arangers, ballist banners, and social workers need not bother with Smash TV. The rest of us can revel in what has to be the finest arcade conversion yet, and probably the best C64 game ever. Total damage, I love it.

TURBO CHARGE

Publisher: System 3
Price: £9.99 cassette, £14.99 disk

Turbocharge boils down to a very single-minded and utterly exhilarating (who sports car ride into hectic freeways, blasting hell out of pretty much anything which gets in the way. There's some dialogue as to which is the best racing game on the C64. Some go for the pure driving of OutRun Europe, while others plump for this more violent racer.

It comes down to just how psychotic you are - which is why I've plumped for this one. Turbocharge does have a pot, but let's face it, nobody cares about missiles like that. What the people want is high speed action with guns blazing - and Turbocharge certainly delivers. A nice little intro leads into the on-road action, and from there there's no turning back. The mission is just an end to



How would anyone resist shooting these snufflers? Well you don't have to. Kick 2 is too powerful for that. You can't lose.

CREATURES

Publisher: Thomson
Price: £9.99 tape, £14.99 disk
A cartoon game is how Thomson describe Creatures, and they're not far off. While it's not exactly Disney, and the animation is pretty much limited to heavy title graphics, Creatures is a game to raise a smile right from the off.

There's no mindless violence here. Sure, there's blasting to be done - but it's all good fun, no messy blasting. Even the boss - Clyde Rabbittie - uses a fairly neat weapon to blast the facilities. Forget machine guns and all that. Bad breath is where it's at for Clyde. One blast of his fiery breath is enough to stop an elephant in its

terrorist activities (while taking in the scenery) just watch. Heat touches like the way the road forks into two (one way being a dead end), and the tunnel sequences (all add to the pizzazz of this top tyre squeaker). With more speed than a very fast thing indeed, some of the best sound effects to grace the C64 and both road and airborne enemies to deal with. Turbocharge rules and feels the racing elite.

NEBULUS

Publisher: Hewson
Price: £14.99 compilation,
£19.99 tape, £17.99 disk

Wild, weird and wonderful are just three words beginning with the letter 'W' which describe Nebulus pretty accurately. Imagine a small green frog-like blob, whose task in life is to ascend towers via a minimal set of platform structures, destroying them when he reaches the top, then zooming off in a submarine to the next tower. Moving around there causes the whole tower to rotate - a real visual treat. And then there are the snakes.

This really bunch of bouncing marbles can make Pogo's life hell. They don't actually kill Pogo outright, but send him falling down the tower, his fate frozen to many of the platforms below. Destruction of a tower results in Pogo taking pen in a sub-game, literally. In his one-bleb submarine he must weave through an aquatic bonus round, and then it's on to the next ever more infuriatingly devious tower. For masochists everywhere, Nebulus is the ultimate in total addiction.

KICK OFF 2

Publisher: Ameg
Price: £9.99 cassette, £14.99 disk

For the best in two-player competitive sports games, nothing compares to Kick Off 2. If you love football, get Kick Off 2. If you hate



football, then make this Thrones or get out one of the best snufflers adventures around. You'll fall off your chair laughing.

tracks. Creatures comes out on top for sheer speed, cuteness and - hey! - where else can you control a snuffler called Clyde?

football, get Kick Off 2. It's as simple as that. What you want to know more? Oh, alright then. Using an overhead, slithering view of the action (with a handy long range scanner for a bigger view of player movements), Kick Off 2 is novel in pretty much every respect.

Its control method for a start is pretty strange. Whereas some footy games let the ball stick to a player's feet like glue, Kick Off 2 actually makes the player run with the ball. Careless dribbling will send the ball flying. It's the weird system which makes people either love or hate Kick Off 2.

Some say it makes the game play more like hockey. Others think that it's the best control system since sliced bread. In the end it comes down to personal taste, but the brain-to-speed, close reproduction of the rules, and the sheer challenge of trying to beat the computer can't be denied. My advice is to try it out before you buy but a couple of minutes of lutite footwork on its pixelated screen should be enough to convince you that Kick Off 2 is the best sports sim around today.

PARADROID

Publisher: Back-I
Price: £2.99 tape only

Paradroid reigns supreme when it comes to original concepts. Even its metallic graphic style spawned a thousand imitators but its bizarre looks and gameplay have never been surpassed. Guiding an 'influence device' around dangerous space stations, the player must wage wars with the more powerful sentry droids, via a pixelium-ion reactions sub-game, thus gaining more firepower and making mind-melting with powerful froids that bit easier.

Everything is viewed from above, using a now famous graphic style, with metallic and minimalist sound effects creating a cat-and-mouse feel. It sounds completely weird, and it is. But there's been nothing like it since its release over five years ago. A landmark in C64 gaming history, it's still essential.

HORROR BEYOND BELIEF!

The Mighty Brain




BUSY DIZZY

Dear TMB,

Are Commodore's going to realize any more of their Dizzy games?

Michael Burns, Inverness

There's a compendium of old and new games coming out any time soon. Called *Dizzy's Excellent Adventures*, it features three new games - *Spellbound Dizzy*, *Prince of the Fools* and *Dizzy Down the Rapids*. Also included are the old favourites *Kixie* and *Planck Dizzy*.

YIC READS

Dear TMB,

I have a few questions which I would like you to answer:

1. Are there any Yic 20 emulators available for the GAT?
2. Whatever happened to the series, *A-Z of Classic Games*?
3. What happened to Inside Info?
4. What about having disk PowerPacks on the cover?

Hege (sic), Derbyshire

Quiver at the almighty intelligence of The Mighty Brain. Go all wibbly at his omnipotent powers of thought. And then test his very big ego by asking plenty of splendidly difficult questions. Write to TMB, Commodore Format, 30 Monmouth Street, Bath BA1 2BW...

1. No, it's too close to being a pointless exercise commercially. It might have been done by someone in the Public Domain.

2. Eh, we got it to!

3. Even worse, it's still here!

4. It's a great idea in principle but (given on business-like lines) the costs involved would be prohibitive. And the vast majority of GAT owners use tape based machines.

YO! MARIO

Dear TMB,

New look here, you nasty little scotops. I, that's me for short, have a couple of questions to throw at you.

1. Just why are Nintendo as tight w... fisted that they won't let us have the Mario Sagar? (Sib-o-lab)

2. I want to buy CP74, looked at the reviews, ah, no Final Fighreview. What's happening? Olive Varley, Dewsbury

3. Obviously, they're afraid that the GAT is just too groovy for 'em. If Mario comes out on the GAT, why buy a Nintendo?

2. 'Traid those thirky reviewer shaps just missed it in CP74, forget about it in CP75, and have attempted to replace themselves by reviewing it this issue.

So, burnah! (I think).

WILD AND FREE

Dear TMB,

I recently purchased a C64, with a few games, secondhand for a small amount of money. Unfortunately none of the games are really to my taste or my wife's. Please could you help by answering these questions:

1. Years ago in my life, I used to own an Amstrad, for which I had at least two good games. One was *The Wild Bunch* from Freedom and the other was *Run for Gold* (I don't know who this was by). Can you tell me if these games are available for the C64 and where I can get them from?
2. I recently went down to the local computer stores to see if I could get *Scrabble*. Most shops don't have it in and one even told me that they only do it in a pack with *Monopoly* and *Tic Tac*. Is this true and if not where can I get *Scrabble* from?
3. Can you recommend any good adventure games as my wife



keeps telling me to buy some, but I haven't got a clue where to get any.
Chris (sic), Hull

1. The *Wild Bunch* never made it to the C64 but *Run for Gold* (published by MacMillan) did.

However, it's long been deleted and you've as much chance of getting hold of it as you have of buying a pet Tyrannosaurus Rex.

2. Check out *Wendy's Leisure Genius* compilation. It does include these other games you mention but it's a good buy at the same.

3. The CP issues are *The Wild Wilbur's Guide to the Galaxy* and *Deadline* (Amstrad, disk only), as far as text only games go. But if you want to try role-

playing games, go for *Harpoon* (Amstrad) and *Believe it or not*, the very strange *Book Players in the 20th Century* (US Gold, disk only).

CARTOON CAPERS

Dear Mr. Brain:

Or can I call you Almighty? I have thought up some really hard questions for your outstanding intellect to fend off:

1. Mr. S. Pussat (that's me) would like to be a cartoonist. He would like to do some animation on his 64 but he doesn't know where to get his rolls on a decent animation package, where you can animate a character or object and make it move.
2. Why don't Gemin (maybe there's a chance...) make an action game out of *Space Crusade*, if they've still got the license?
3. On the subject of RPGs (roleplaying games), why doesn't someone make a game from *Warhammer* or *Warhammer 40,000*? They would make great action or strategy games — or both.
4. What is the store's favorite software house? Scott Pussat, Brickman

1. Some sports editors do have basic animation capabilities but none of them are much cop. The problem is that the 64, for all its capabilities, simply doesn't animate well unless you program it specifically.

2. It's an excellent idea but license agreements tend to be extremely unflexible on such matters.

3. The Games Workshop (which produces the excellent *Warhammer* board and table games) were considering C64 versions of their games a couple of years ago, but the deal never came together so it's not looking especially likely.

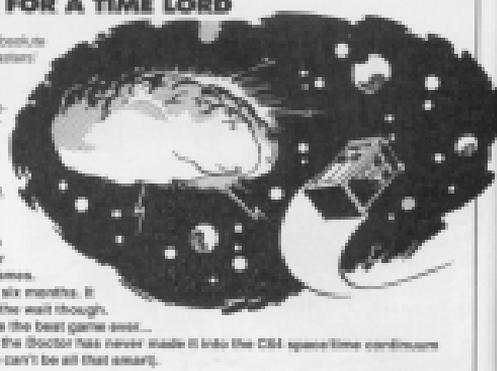
4. The team don't have a fixed publisher. We love our games too much to fall into that trap.

NO TIME FOR A TIME LORD

Dear TMB,

1. Which is your absolute favorite *Doctor Who* game?
 2. Is the excellent *Planet Wars* coming out on the 64?
 3. Are there any *Doctor Who* games out?
- Jonathan Stalham, Leeds

1. I'm afraid I'm a bit of a snigger for all these *Doctor Who* games.
2. Give it at least six months. It should be worth the wait though. This one could be the best game ever...
3. Unfortunately, the Doctor has never made it into the C64 spacetime continuum (quite me, so he can't be at that party).



some guidance as to which way to go — anything really — trains programmer, play tester or even test boy, as long as I am there and a part of the action.

J. Dennis, Penzance

Your best bet is to bang off a few letters to programming outfits and software houses. If you've something to offer, they're sure to take notice. Even so, it's never easy breaking into the games industry, so be prepared for a few disappointments (and spare them).

NICE PERSON ALERT

Dear TMB,

I am writing this letter to you and your ever so brilliant staff. I say thank you for such a fab magazine. I bought my seven-year-old daughter a 64 for Christmas last year, knowing nothing about computers at all. If it was not for your magazine and a lot of your readers, who spend hours, if not days, working out cheats, I would have one unhappy daughter and be spending a lot of time rereading certain pages.

As for your reviews, I wish that I had seen some of them before I bought the games. So on

behalf of my

daughter

Emma

and

myself, I would

like to say

thanks and keep

up the good

work — I don't know what we would do without you.

J. Ward, Turin



All C64 owners can still call International Rescue, F.A.B. (see, whatever that means).

Sometimes, even *The Mighty Brain* is allowed to blush...

NOTHING PERSONAL

Dear Brainiacs,

I've got every issue of your magazine and it's getting crapper every time. *Timber* 2 was the best graphics I've ever seen in my life on

the C64 and you say it was *D&D*? That's not good enough. Please print this letter... Pete Sazed Brant.

Andy, Manchester

...What I'd like to know is this: where do we find these people?

HIT AND MYTH

Dear TMB,

I have a few questions to ask you and I hope you can answer them, so here goes:

1. Is *Phobos* from *Thunder* any good?
 2. Can you please tell me about *Myth 2: Dawn of Steel* is coming out?
 3. What in your own opinion is the best computer on the C64?
- Ewan MacColl, Port William

1. It's got some fabulous weapons.
2. It'll be ready by the spring.
3. Take a look at this month's completion round-up (pages 64-66).

TOUCH-DOWN

Dear TMB,

I have just bought a disk drive for my 64 and I am lacking two good American football games on disk. I would, therefore, like you to tell me where I can get *77 Sports Football* and *Fourth and Ten* (not on computer). Cool Guy, York

You can get *77 Sports* from Microsoft on BT1 828 1434. *Fourth and Ten* is an Accolade game so call BT1 827 6666.

COCK-UP CITY

Dear TMB,

I am writing this letter to say on the *Dirty Collection* sheet in November's *Commodore Format*, when you get down too lines and end how many, it gets *Next Without* for error in 1. It's obviously not working? Please help. What should I do?

Daniel Ward, Cardiff

Andy Roberts came over with a fancy

REMEMBER TO TELL THEM WE'VE BACK HOME...



F.A.B.

Dear TMB,

1. Where can I get *Thunderbirds* (the game) from, if I still can?

2. Is the Action Replay cartridge any better than the one called Power Cartridge?

Lee Clark, Metheringham

1. The Action Replay cartridge has a few more capabilities.
2. *Thunderbirds* produced this a couple of years ago but it wasn't brilliant. You can contact them on 081 855 3494.

IN THE BIZ

Dear TMB,

Does anybody know how to get into the software industry? I am 17 years old with four years of computer experience and would greatly appreciate it if you could give me

case of erratic posting but take a look at this month's Commodore.

TURTLES, MIKE AND FREEBIES

Dear TMS,

I am new to the absolutely awesome Commodore Format but already I can say how much I like it. It's not writing to complain, so relax and keep reading. Now get ready because here come my "question time".
1. I am probably getting a mouse for Xmas (not a pen mouse, a computer mouse). Do you think it is worth the money?
2. Which do you prefer, Turtle? or maybe Turtle 2?

3. If you had the choice between a free (don't forget the free!) CAT LASER SQUAW or a free (don't forget the free!) Atari 2600 or a free Commodore Amiga, which

would you choose and why?
Gareth Smith/Leamington

1. If you're into graphics or disk top-publishing, it's definitely worth the money. But there are questions marks over the compatibility of some programs and certain mice. Be sure you know what you want from your machine before you fork out.

2. Turtle 1 was crap. Turtle 2: The Cats. Do me fav.

3. Why do you ask? Are you offering?

CF READER 'WIMP' SLUR

Dear TMS,

I decided to honour you with one of my letters. I'm writing because of the adverts in issue 12: the ones for "Do You Agree (date)" and "Solid Muscles First".

Well, if my brother's any example, you're not all that help you can get. The only exercise he gets is leaning games and joystick twiddling. Are there any really sexy computer adverts out there or are they all disembodied brains and shiny romps?
The sister of a wiry computer fanatic

Hummmmm. Disembodied brain indeed, it's been you know that I am in fact an extremely sexy, tentaculously bumpy piece of cerebral matter. Women love me for my mind.

In fact, it's a bit of a liberty to call CF readers a bunch of wimps. After all, there's all that exercise they get from carrying games back from the shops, engaging joystick. It's a non-stop full fitness program they're on.

NUMBERS UP

Dear TMS,

Thank you for producing such a wonderful magazine like Commodore Format! I can't wait until it is the time of the month to receive my copy of CF. Well, soon is business. Please could you answer my questions:

1. Could you please give me the telephone number of Commodore?
2. Will there be any software support for the new 3.5 inch disk drive if a new comes out? J-M Dutton, Ruxington

1. Commodore are on 0622 798088.

2. Commodore have discussed this with publishers and the big names will definitely try out the new format. As is always the case though, it all depends on the success of the new format.

PESIMISTIC GIT

Dear TMS,

I hate to be a doom merchant but I reckon the Commodore 64 is heading down the slusher at an alarming speed. Don't you agree that the games available on 16-bit machines show the C64 up as the sad old relic that it is? The top programmers have moved on, the shelf space in shops gets smaller by the month and everyone wants computers for Christmas. Surely Commodore's pricing is all over a mistake? I mean, who really cares if you get three dodgy cartridges with it - they ain't quite Moby Doo are they?

You've a clever chap, Binky. Tell me what you think. Is there still hope for the declining bank of 64 users? Or will my little beige dream machine be getting the top of my boot in 1992, when I rush off to buy a spiffy Amiga? Damon Hoobing, Milnerton

Sure, the Amiga is a better machine, but it's "vases for courtesans" for heaven's sake. At just over £180 the 64 is an excellent buy and more people will buy one this Christmas than last Christmas. With an estimated 100,000 new owners (UK alone) this year, your argument seems to be about the only thing that's going down the slusher.

OH NO, IT'S EXILE AGAIN

Dear TMS,

Truthfully now, when is exile coming out? I can't get it yet.
Gill Barnister, Chesterfield

CF reviewed a 66 per cent finished version in July, and it's still not ready. Methinks publisher Androgenic ought to stop faffing and get the blizzard thing out into the shops because at this rate the C64 really could be history before you get to play it.

REPLAY IT AGAIN

Dear TMS,

How can I get hold of the Action Replay FORK's booklet (CF7)? Roger Simpson

Thank you can't. That offer was a sell-out. However, we will be running a similar booklet in a forthcoming issue.

BRAIN LOVED UP

Dear TMS,

1. Why was there no centerfold poster in issue 14?
2. Is the MPS 1200 Printer any good for the Commodore 64?
3. Are 4K and 8K the same game, as my friend says they are different?
4. My girlfriend is in love with you. Will you marry her?
George Johnston, Houghton-le-Spring

1. There was simply too much to squeeze into the issue. Sorry to all poster fans but I reckon you'll enjoy this issue's offering.
2. It does the job.
3. They're different but not by very much.
4. Is she equitable, sexy, about a foot high and supremely intelligent? I thought not.

DREDFUL REVELATIONS

Dear TMS,

I'm writing this letter to see how clever you really are, so I've lined up five questions to test your IQ.
1. I know someone giving games, who do I report this to?
2. How do I get hold of FORK's games? They don't seem to get much of a mention in computer mags.

My gut judge Dredd is full from. Anyway, he's not all that much fun at parties.

- When will Space Crusade be made for the C64 and how much will it cost?
- Is there a Judge Dredd computer game? If so, where can I buy it?
- Which is better, Openball 1 or 2? Christian Muffly, Liverpool

- Call FRST, the literary butlers, on 0832 862177. They'll take your tip in confidence.
- What are you, a bit of a tricky? POKES are always listed published in magazines.
- Expect to see it by Easter.
- There've been two. The first was published by Pinhead about five years ago and it was rubbish. The second by Virgin a year ago and it was, um, rubbish.
- They're both creakers but I'd pick the second as the bestest.

LOAD OF RAP

Dear TMS,
When CF comes through my door, I live to it before it touches the floor.
You see CF isn't the usual magazine fare - it's got that little bit more.
I need it til my eyes are sore,
I play your tape until real late,
It just can't escape, you know mate,
It's JUST GREAT!
YEAH!
Heads a tail,
You better print it,
It's a rap (I think) -
Mark (Phantom Rhymer) Lacombe,
Aylesford, Plymouth

Make over the T (or maybe not).

SENSIBLE LETTER

Dear TMS,
I see Commodore Format be producing a Powerpack containing programs written by readers, as I am near completion of writing a game at the moment.
K Noble, Atherstone

We've had some extraordinary games through. The best will be appearing over the coming months. Keep them coming.

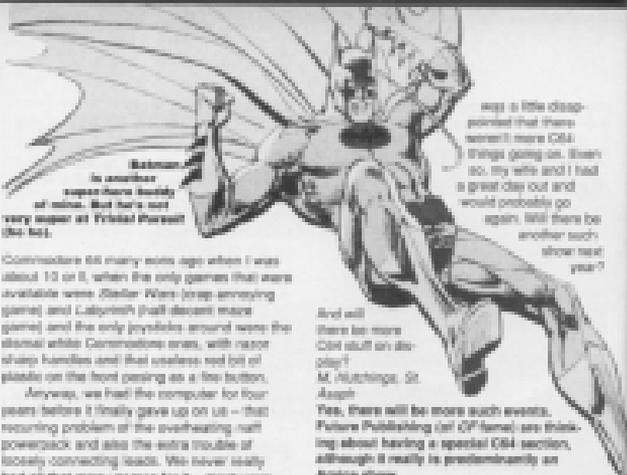
ALL OUR TOMORROWS

Dear TMS,
I have heard about Commodore's C65 computer. Could you tell me more about it?
Robert Wilkinson, Merthyr

It doesn't officially exist. It may not even exist unofficially. The bottom line though, is that it's a kind of mix between the 64 and the Amiga, with lots of colours and fairly good sound capabilities. Price will be closer to that of a C64 than an Amiga but details haven't been finalised (and won't be for a long while yet).

ALL OUR YESTERDAYS

Dear TMS,
I thought that you might like a witty and sophisticated letter for a change but I wrote this instead. Me and my brother had our first



Batman is another superhero hero of mine. But he's not very good at Fossil Power! (By M)

Commodore 64 many years ago when I was about 13 or 14, when the only games that were available were Zaxxon Wars (zapping enemy games) and Labrynth (just about more game) and the only pyramids around were the almost white Commodore ones, with noisy sharp handles and that useless red bit of plastic on the front posing as a fire button.

Anyway, we had the computer for four years before it finally gave up on us - that recurring problem of the overheating-ruff powerpack and also the extra trouble of loosely connecting leads. We never really had all that many games for it - most were borrowed from friends, and then returned when we got bored of them. But my old favourites were Gauntlet (because of all the wonderful bugs such as the empty levels, getting health up to 1000 and then finding that it wraps around back to 1 again, etc.), LodeRunner, Thing on a Spring and Combat Cozy. Unfortunately though, when I packed up, we sold all our games for a lot of dosh and that was that.

Then a year ago my brother moved into the amazing world of the Amiga and I began to wonder not only at the awesome graphics and sound but at the lack of playability and value for money of the so-called superior Amiga games. Consequently, after nearly killing my A-levels, I decided to buy my mate's old C64 64 (he had also upgraded to an Amiga) for a measly thirty quid. What a bargain! For ten quid for these absolute I can get a game with good graphics and sound, excellent playability and absolutely brilliant value for money. And so being a Year 10 creaker is still as great as it always was.
John Ward, Lincoln

Head those who words, y'all.

GOAL NEWS

Dear TMS,
I've Anco make a Kick Off 2? Will share, Southampton

Anco are pretty savvy about the whole affair, but we expect to be hearing some news about a new Kick Off within a matter of a few short months.

SHOW GOER

I popped along to Future Pub's World of Commodore Show and

was a little disappointed that there weren't more C64 things going on. Then so, my wife and I had a great day out and would probably go again. Will there be another such show next year?

And will there be more C64 stuff on display?
M. Hutchings, St Asaph

Yes, there will be more such events. Future Publishing (at CF's leave) are thinking about having a special C64 section, although it really is predominantly an Amiga show.

CIA CONSPIRACY

Dear TMS,
I liked your trip down memory lane when you showed us your old career in the movies.

Now on with the numbered questions:

- Are you a human brain?
- Do you have a cheat for Batman?
- What are really computers?
- Where do you come from?
Philip K. Stephenson

1. Listen pal. No human could accommodate this amount of words.
2. Spooky coincidence time. There's a full mag in this issue.

3. It's the percentage payment which goes to an author (of a game in this context). The more the game sells, the richer the writer gets.

4. I was a CIA experiment gone horribly wrong. Actually, that's an outrageous lie. I'm really the wisest product of a mixture of Heinz Dimension (Shaggs), Mother's Pride Flour and mashed up video tape. Me, tell a lie. I'm really from another planet. (Somebody turn him off - Ed.)

THE END

Feel free to write to The Mighty Brain on any subject whatsoever (although preferably C64 related). All letters are read, but unfortunately we can't fit 'em all in the mag. We have to say this but here goes boring bit, but here goes anyway. Please don't send TMS any personal enquiries or letters or BNF's because

there's just not enough time to get them all out. That said, you can call the CF team on Mondays and Tuesdays every week, and we'll try and sort out any use problems you might have. So, um, until next month's fantastic letters page...





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A quick guide to menu entries

ADVERTIS: Used for words like 'in', 'out'. (**ADVE** is used to check if one has been typed.)

BEGIN WHERE: Indicates GAC where the adventure starts (in if you type 2 you will start in the bank location in our sample adventure).

CONDITIONS (LOCAL): These room specific conditions are used for puzzles. (For example, we could have a local condition that if, in room 1, your input is 'get gold' the message 'alarm bells sound' gets printed.)

GRAPHICS: Great fun to play with - any room in a GAC game can have a graphic, subject to memory limitations.

HIGH PRIORITY CONDITIONS: These conditions are checked before the others - so you could code a puzzle which depended on a time limit for example.

LOW PRIORITY CONDITIONS:

Whatever the player types, these conditions check to see if the input is correct - ie, in our example 'get gold' is a LPC.

MESSAGES USED: For describing objects, events etc.

NAME: This could have been called 'object'. All objects are created here.

PRINTER MENU: Lets you print out your program.

ROOM DESCRIPTIONS: Used for location descriptions.

SAVE ADVENTURE: Obvious really. You can save your file as executable (which means you could load it independently of GAC) or as a data file (which can be loaded back into GAC).

VERB: actions, like 'go' and 'get'.

BRASS ADVENTURE DATA: Don't do this unless you're really sure you want to lose your adventure completely. It will delete everything you've typed in.

ENTER ADVENTURE: Play adventure you are writing (used for testing routines). You end up using this quite a bit to test your game as a check by thumb tests.

GRAPHIC ADVENTURE CREATOR

GETTING STARTED AND GETTING GOOD



Before you get stuck into Graphic Adventure Creator, take some time out to read the instructions. By following

these guidelines, you can't go wrong... Enter stage left, adventure game writer and GAC expert, Stuart Whyte.

The Graphic Adventure Creator, like any machine code assembler, is not something you can just load in and use straight away - it can take months to learn properly. But the basics can be picked up very quickly.

By following this brief ten page guide you will be able to write a small two location 'adventure' which should help you get to grips with the basics. But to create a good adventure you will need the full instructions booklet (see later).

So, let's get down to business - you've loaded in GAC but what do all these menus mean?

The first thing you must do is load in the Quickstart file - to do this type T on the menu to load adventure and then type T for tape followed by the filename **CG.ADV** (note that the file is on side two of the tape, so turn that over before you type RETURN).

YOU ENTER A DARK ROOM

The Quickstart file will now be loaded and you'll return to the main menu. So, you've got the Quickstart file but as yet you haven't got any locations - type R on the menu.

Now, due to space limitations here, the adventure we write will feature just two locations and one object. You are now in the ROOMS sub-option and the program will be asking you for a room number. Type 1 and

then type in the room description - 'You are in a large bank vault'. You will then be prompted for connections - ie, where you can go from this room.

Type EAST 2. This means if you type EAST (or E) you will go to room 2. You will then be asked for a picture number - for room just press RETURN (though later you should play with the Graphics Menu - it's good fun). Now we need to create room 2, so that people can go east into it. So, make room two the same way as you made room one. Type the description, 'You are in a bank.' Connections are... WEST 1!

To get back to the main menu, hit escape twice. Now you're back at the main menu you can test what you've done so far. Press ENTER/RETURN to go into the adventure. You'll find yourself standing in a large bank vault! Granted, you can't do much apart from walk between the bank and the vault but it's a start. Finally, for our sample adventure, let's add an object - press O from the main menu if



you're still in the game press escape twice to return to the menu.

We'll number our object 1 and give it the description "a bar of gold" (the input routine should be familiar to you now — it's the same as room entry). You want the bar to start in room 1 (the dark vault). Set the weight to zero so we're not imposing carrying limits in this example.

Now go back to the main menu and enter the game again — you should also be able to see a bar of gold in the vault. However, you won't be able to do anything with it as we haven't written that into the code yet!

SPEAK, FRIEND . . . AND ENTER

First we'll have to set up gold as a noun — go to the Nouns Menu and type "1 gold" — this means that noun 1 is gold. But what if someone typed "get bar"? So add "1 bar" as well (and use "1 ingot" as well if you want to show off). Putting the number 1 before each of these words makes the program treat them as the same thing (which they are). But can you imagine the problems you might face if, in the same adventure, you included a pub or cocktail bar as a location...

So, we've now set up the object as a noun but we haven't set up the get and drop routines. To do this we need to go into the Low Priority Conditions. Our first input should be line 8 (lines 1 to 7 are used by QuestMaker), type: `IF (VERB 7 AND NOUN 1 AND HERE 1) GET 1 OKAY END`

What does all that mean? Well, if you look in the verbs menu you'll see that verb 7 is get (or take) the noun 1 you've just set up. And HERE 1 checks to see if object 1 (a bar of gold) is here — in the location.

So, if you type "get bar" (or some variation) and the bar is here then GET 1 (gets object 1), print "okay" (OKAY 1) and then END (END 1 is like a full stop in English) — it tells the computer that you've finished the routine — (leave that?)

Oh, so we've written a "get gold" routine — now we need to write a similar "drop" routine on line 9 of the Low Priority Conditions. `IF (VERB 8 AND NOUN 1 AND CARR 1) DROP 1 OKAY END`

CARR just checks to see if an object's being carried and lets you drop it. Let's also make it so you can type "exchange gold" (line 10) — `IF (VERB 10 AND NOUN 1 AND AVAI 1)`

MISS 1 END Verb 10 is examine, MISS returns true if object is available for use (is HERE or CARR) and MISS 1 prints message 1 on the screen...

But we haven't defined message 1 yet... I hear you cry! Whooops, let's do that now. Press ESC before to get back to the main menu and select Messages. There of course message 0 and type, "it looks like it could be worth something?"

Now select Save Adventure from the

main menu and save to a diskette (either on a state file). Go back to the main menu and (re)start and (re)start until the adventures.

You should find that you can carry the gold around, drop it and examine it. Now, the adventure guide reading this probably won't be very impressed — but it's a start!

WHAT IS Q5.ADV?

Q5.ADV is the QuestMaker file which just stores you some typing, it contains many frequently used system messages (such as "You are carrying" and "What now? ..."), many useful verbs (examine, look etc.) and several of the common low priority conditions associated with them. This is to allow you get into writing your adventures without having to write the basics each time.

Why not look it up in a quiet moment and take a close look at what's in there. See how it all fits together, using the examples we've given you here. You'll find a good foundation for any adventure you could want.

Need some help?

This month is the tip of the proverbial iceberg in explaining the use of QAC. If you're nervous about using QAC then you'll be wanting to get hold of a copy of The Guidebook. It costs just £3.95 (over to cover copying and postage costs). If you'd like a copy, order via a cheque or postal order for £3.95 to Future Publishing Ltd and send it to:

**QAC Booklet Order,
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And please note to Andy at Barnstaple, you don't necessarily need the book to use QAC but it helps if you get stuck. DON'T call Commodore Format's editorial office, because we just won't be able to help you.

Next month, however, Stuart White will, Stuart will write a sequel to this topic — a guide and it will be in next month's Commodore Format.

In this article, Stuart will build on the adventure he's begun here. You will learn how to add more complex features to your adventures. Soak, there'll be no stopping you. So keep this issue handy and come back next month for an advanced user's guide to The Graphic Adventure Creator.

Meanwhile, turn over the page and read the Author's guide to good adventure games. Mr Inverness has produced a list in his time, so he knows what he's talking about.

And don't be afraid to write in with queries or suggestions. Even though we can't answer them personally, we can print them in a future issue of Commodore Format. Keep exploring!

IDEAS FOR ADVENTURES

Not much is said about their near-death days but, a few years ago, there were a lot of text input adventure games for the C64. Many of them were written by individuals who didn't program but who had mastered software like this. The good old C64 has been unfairly treated by

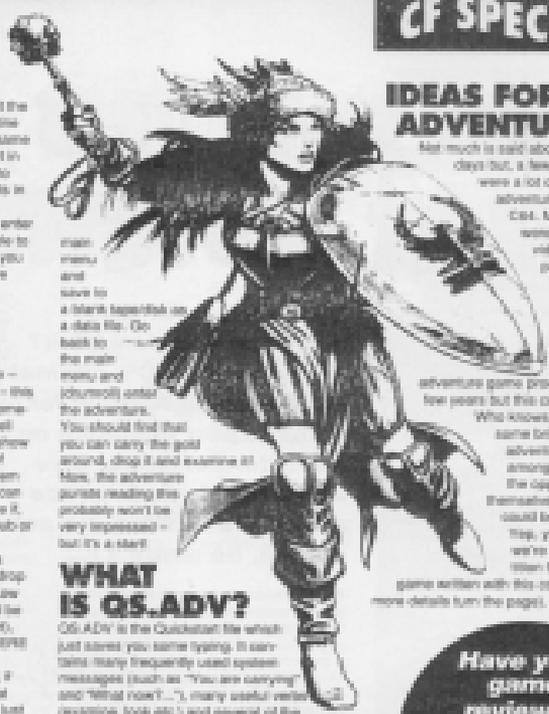
adventure game producers in the past few years but this could all change.

Who knows, there could be some brilliant budding adventure writers among you waiting for the opportunity to show themselves... and you could be one of them! Yes, you guessed it — we're running a competition for the best QAC

game written with its coverage (for more details turn the page).

Have your game reviewed

If you've written a QAC game you'd like us to see, send it to the usual address and mark it "QAC Game". Sorry but we won't be able to return your tapes.



TEN TOP TIPS FOR GREAT ADVENTURES

The best thing you need to do is put away the tape and C64 and just think. If you start reading rooms and objects straight away, before you know it you'll be in a complete mess, without knowing what goes where. Just think. What kind of adventure do you want to create. Fantasy? Murder mystery? Science fiction? Comedy?

1 Ask yourself what kind of world your adventure will be set in. If it's not clear in your mind, the game player certainly isn't going to be able to work it out.

2 Think about the kind of characters you want to inhabit your world.

Why thieves, grumpy druids, killer clerics and kilt-wearing sandwich sellers have very different roles to play and putting the wrong type of character in the wrong place will make the whole world less believable. Stick to a simple style.

Now you've got GAC, what can you do with it?

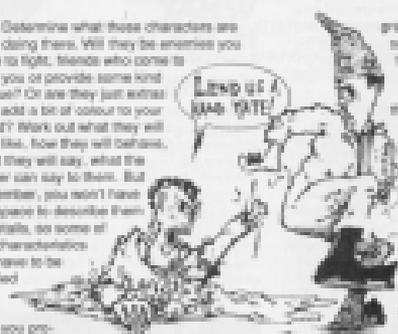
We went to GAC's original publisher Ian Andrew for some expert guidance on adventure crafting. Give us 10 tips for apprentice adventure writers, we asked him. And of course, he wrote 11...



3 Determine what these characters are doing there. Will they be enemies you have to fight, friends who come to help you or provide some kind of clue? Or are they just extras who add a bit of colour to your world? Work out what they will look like, how they will behave, what they will say, what the player can say to them. But remember, you won't have the space to describe them in detail, so some of the characteristics will have to be implied by the way you pro-

gram them. (For instance, a curly ogre may ignore anything said by a player but pounce up with a helpful, "What do you want?" when the player hits him over the head with a club.)

4 Think about the objects that the player will be able to pick up and use. These can be simple and obvious things such as weapons (swords or spears), of course, but also ropes to climb down steep pits with, or they can



Win a live roleplay adventure day out!

Build a world of your own and win a real-life adventure

Lots of people write to CF every month asking how they can write computer games without having to program in machine code. Well, with the *Graphic Adventure Creator* we've given you everything you need, so show us what you can do. Write an adventure on any subject you like: beautiful dragons and horrible princesses; space aliens; mutant computer programmers, the choice is yours. Don't worry too much about the graphics (although if they're good, so much the better). The thing that we're most interested in is the plot, puzzles and playability.

The writer of the adventure game that the CF team enjoy playing the most will become a real-life award-winning adventurer for a day, fighting real barbarians and slaying the evil ones!

And who knows, your adventure might make it on to a future CF PowerPack tape, for over 50,000 CF readers to play!

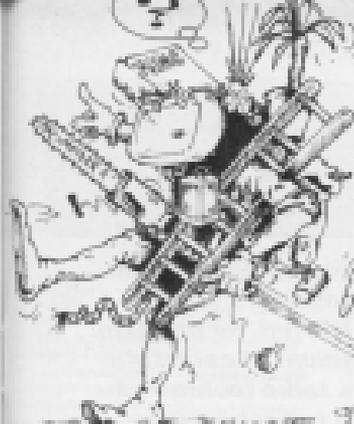
Send your adventures - complete with a written copy of the storyline and any other bits you think are particularly clever to the

address below. But we can't send any adventures back so please keep a copy for yourself (and don't send us any BSBs).

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If anyone who works for Future Publishing or Executive Software tries to enter they'll be forced to submit entries with only a small bonus for protection.

To give you plenty of time to plan and write your adventure, the closing date is 28th February 1982 (yes, it's a leap year).



effect of walking into a room while in possession of a certain object. Triggers set on walls a opportunity for puzzles and traps.

8 Think about the size and shape of your playing area. Do you want it to be a square block of locations where the player can wander around, or a more linear world with long thin 'arms' of locations that spread out from the center, or a multi-centre world with a number of larger areas connected by long thin corridors? A long thin world might

sound good but the player who has to wander back-and-forth and forward through the same rooms over and over again will lose interest. Give them shortcuts if necessary.

9 Think about the plot. A good adventure should be scripted as lightly as a good novel. Your plot should be what happens to the character if the player does everything in exactly the right order. Of course he won't, so the designers have to be as interesting as possible. But the game should be thought of as a whole, rather than as a series of separate puzzles. When the player 'beats back on the finished adventure, it should hang together like a novel.

10 Test, test, and test again. Most of the problems that (occasionally) crop up in commercial games software come sooner because there hasn't been enough playtesting. Don't just play through the game the proper way - try different, unusual and even downright silly things like 'kill the thief with the submachine' or 'eat the axe'. Some adventures even have separate indexes for some of the daff things players might try rather than a standard message saying "You can't do that."

11 Finally think about the graphics. This may seem a strange way

A little bit of adventure

Have a look at this little three-room adventure we've concocted. It starts the way a proper would see it and ends with an explanation of what the author planned.

The character enters the first room through the west door. The room is a bare stone hallway about 20 feet long with a carved arched stone archway in the east wall. The room is lit by torches and is made of heavy stone. On the south wall hangs a heavy tapestry. The second room is entered through the stone arch. This is a large, more imposing room. It more grandly-carved archway and heavy oak door are set into the east wall. Unfortunately, this is overlooked by the two old guards standing on either side of it. The third room is accessed through a smaller plain doorway hidden behind the tapestry. This is a plain white stone room, smaller if not a small wooden chair and a pile of logs.

So, how does this hang together? If the character goes straight through to the main room, he could fight the two guards and win if he's strong enough. However there's a more elegant solution. If the character examines the tapestry closely, he will feel a slight draft coming from behind it. If he tries the tapestry, he will find the doorway hidden. On entering the room it will be dark but he can take one of the torches from the main room to light his way. In the chest there is - well, whatever you want, food, weapons, items needed later on in the adventure. The most important thing in the room, however is the pile of logs. If the character examines it closely, he will see it is a small arched niche with a fixed and a switch around the wall. How does this help? Well if the player was observant he would have examined the carved doorway in the main room which bears the inscription "All who enter here perish, save the wisest of Sauron!". With the cobble, he can walk through past the guards, who will never open the door for him.

This is only an example and is a real adventure the hints may be spaced further but what this does show is the way in which solving little puzzles leads up to the solving of more complex problems. Search - find the hidden door - take the torch - find the ruler - read the inscription - put two and two together - and hey presto! It's one more little victory for the adventurer (and the novice game designer).

want to do things but it does mean that the gameplay comes first, and you create a real adventure with graphics rather than a few pretty pictures linked tenuously with words.

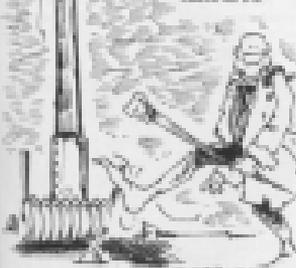
be more complex parts of a puzzle. At one point in the classic adventure *Zork*, for example, you need three objects, each of which has to be used in the right order to solve the puzzle and continue.

5 Think about puzzles. A good adventure game consists of more than just wandering around and picking up objects. It includes a sprinkling of businessmen from time tests to real thinkers. The secret is not to tell players about anything unless they look closely. To your left stands a tall black monolith, with a legend and 6' square black plastic shield in the center' sounds much more mysterious than 'There is a coffee machine here'. But remember that too many long descriptions will age memory.

6 Draw a map of the whole playing area for your reference. Show where all the objects and people start, which rooms are joined together and any special features such as traps or hidden doors.

7 Scatter a few triggers throughout your world. Triggers are things that happen when the player does something.

Sometimes this can be as obvious as providing the description of the contents of a box, as soon as the player opens it or as subtle as the



INSIDE INFO

RESET RETURNS

Dear Inside Info,

Having just read the letter to The Mighty Snake in issue #4 (Hamster House) I looked at my Programmer's Reference Manual and had an idea. The serial port (5 pin DIN) also has a reset line going to pin 5. I fiddled through the serial bit description and pin 5 was marked "no connection". So, I took the so off my C64 and traced the connection through to the circuit board - sure enough a reset line goes out to the serial port!

So what did I do next? No I didn't shove a paper clip into the serial port! I bought a "no metal" - push to connect switch and a male DIN socket and soldered a couple of wires between them as shown below.



A quick and easy reset switch that plugs into the serial port. Remember to buy a male DIN plug - with the pins sticking out. And BE CAREFUL with that soldering iron.

I tested it on a shell for Piquet and it worked. Really however, most shells are far intelligent than switches, so this method won't always work. Even so, this is much safer than messing with bus edges and hopefully it will keep "Mr Warner" happy.

While on the subject of reset switches, they could have another use. Some games on the market have bugs in them, since they're on sale it's too late for corrections - or is it? If the bug is small then there's a good chance it can be fixed in memory. Why not ask games publishers to print reset switch bug fixes in CP's readers themselves? After all, you're the people to know if a problem is a hard error or a bug, not us. Surely everyone would benefit from this, programmers, publishers and users alike.

Chris Chapman, Chesham, Bucks

Loading compo... please wait

A number of people have written in to ask how they can make loading screens for their programs, like the ones you find at the front of Commodore games programs. We were just about to do some and write a little routine when we thought it would be an excellent reader comment to write some thing white slightly. So, the answer is to write a small, well-documented BASIC routine (although you can use FOR&S, of

course) that allows you to display text and graphics while the rest of the program is loading in from tape or disk.

The closing date is 29th February 1992 and the editor will get - well, something pretty damn devastating, I should think.

Send them - along with clear instructions on how the program works to the usual Inside Info address, but mark the envelope "Loading - Please Wait".

Dear Inside Info - I have a million, billion, squillion techie questions that I want answered. Can you do it? Yep, no problem. In this month's compendium of catastrophic catechisms, Paul Lyons talks techie and gets wiggling. Welcome to tech-heaven...

Both of your suggestions are excellent ideas, but when it comes to bug fixes there's one problem you haven't thought about: how many publishers do you think will be prepared to admit that their games aren't perfect and will spend the time and money to create a PORE bug fix? No, not many I bet. And you must have heard the phrase "one man's bug is another man's undocumented feature"...

QUESTION QUICKIES

Dear Inside Info,

I've got a few questions for you, hope you don't mind. Here they are:

1. Can you increase the RAM of the C64?
2. If so, how?
3. If so what games can you get for the increased RAM C64 and where from?
4. Also can you get a CD-ROM drive for the Commodore 64?
5. Could you tell me how to transfer data from your PowerPacks on to disk?

Andrew Wood, Harlow Essex

I've got a few answers for you, hope they are OK. Here they are:

1. No, sorry. The way the C64 is built means that it's not really possible.
2. See answer 1.
3. See answer 2.
4. No, sorry, it would be too expensive.
5. Unfortunately the games on the PowerPacks aren't owned by CP, the copyright still belongs to the original game creator/publisher. So copying games from our PowerPacks is illegal.

MEGA QUESTIONS?

Dear Inside Info,

I have some mega questions and I'd like to have some mega answers, so here we go:

1. It is possible to interface the PCWR 5055 printer to the C64 and if it is how?
2. Can you tell me what Mr Office it is like and tell me some other games that are like it?
3. I have got the Floor-Em-Up Construction kit (S&W) and have written many games with it. Is there a best-run-up kit that you think is good?
4. What is the best kind of printer to buy? I've been looking at the Swift 24 and the 1242+, are they any good?

Ally Adams, Bournemouth, Dorset.

Mega answers coming up:

1. No, not unless you are an electronics genius as you'll have to build your own interface/gener supply system.
2. Mr Office it isn't a game, but a group of programs including a word processor, spreadsheet and database. There are no games quite like it.
3. We've never seen a best-run-up construction kit, but if you're good you could probably use S&W's. And if you've written some good games, why don't you send them in to us (this game for anyone who thinks they have a good game)? If they're really good, we might even put them on a future PowerPack. Send them to us at the usual CP address, but mark the envelopes "PowerPack Prospects".
4. We are big fans of the Star printers, which although they are not the cheapest on the market, they work well with the C64 and are very reliable.

EVERYBODY MAKES LITTLE MISTAKES...

Dear Inside Info,

In Commodore Format 11, there was a mistake in the squares program. In line 180 you put in a tabular sign when it should have been a : (colon). Here is the way it should have been:

```
180   S=CHR$(ASC(ROW) * 16 + COL)
      S=S$CHR$(ROW) * 16 + COL$CHR$(ROW)
      PRINT S$CHR$(ROW) * 16 + COL$CHR$(ROW)
```

Wayne Taylor, Watlington, Oxfordshire

HILLS AHOY!!!

IT'S THE COMMODORE FORMAT MOUNTAIN BIKE GIVE AWAY

1st Prize

What do you do when you're not sitting in front of your C64? Well, you could

watch telly or fiddle your thumbs or something equally interesting. Or, you could be out there 'cravin' the hills and pooin' in the streets on your very own Diamond Back Sorrento mountain bike!

Thanks to our chums at Diamond Back Imports Moore Large - who also happen to be big fans of CF - we've got one of the best starter mountain bikes money can buy. Unlike some cheaper models the Diamond Back Sorrento is a serious piece of kit that will really stand up to the rough and tumble of off-road riding.

It's got a tough-welded frame with a full set of 26mm-ers for when you want to add racks and waterbottles; a uni-union Cro-Moly tube; full Shimano 260GS groupset (that's the rim, gears and brakes) and a grippy tech-system that makes gear changes silky smooth.

And that's not all! CF readers who are already into mountain biking will know that the biggest, best-selling and all-round most totally radical magazine in fat-tire land is CF sister mag, Mountain Biking UK. We've been over there and not only have we grabbed a helmet for the winner (only change ride without a bit) we've got some fabo luscious runners-up prizes.

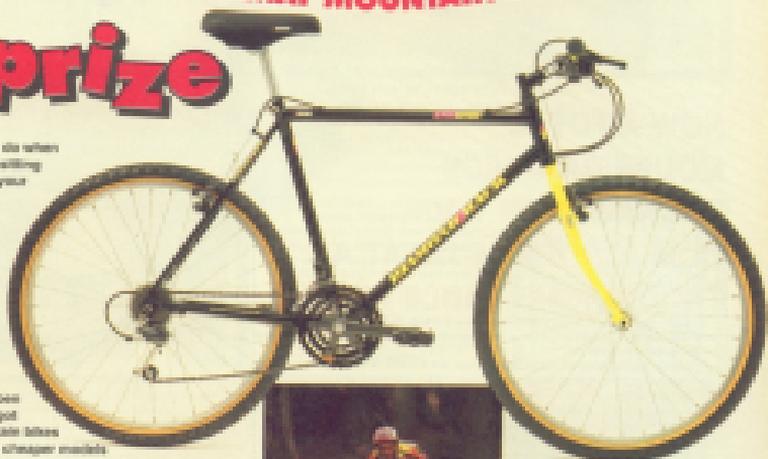
For the 12 second-place entries there's a year's free subscription to Mountain Biking UK - and for heavily lucky runners-up there's a copy of the *MBUK* Winter Special with a free full-colour 1992 calendar featuring Britain's most awesome mountain-biking sheep. Mind those terms, you'll have to see him to understand what we mean!

To win one of these 10 great prizes, all you have to do is answer these three simple questions:

1. Name one C64 game in which you have to ride a bike.
2. What is a bike with one wheel called (apart from dangerous)?
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Send your entries (before 31st January 1992) to:

Boxers Biking Comp.,
Commodore Forum,
10 Monmouth Street,
Bath,
Avon, BA1 2BW.



Oh, and if anyone else works for Future Publishing or Moore Large tries to enter, they'll be strapped to an old roof with no brakes and pushed over a big cliff with the burning comgo stinky stuffed down their cycling shorts. But we'll make sure they wear a helmet.

2nd Prize

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Wheel to them - COMMODORE FORMAT, January 1992



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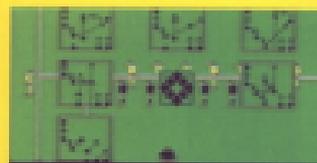


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WORLD CLASS RUGBY



Simply, take your pick of all these tactics.

Just about waggling away, it's screw-down time again for all rugby freaks. But is this little flogger as good as the others? Only last month we were blurring the drum for Commodore's cooking rugby game, which is, it has to be said, a pretty unimpeachable rite of rugby action and eleven mayhem. Now Amiga's here.

Amiga's entered the arena with a whole lot of ideas that will bring a smile to their ears. But they've left the table as runners up.

able rules are followed religiously, as there's much kicking, covering, scrumming, passing and running to be done. Controls are all intuitive, so you pull back and fire to pass, pull forward and fire to kick and so on. As teams do have become the norm, rules and teams also seem by waggling the joystick. These are pretty hard to lose out, as well.



Never learn that real rugby feel to them, it's sort of like sugar, but not really enough like it to be satisfying.

Thankfully there are plenty of options available. You can play in a World Cup tournament, league or plain old friendly, and there are other little bits to tuck around with, such as skill levels and game-time. But, it's ahead of these little tweaks - can't stop you wishing that you were playing that other rugby game instead. This must be the disappointment for Amiga's, as far as being good anyway.

Getting your ball past the opposition is about as simple as stuffing a pizza up one nostril



Looking to be clever? All the rules of rugby are here.

You can break the game up into free time sections.

It's not that World Class Rugby is a load of old tosh. In fact it's pretty cool in an average sort of way. The problem is that if you have to choose between the two, you'd be well advised to go Donastik. It's a shame really, because had this been the only rugby game in the shops, it would undoubtedly be the best of its kind ever.

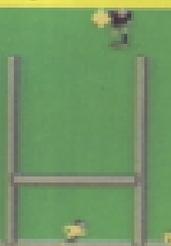
Anyone who tucked into last month's demo version of this game will already know pretty much what it's all about. But for those of you who didn't buy the last issue (you're read) - here's a summary.

It's an above-but-slightly-angled view of an (ahem) rugby pitch, with fairly definitely an-oddly-looking notes blinking about. Rugby's often implac-

able as stuffing a pizza up one nostril and, here, it's about, the game falls down quite badly. Now I know I'm not the world's greatest games player, but managing one try in about twenty games does suggest that the skill level of the computer opposition has been set a tad too high. Tackling other players is an absolute nightmare because while

getting your ball past the opposition is about as simple

Shooting this one is certainly no breeze. (That's the computer in a tight and pain.)



To win a scrum simply requires that a player, send them head for the ball.



they're wearing their way through your defenses, all you can do is hope one of your players is clever enough to tackle. No doubt a million hours of practice would rectify this problem but personally, I'd just as soon spend the rest of my life watching Wimbledon Flare as try and perfect this game.

As a two-player game the improvement is marked because both players can be clever, and still have a good time. But the game's

Game	World Class Rugby
Publisher	AmigaWorld
Cassette	£11.99
Disk	£15.99
Release	Now
Contact	087 867 1168

POWER RATING

THE DOWNERS...

- Truly computer opposition - computer controlled players are far more agile than you'll ever be.
- Lacks the rhythm of the real thing. Granted it's a two-player game, it's just a run from one end of the pitch to the other.
- Unlucky timing means that there's already a better game on the same subject (Donastik's Rugby World Cup, reviewed last month).

55%

- Follows the rules of the real game very closely (shame!).
- Special plays defined by an screen menu which pop up when you need them.
- Animation and the kick key quite are both very well done.
- Great two-player game.
- Loads of options.

...AND THE UPERS



This little menu could tempt risk players.

There's something very strange about the computer game hero. Not content with a nice quiet life of meditation, contemplation and pretty good perfect partners, they seem to fly off the handle at the first opportunity. For instance, if you had just come back from a transcontinental mission of death and destruction, you want a bit of a break, wouldn't you? Of course you would. And it'd take an awful lot to tempt you away from your home sweet home, I said.

Not so the computer game hero. Take our dynamic Double Dragon duo, Billy and Jimmy. They've barely got their morning and killing costumes off and into the washing machine before an old hag turns up at the door and tells them to find three Rosetta stones and



The usual Bashi Golf Wrought Four Squash



Things aren't so easy as they seem. You should have seen the original, introduced by Fred Wolfenstein, Lord of Sodom.



The shop has high staff turnover...



Ah, you'll be the 80 Bros, then...

then go to Egg. And they do! Just like that! Not only are our heroes too stupid to know that there's only one Rosetta Stone (and it's in the British Museum in London), but they don't even ask for a good reason for their quest before they head off on another global goose-trot. Honestly, some people...

Double Dragon II comes from Stern, who weren't responsible for Double Dragon I and II (but for the lobby Bar and Rollers). This means that the whole program has been completely re-written and is totally different from the earlier CDs. Double Dragon III's



And they leaves a girl babied on every level.

Each of the levels captures the feel of the arcade machine adding bucket-loads of atmosphere to the game. Bits of the inside of the castle where the players receive between pillars is very slick and the levels deep inside the pyramid become more sepulchral and foreboding the further down you go.

Unfortunately, you won't have much time to admire the scenery as when the bad guys come they tend to bring their family, all their mates and most of the people they met in the Horse & Hellhound last night.

A commentated play for Eight to break out.



DOUBLE DRAGON III

style and story have been taken from the arcade machine (there's one with all its bits hanging out in the Stern HQ).

Every detail of the original has been squeezed into the CD4 version. The levels are just as huge and the enemies just as mean and multiplexed. The only thing not included in the CD4 version was if

the arcade machine doesn't - it's two-player mode the players can beat the other character up! Not only does this mean that you have to be much more careful in battle but it opens up the spin bits between bad guys, by letting you fight it out between yourselves!

The backdrops which set the scene for all this murder and mayhem are pretty stunning.

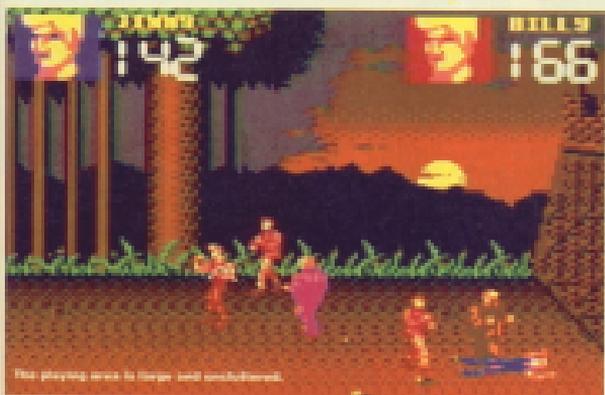
And when they come, they come quickly and with malice aforethought. This is one of the fastest, most frantic beat-'em-ups we've seen for a quite a while.

Everything moves fast, even during a two player game when the enemies are coming thick and fast, there's no jerking, juddering or heavy-handed action. This may seem our heroes but it makes for the kind of hands fun that fight fans love. Unfortunately, although the sprites are very fast and funky, they're a bit on the limp side. In fact they're really very weary - some of the sprites are barely recognisable from the arcade version and after a while all the different types of bad guy tend to seem like one and the same.

To add spice and variety to the (very, very, long) game, there are also loads of nice touches packed into the gameplay: at the beginning of the first, second, third and sixth levels, there are shops at which you can exchange some of your extra credits for weapons, energy or power. In battle you can run at a wall and spring off making your flying



Two-player pulverizing in the deep dungeons of Double Dragon III. The background's strange.



The playing area is large and uncluttered.



Some of the guys you come up against make you look like wings but you can still beat them.

ick-even more powerful), is a two-player game you can stand back to back and link arms to give a super-powerful double spinning kick; when it's well, part of the fun is noticing all the little touches, so we'll leave it there.

If you liked Billy and Jimmy's first two outings then you should suit out and add their latest quest to your collection. The only thing that stops Double Dragon III from being a really great beat-'em-up is the weakness factor of the sprites. But they're fast and formidable and the combination of lots of long levels and vast hordes of enemies make it a real toughie that'll fill you even the best busters - in fact it may well be too hard for novice robbers.

Double Dragon III isn't the kind of groundbreaking game genre that's going to win over people who don't like the genre. But hard-core beat-'em-up fans who are looking for a big, fast and tough game to test their will find Double Dragon III an ideal threat to white-knive the long winter nights. This one doesn't take your breath straight away but it's got staying power. Lots of it.

READ UPON



Here we go, worldwide! all over the world.

Game	Double Dragon III
Publisher	Stencor
Cassette	£11.99
Disk	£10.99
Release	Def never
Contact	071 585 3388

POWER RATING

THE DOWNERS...

- The sprites are a bit weaky.
- It's very hard, hard enough to put some people off.
- It's even harder in a long game.

100

78%

- A fast-moving, smooth, complete beat-'em-up of the best kind.
- There are lots and lots of levels to get your teeth into.
- Good screen space economies to chop, hack and kick.
- The weapons chips add variety - and funness.
- The enemies are varied in tactics as well as looks.
- The two-player game is almost a necessity.
- The soundtrack is chunky and effective.
- A great online conversation.

...AND THE UPPIERS

0

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Back in CF issue 14, Turtles - the Coin-op got a massive 80% making it the best Game Containing Green Talking Peppies with Serious Whoppers ever made on the C64. Andy Dyer said 'the writer is non-stop and

heats beyond belief'. The best thing about our exclusive triple pack is that the coin-op follows the plot of the film, so you can watch Donatello, Raphael, Michelangelo and Leonardo at their smashing and slashing best - and then hit your C64 for your own piece of the action!

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Wednesday 23rd October

JOHN: I'm working on the snow texture screen (remember?) which has, not surprisingly, got falling snow on it. I coded this last month but have since been unimpressed with the amount of processor time it takes up. So this morning I sifted through the routine and saved a few bytes and a lot of cycles. It's now only a quarter of the time it was and is executed in the borders (where there is no snow), which means there will be no glitches appearing! I achieved this by limiting the number of snowflakes that are processed each 50th of a second.

As there is no visible delay on any of the flicks I added a few more, taking the total from 440 to -- wait for it -- 700! Yes, it does take a tad (well, not at all) more.

STEVE: Just to give me a break from the hassles of producing some puny games, I put my C128 in some tids and got out one of our trusty Amigos. This is because we feel we need some company T-shirts made (as you do) to get the attention of anyone who might recognise us at the World of Commodore Show (not that we need T-shirts to do that). The Amigo will be used to design the logos on the front and back, after which we will take the photographs of all the different parts, get them enlarged and then transferred onto the T-shirts. This is a time-consuming process but should give us some excellent results.

Friday 25th October

JOHN: All the graphics unloaded, together with the latest screen displayed, it's time to split all the sprites needed for the bad guys before we start developing a frozen screen or plan out what sprites are going where, ensuring that we don't run out. We can only have a maximum of five horizontally, plus



That was not a very good start, folks.

three player sprites, making it up to eight). They're very valuable.

At the bottom of this screen (remembered TSC as it was the third screen we created) there is a collection of sprites. That had presented a few problems but we got over it -- even so, it was a close run thing.

STEVE: All the chores are taken and now it's just a matter of dropping the film off at the developers. That leaves it for me to get back

THE CLYDE GUIDE

In the on-going adventures of two arcade game designers, John and Steve Rowlands continue their diary of a completely bonkers computer game. And this month they reveal a few of their secrets. They must be feeling generous or something...

to work on that good old snow texture screen. More tweaking needs to be done to the character set and background. This has only just become apparent, as John has recently coded the section of screen that requires a lot of sprites split on the same line.

These sprites had to be moved up off the snow platform slightly so they could be there without a glitch. Now they look like they're floating in mid-air, which could be all right if they were balloons or something...

Tuesday 29th October

JOHN: All the bottom of this screen is a freezing cold pond, which has to be crossed by Clyde (of course). There are three platforms to help him across, but should he fall into the icy water he's got to die (no surprises at yet).

We have decided however that the standard death sequence for him isn't really suitable. So we're coming up with the idea that once he falls in, he floats back up to the surface in the middle of an ice cube. How nice, huh? (What do you mean, 'No'? Anyway, now most of it is coded it's starting to look pretty cute (you actually feel sorry for poor old Clyde).

STEVE: More tweaking is to be done to some sprites on TSC. The post of blood that forms under the fuzzy wuzzy, which he is lifted off the ground by the Christmas Monster had several animations added to it, but only because I had some empty sprites in the

bank. Big Mr Christmas Monster himself needed some adjusting. When he walks along the platform towards his next fuzzy fozzle, the smile on his face drops to make him look sad.

Don't ask me why I had drawn it like that. John had just pointed it out for the first time it had been designed over a year ago! So how he grew at the time (not John that is), includ-



This looks more promising...

ing when he is mauling that it lifted fuzzy and getting absorbed in blood.

Thursday 31st October

JOHN: With the frozen Clyde death sequence completed I'm onto another death sequence, the one for Clyde's fluffy friend (who is understandably allergic to chris-

stark). This is going to be a large — and dare I say it, complicated — collection of sprites, movements, animations and colour routines. So the first thing I've done is make him fall from the rope and land next to his Chairman. Then he gets up and, realising he is in mortal danger, tries to make a break for it. Obviously, he hasn't got a chance (but more on that shortly).

STEVE: It's nice working on the Level Complete music again, which started off well. This must be the third or fourth time I've re-written it but the version looks (wordily!) like it will be the final one. It's a fair way through now but I'd be keeping late if I was to say it



Dave, London: "It was good!" "No, it was good!" was nearly complete (as I wrote). It suits the part rather well, mind you. And the other three versions won't go to waste. We can use them in nearly any other part of the game (except the Title Screen, Get Ready, Clyde's Death, High Score or the Interlude... but apart from that, any other section).

Tuesday 5th November

JCH: The funny death sequence is nearly finished, with just a bit of tweaking needed.

Our playtesters seem to like it, together with the snow scene. If I have time after I've completed coding this screen, I may add another 30 snowflakes, taking the total up to 800.

Today I wrote the animation/sequence code which causes the death sequence to start. Unfortunately I can't say what it is as this would be giving too many clues to you and I don't want to take all the fun out of the game (if there was any fun in there in the first place). Besides, I'm sure you wouldn't want me to spoil it anyway... Fat chance.

STEVE: You know these photos I was talking about earlier? Well they have now been developed and enlarged. I've started cutting around the well smooth ACP (Apex Computer Productions) logo with a trimming knife. Carefully now it.

Soon, I will be trimming up the 'Totally Awesome!' writing and then the title 'Apex Computer Productions' logo which goes on the front of the T-shirt. When all that's done, we'll go to the printers and get it transferred onto our T-shirts.

Thursday 7th November

JCH: Today we were talking about the interlude graphics (and maybe today's bonus graphics) which have to go with any new bonus screens. We decided that, seeing as these screens are obviously located near the bonus screen on each island, they should have the same snow-graphic style. Then we came up with the idea of having it snow in these parts too! Fifteen minutes of messing around with source code and it was snowing at the interlude stage as well. As everything was going so well I'd forgotten how this felt. I thought I'd make the sprites go behind the snow. A tree heaving later... and the snow was falling in front of bad guys and bushes, generating a homestead illusion of depth.

STEVE: This interlude section, as John mentioned, needs new snow graphics. For those of you who know anything about programming the GBA, when you switch sprites behind characters the sprites will still go over background colour and Multicolour 1 (going under Multicolour 2 and character colour). If this effect is used well, it can provide an even better illusion of depth by designing foreground trees in MC2 and GC (so Clyde and Dodger go behind) and designing background trees in MC1 and BG. The effect it has on the snow screen, as well as looking great, adds a bit to the gameplay. This is mainly because when you are behind a



Ready or not, here comes another one.

But you can't see what angle the the Apex Trampoline is at. Cursing, huh?

There is one little problem with it. The screen isn't going to present much of a problem to experienced players, which all of you should be after playing the cover cassette demo to destruction, over the hole! Hope you do, when you get a moment to spare.



When Steve gets bored to draw custom adventures of Clyde Radcliffe, it's not only relaxing, it's a good way of trying out ideas.

CF THE ACP

THE FURTHER ADVENTURES OF CLYDE RADCLIFFE

<p>WEE'VE BEEN WEE'VE COMPLETED LAST!</p>	<p>Clyde, do you ever get the feeling that your being watched?</p> <p>WEE - LOOK OUT STEVE!</p>	<p>OH DEAR, I THINK WE'VE IN FOR A TERRIBLE DISPLAY OF UNUSUALLY UNCONCEPTUAL VEGGIES!</p>	
<p>Oh Clyde, you!</p> <p>WEE! WEE! WEE! THAT I'VE BEEN WATCHED!</p>	<p>WEE! TO GO CLYDE! BUT WHAT ABOUT THE THE...?</p>	<p>WEE, what did it say in 'THE FLUZY BOOK OF HOW TO BE A HERO'...</p> <p>... 'WEE'VE BEEN WATCHED'...</p>	<p>WEE, an answer WEE'VE FOLLOWING!</p>

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ROLLING



Meating, jumping and generally platforming takes place through the crime-ridden, mean streets of Fieldington.



The task is to pick up boxes of stolen goods (to the right of the screen) and return them to our old chum the police.



Level two is the spookiest one where Henry goes during the night and picks up things in the canisters. He has to pick up all the green-light jobs now.



It's a good job our hero's not scared of heights. The poor chum has to rollerblade along telephone lines...



Important power-ups and other goodies can be located at various shops dotted along the fair streets of Fieldington.



Heave, Ho! Henry has nudged a lift in this decidedly on-foot car. You won't 'pull' too many levers with that one trick.

Rolling is an animal boy. Not just any old animal boy, mind you, but a rabble-rousing animal boy who used to be a circuit clown and now doubles as an undercover agent for Scotland Yard. The beginning to get a headache already...

The town of Fieldington has been robbed by an audacious jewel robbery. Luckily, the thieves were nabbed before they could escape, but the jewels weren't recovered, having been hastily hidden all over the town in small, gaudily-coloured boxes. (Morse! The culprit!) In order to avoid an outcry at their security lapses, Scotland Yard hire the (seem) inconspicuous Henry to stake around town and retrieve the boxes before news of the theft leaks out and outrages the general public.

In a surreal twist, a recent explosion at the headquarters of the Fieldington Magic Circle has caused some of the local wildlife to become mutated and many of the local clowns to go just a little bit off the rails.

As if all this wasn't enough, things get Scotland Yard haven't furnished our hero with an expense account, so in addition to all the jewel-collecting mayhem Henry has to perform all his usual animal-running duties in order to earn enough money to pay for the bus rides between the various areas of the town where the boxes are hidden. It's not all bad, though. He can also find useful items like smelly shoes, powerful bludge hammers or ultra-dangerous sneezing bombs lying about which can save him from some of the bad

guys' worst attacks, or he can buy them in shops using coins he's obtained by throwing various items of fruit at flying boxes and falling stars.

Well, that's enough pot for one lifetime. What if all boils down to in the end is a hilariously-squinting platform-leaping escapade which has quite a bit in common with Bart Simpson (also reviewed in this issue). Henry skates through nine lengthy



These heart symbols in the bottom left of the screen show how much energy Henry has left. The gear bar tracks a bad enemy move.



ROLLING RONNY

Forget Poirot, Dixon of Dock Green and Robocop - the future of law enforcement is Rolling Ronny - a rollerskating clown-turned-errand-boy with a nose redder than Rudolph's. But can Our Man Ron deliver the goods or will his efforts to produce a good platform puzzler prove to be a mission impossible?



Is Ronny really the best choice as an ice-cream-delivering messenger? Well, have you ever seen him? We'll see the next he goes there.

levels avoiding obstacles, controlling the tiny jewel boat, and running backwards and forwards delivering messages to make money for his bus fare. Fiddlington is displayed in bright, colourful cartoonish graphics, accompanied by bouncy music, and the screen scrolls quickly and smoothly.

At first it's all very enjoyable, although not very demanding - apart from the odd car or hard-to-spot hole in the ground there really isn't a lot getting in Ronny's way - with the simple controls and fast-moving play making everything flow along at a fair old rate.

There's a nagging feeling at the back of your mind all the time though, and it's a feeling that there's something missing.



A job is up for grabs and it's Ronny to the rescue. Jobs don't hang around for long, not even in the imaginary town of Fiddlington.

Everything you need for a good game seems to be present and correct, but it doesn't quite all gel together properly, that magic game-play element just isn't there. By the time you get to the second level though, the shallow-but-fun platform action has been replaced by a large extent by a puzzle-based idea, which at its most basic

amounts to a simple matter of working out which of the six

new power-up devices is needed at which point. As a puzzle this takes most of the pace and enjoyment straight out of the game, leaving a tedious amount of tramping back and forth over the same-old ground discovering by trial and error what the correct course of action to get through each section

is in its place. By the time you're halfway through the third level you'll more than likely be wishing you'd never started the whole sorry affair.

And another thing, why is it that all us tape users are always treated like something the programmer slapped in in the great? Rolling Ronny comes in three bits at first - the title sequence, the first and, then the first level. If killed in that first level, you have to spend the time all the way back to the beginning of the second section and hang around for another two- or three minutes while it loads in the first level all over again before you can continue play. This is so infuriating that I suggest that tape users take 20% off the mark at the bottom of this review, because they'll spend far more time hanging around waiting than they do playing the actual game.

Rolling Ronny is a promising idea which rapidly becomes incredibly boring. I suspect an entire Saturday playing this game when I could have been happily sitting at home watching old black-and-white movies on BBC2 - don't make the same mistake as I did.

STAFF CHOICES

Game	ROLLING RONNY
Publisher	Virgin
Cassette	£9.99
Disk	£14.99
Release	Out now
Contact	081 950 2244

POWER RATING

THE DOWNERS...

- Very repetitive indeed.
- Lacking in style.
- Hidden tape nuisance.
- Intake too easy to really get into features.
- More of a puzzle than a platformer.
- ...but without the real-world pull.
- Depends entirely on the right choice of power-ups.
- A waste of a nice idea.

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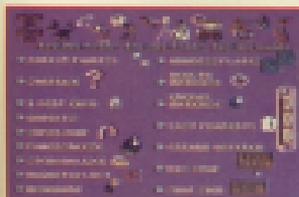
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45%

- Pretty enough graphics.
- Reasonably sound effects.
- An entertaining plot.
- Funny musical.
- Levels increase in difficulty, but it's all too late to stop becoming boring.

...AND THE UPERS

COMMODORE FORMAT, January 1992 - If do Ron Ron Ron, If do Ron Ron.



But Ronny's life is as much a puzzle as a platform game, with codes of bonuses and tips to remember and collect.



Bonus is really a highly trained operative who knows what he's doing. At least he's enjoying himself.

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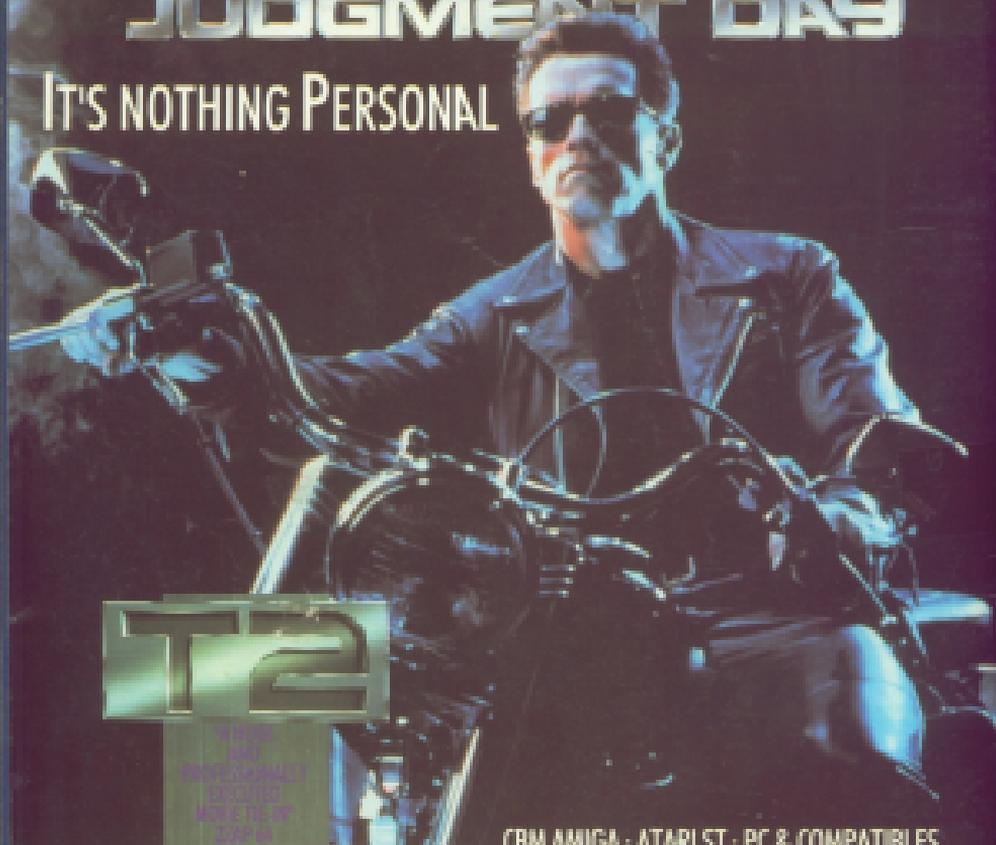
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