

No. 11  
Special 100th Issue

The planet's biggest selling C64 mag

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27

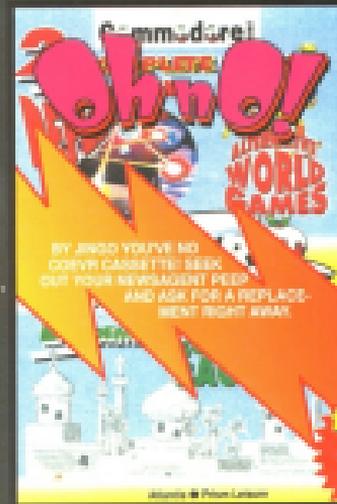
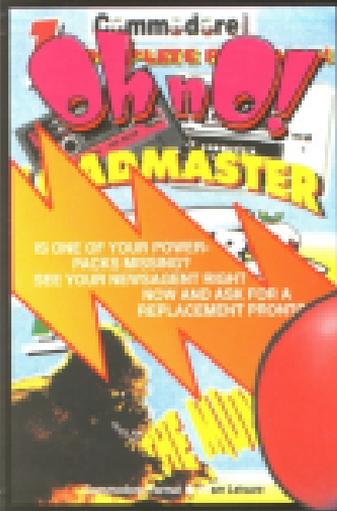
Got a 64? \* THEN GET THIS

# Commodore

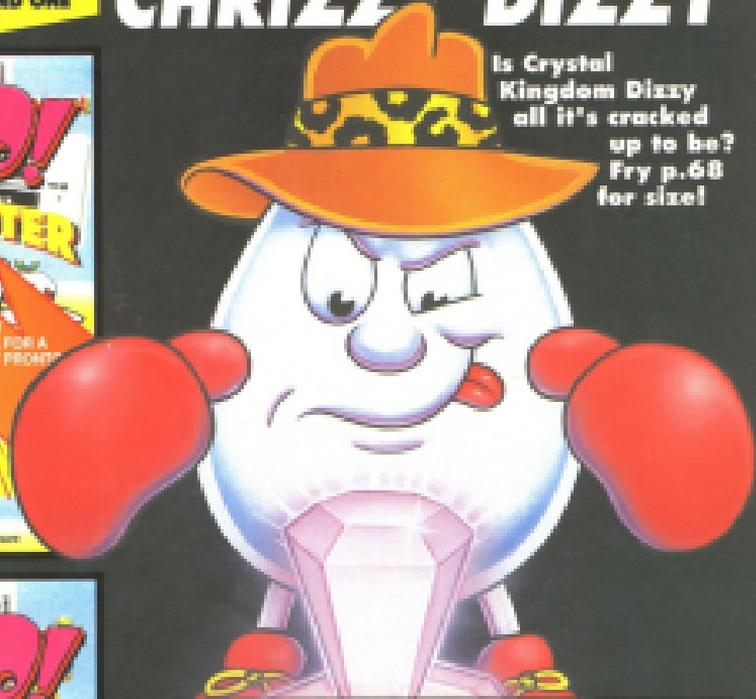
FORMAT

**LOOKY HERE**  
THREE FULL GAMES AND ONE  
BRILL' UTILITY

## CHRIZZY DIZZY



Is Crystal Kingdom Dizzy all it's cracked up to be? Fry p.68 for size!



### POWERTESTED

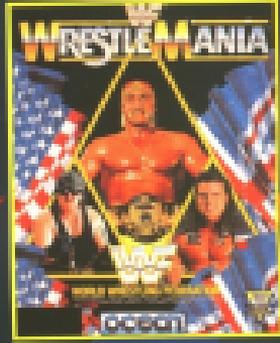
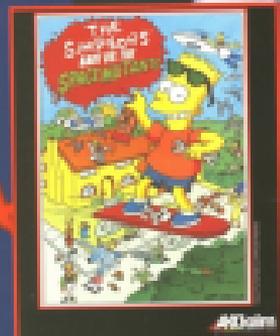
- MORE BULLY'S DARTS**  
Two in a bed SHOCKERS!
- C64 LOCOMOTION**  
Leaves 'em standing
- REVIEWS RECKLESS RUFUS**  
'Rucking on libel!
- THAN ANY CRAZY CARS 3**  
Do they pass their MOT?
- OTHER PSYCHO'S SOCCER**  
Out of the forest?
- MAG! PLUS LOADS MORE...**

**Tape to disk**  
**SMART!**  
Tape-to-disk offer on p.71



CREATURES 2 - THE **TOTAL** SOLUTION

# THE BEST COMPILATION



BART, ARNOLD & HULKSTER IN ONE GIANT COMPILATION  
**THE THREE BEST SELLERS**  
**OF 1991-1992**

ALL REACHING NUMBER **ONE** THROUGHOUT THE YEAR

# ATION OF ALL TIME

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"A hit, pure and simple. Excellent opening animation. Once you've played it you'll be hooked."



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"You'll keep coming back, just like the Terminator itself. Get hold of this one, it's almost as mean as Arnie!"  
COMMODORE Magazine  
94%  
"Variety is definitely the winning ingredient with Terminator2."  
COMMODORE FORMAT



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"Where other wrestling games fail WWF succeeds. WWF is more realistic than the real thing and that's official. Brilliant presentation, convincing and colourful graphics throughout, spot on control method makes everything feel perfectly natural - a must for all WWF fans."



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# ocean

## GAMES

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- 71 BULLY'S SPORTING DARTS JOURNALIST
- 72 CRAZY CARS TIME
- 77 PSYCHO'S SOCCER SELECTION BEI SOFT
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## CF SPECIAL

- 31 SELLING YOUR (SOFTWARES) To how do you go about getting a game published? We've got the ideas, the hardware and the talent but how do you make that big break? For the inside angle on getting your game in the shops see p.31.
- 34 1992 AND ALL THAT A week may be a long time in politics, but in the world of computers it feels more like several days. For a look at the highlights of the year they are already seeing 1992, turn the clock back (and the page forward) to p.34.

- 36 LOAD-MASTER MASTERCLASS Ensure that your datasets is loading of maximum efficiency, with our bill/Loadmaster help alignment program. The full Loadmaster instructions can be found on p.36.

- 38 FACE TO FACE This month's software star is Danielle Woodley, Public Relations Supreme for the mighty US Gold. She reveals some of the secrets of the software made on p.38.

- 42 CF'S ARTY PARTY When we got Screen Paint on Power Pack 25 we invited you to send in your pictures. How we are going to present the pick of the post paint pack. The picture pasted pages begin on p.42.

- 50 LET'S MAKE A MONSTER Apex Productions, the creators of Creatures 2, are now two months into the production of their latest masterpiece, Mayhem in Monstropolis. Find out how things are going in p.50.

## REGULARS

- 6 POWER PACK PAGES The only page instructions you'll ever need
- 11 GAMEMASTERS SPECIAL The COMPLETE Database Evolution
- 27 BUDGET GAMES Roger Plummer scoops out the cheapest gems.
- 42 INSIDE INFO Our techno-filmers 'spies' those dejected probes.
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- 66 MAIL, ORDER AND SUBS Buy bargains and order CF by post.
- 68 NEXT MONTH Tell us all that!

What do I want for Christmas? Any  
**POWER**

## JAMES MASTERS GAMESMASTER!

**W**elcome to the CF Christmas special! Yeah, I know that there's one more issue due before Christmas (in December 1992 to be precise) but as this edition runs right up until then, we thought we'd make this one a festive issue as well.

With two Power Packs on the server, as well as a hefty number of pages, we hope we've covered for just about everybody on that Commodore Christmas list. There's a screen load alignment program for delatetals owners, a multi-card sports game for wugglers, a tough puzzle game for thinkers and a game of sereneless destruction for the addiction sufferers! On the reviews front

we've got the long-awaited Crystal Kingdom Dizzy and Crazy Cars 2 out on fat price, producers of Dr Who - Dalek Attack and Dool stand for programmers, tips for tactics, a budget round-up for students and stacks of shunning features for all manner of folk.

If that wasn't enough, we also welcome a new team member aboard the good ship CF, a certain Miss Clare Hodgson. She'll be replacing James at the games table, because he's accepted off by John Future's new GameMaster title. So it's goodbye JamesMaster and hello Clat Natty Griguesness everybody!

*Hodgson*



## 11 GAMEMASTERS SPECIAL

Creatures 2 was the best - and most important - CD4 game release of the year. It set new standards for graphics and gameplay, both factors that helped the game sell by the wagon load. This also means, though, that there are now thousands of gamers up and down the country who are in Torture Trouble! So, in this Christmas special we arrive ALL of GameMasters in Missing the game of 1992 to smithereens.

## 31 SELLING YOUR WARES

Most gameplayers have dreams of writing their own game and getting on to the shelves of supermarkets. But aside from learning to draw, communicate, and code on the C64 what else do you need to do? We detail the essential info for aspiring software authors on p.31.

## 38 FACE TO FACE

Don't be afraid to ask, we said, and you won't! This month US Gold Public Relations chief Danielle Woodley answers your queries. What is PR? Why haven't Kix re-released Storm Blaster 4? What's the meaning of life? You'll find the answers to all these questions (well almost all) on p.38.

## 34 1992 AND ALL THAT

Time for a mander soon: the Memory Lane that was 1992. The best bits, the silly bits and the bits that we'd all rather have forgotten about are dragged up once more on p.34.

## 42 CF'S ARTY PARTY

Ladies and gentlemen, I am proud to welcome you to the opening of the CF Screen Paint gallery. We have a whole collection of work on show to the public for the first time. Please open your catalogue on p.42.

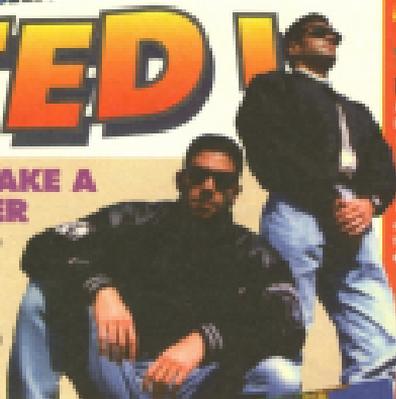


...anything that's been...

# TESTED!

## 50 LET'S MAKE A MONSTER

Apex Productions are responsible for *Creatures 2*. Now they are revealing the secrets of their next project - *Mayhem in Monsterland*. In this second installment of our series they've already decided on the main character and the setting for the game now they start the hard bit - or so they say! Diary entries start on p.68.



## 68 CRYSTAL KINGDOM DIZZY

### CODEMASTERS

Dizzy, computer gaming's most enduring character, pops up again in arcade-adventure mode. How, for the first time, he appears in VGA-D-Mode and glorious full colour. Can the top D's gameplay still cut it, though? For the first, last review, crack open p.68 to see if it's worth strutting out for!



## 71 BULLY'S SPORTING DARTS

### ALTERNATIVE

"Let's see what you would have won!" These immortal words are happily absent from *Bully's Sporting Darts* as Alternative have taken the best bits of the TV game show (ie, the novelty darts games) and turned them into a lively little joystick buster. Go for the car on p.71.



## 72 CRAZY CARS 3

### TITUS

Drive like a loony through small US towns at dangerously high speeds and beware in an discotheque machine toward other road users! Top, *Crazy Cars 3* is as dangerous as the M31-200. For the average speed on the London orbital about 80mph? (It's full roads though more fun. For a full road-race race go p.72.



## 78 LOCOMOTION

### KINGSOFT

"Gardoo me son, is this the Chuffamooz shoot-down?" "Oh, no, it's been delayed - there's a logjam on the line at Diggwell." Expeditions the pressures of signing a major computer network in this heavily detailed train-based puzzle on p.78.



Win a million  
(MINUS 999, 970)  
138 different games are up for grabs!! To find out how you could win them all, see p.48 right about now!

## POWER PACK 27

### TAPE 1 DEFLEKTOR

From Leisure Bend the beam of laser light around so that it destroys the trip-laden mine. An excellently designed puzzle, this one requires speed of both thought and action. It's a rare against time that requires some major forward planning! Right? Instructions on p.6.

FULL GAME

### ALTERNATIVE WORLD GAMES

From Leisure A multi-event sports game that's a bit different. Eight gloriously funny events mask eight smart hours of high speed waggling. The graphics are as fast as the events - load it up and laugh! Instructions on p.7.

FULL GAME

### SCEPTRE OF BAGHDAD

Atlanta Software A new graphic adventure, this one combines great play with some tough puzzles. Venture to old Baghdad for a tale of sorcery, greed and flying carpets. (That's a bit by the way!) Instructions on p.6.

DEMO

### TAPE 2 LOADMASTER

Commodore Format A head alignment program, it's the one utility that you cannot afford to be without - if you want to stay sane! It'll help restore perfect loading from your faulty diskette(s) every time. Instructions on p.35.



FULL GAME

### THE MUNCHER

From Leisure In a glorious pastiche of those classic Godzilla B pictures a man in a green rubber suit knocks over lego versions of Tokyo, kills on the role of *The Muncher* and destroys huge cities in seconds. Much destructive fun is yours with the wealth of a full instructions p.8.

FULL UTILITY

27  
Tape to  
disk

Want a soft disk version of the CPST Power Pack? Then pop to p.7 for all the info on our smart tape-to-disk transfer offer.

### TAPE TALK

The full instructions for your Loadmaster head alignment program are p.35. For the inside info on all the games and demos see p.6.

# QUICK START

## DEMO

### SCEPTRE OF BAGHDAD

Press 'F' to start and you're on the way to mysterious old Baghdad. Pick up your stuff, wander around and explore.

Joystick - Port 2

- ↑ Up - Enter doorway or use the item selected in your inventory
- ↓ Down - Toggle between the two items in your inventory
- ← Left - Move left
- Right - Move right
- Fire - Jump

## FULL GAMES

### DEFLECTOR

Wipe out your mirrors to aim the beam at the balls to destroy them. Then fiddle with the thingy appliances away from to aim the power ray at the real 'balls'.

Joystick - Port 2

- ↑ Up - moves the box cursor up.
- ↓ Down - moves the cursor down.
- ← Left - moves the cursor left, or angles the selected mirror anti-clockwise.
- Right - moves the box cursor right, or angles the selected mirror clockwise.
- Fire - select a mirror to move.

### ALTERNATIVE WORLD GAMES

Joystick - ports 1 & 2

All these are eight-bit versions of the word sports game, all with their own unique twist. We couldn't fit all the variants into this tiny column. So you're going to have to read the main text. To start, choose the game you want to play with the joystick, press fire to select it, then 'F' confirms.

### THE MUNCHER

Search for eggs and eat everything.

Joystick - Ports 1 & 2

- ↑ Up-Jump, with fire to grab onto the side of a building, or fire before you job up to launch something overhead.
- ↓ Down-Crouch and then job fire to pick up and stuff your jerry.
- ← Left-Move left.
- Right-Move right.
- Fire-Shoot a fire ball from Muncher's mouth to blast everything in sight.

All these games and demos are loaded using the format

# POWER PACK

We must be mad. Ding dong

merrily on high. There, told you so. Must be the Christmas spirit. But as we're in such a good mood, here's a festive treat - TWO Power Packs bulging with goodies. Just call us Sanity Clause.

# SCEPTRE OF BAGHDAD

DEMO

Joystick - Port 2

Sageep is a neat little adventure set in the days of Al Abbas and his friends. You play the Caliph of Baghdad and you've been struck to being little super gup stob. You wander through the castle, hitting fire to jump on to furniture or any of the various obstacles that lie in wait.

Pick up various items by clicking on them, but remember you can only carry two at a

time in your shuruban hands. But here's a hint - don't just fudge

"Sticking along on my carpet saddle" - Chuck  
They call you SAGEEP!



Join the All World Games, visit interesting places, meet smart people and see plain defl



Just like the alternative world, only it's probably more dangerous.

# ALTERNATIVE WORLD GAMES

FULL GAME



Joystick - Port 1 & 2

The Best Bit of sports games on the (cheap), sale and not very funny" - Ed, Alternative (CN, '7 pop... Alternative), very witty - Ed, World Games is a mish-mash of eight highly inventive

If they had the Leaning Tower of Pisa, do you think that people would still want to see it?

sports aims, from putting yourself in a football bag just so that you can fall flat on your face at the first whistle, to hating yourself uncontrollably at a solid brick wall. Loads and loads of people see you in - invite your local rugby club round for a bash, just as long as you can't run out of countries for them.

The first thing you'll see when you load up is an odd-looking panel perched by a stack of records. Hit the and tell it ask you for your name. Type in your name and hit return and you'll be asked which country you want to represent. Scroll through



down in eastward to reach places.

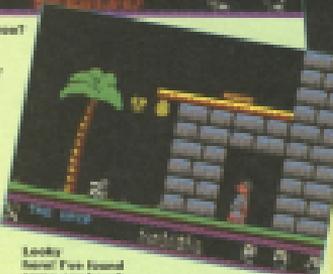
The demo-like intro can be skipped by holding down the space bar. "Hiss!" I hear you cry. "There's nothing quite so annoying as an intro that can't be skipped." However, if you're playing for the first time it's a good idea to read the text carefully — in these screenshots let a cat out!



Excuse me, where's the text?

To be magically transported to a far away land, just hit T on the keyboard. This is the last time you'll need this piece of equipment, because although there is an option for it on the title screen, the keyboard mode for the game is not available on this demo.

By now you should be safe and sound in Baghdad ready to explore the castle and maybe even further afield. Actually, it's not so safe, or very sound either. So, as they used to say in Hill Street Blues, be careful out there — only they were on about Washington and not downtown Baghdad.



Looks like I've found some cat kungai!

## FINDING BAGHDAD

We thought this introduction to bring you an important news flash: The *Sceptre of Baghdad* full game was so enormous that it had to run over to the other side of the page. So, if you want to find the *Sceptre of Baghdad* demo then feel forward side two of your Power Pages until the tape number reads 198. Then look by using the shift-rollback method.

We now return you to your program.



Cold temper in full bloom.

## THE FACTS ON THE FULL GAME

- Genre: SCYTHES OF BAGHDAD
- Publisher: ATLANTIS SOFTWARE
- Price: £19 CASSETTE
- Release: JANUARY
- Contact: 0732 865511



It's the only time when getting the sack is an advantage. (Hot - Hot) (Shop - Demo)

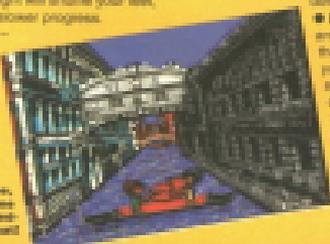
the flag with up and down on the joystick, until you're happy with what you see. Hit fire again and continue to enter players' until everyone who's playing has been designated a team.

Next to greet your eyes will be a sports selection screen. Choose which game you want to play with the joystick, then select Complete and hit the fire button to start.

• **Back Race** — Push up with the joystick to launch yourself into an airstrip, but unstable, leap. Left & right will straighten your feet, giving stable but slower progress.

• **File Of Plates** —

File your plates up high before you set off by pushing the joystick up once for each extra plate you want to attempt to carry.



Oh, you wanker, fancy attacking me with a piece of food. Well, take that!

Press fire then up to start walking; then control his arm with left and right taps on the joystick.

• **Boat Throwing** — Move the joystick anti-clockwise in time with the boat. Release the boat when you think it's going fast enough, at the right angle to get the fullest throw.

• **Wiper Jump** — Start your little man running. If his wiper starts to droop knock your joystick upwards. Press downwards when he's ready to take the great leap.

• **Plate Climbing** — Up-fire-down, up-fire-down, up-fire-down, up-fire-down, etc. Need I say more?

• **Run Up the Wall** — Up, up, up with your joystick. Don't press-down 'cos this switches on the breaks. Then press fire to launch yourself up that wall.

• **Pillow Fight** — Pushing the stick down shifts your pillow towards the screen, up moves it away from the screen. Push your pillow up by tilting left or right (depending on which player you are). To hit your opponent instead of just using defensive moves, hold fire down as well.

• **Pogo Stick** — Just pogo around the place pinging up the odd on-screen things as you go. Left on the joystick moves the bouncing thing anti-clockwise, right to go clockwise and push your joystick up to move in the direction you're facing.



What a way to treat ancient Roman rulers the youth of today just have no respect!

## Tape to disk

Do you have a disk drive? Hardly aren't they? If you want to use it as well as scrolling it away, you can get cassettes of the Powerpage on a disk for the little extra.

To get the C92 Powerpage on disk simply cut out the coupon from the inside of the tape wrap card. Write your name and full address on a piece of paper and send it with a cheque (payable to Atlas Audio Video or Postal Order for £1.50 (which covers duplication, post and packaging)) to: C92 Tape to Disk, Atlas Audio Video Ltd, Kewcourt, Maresfield 14, Telford, Shropshire TF7 4GG.





# DEFLEKTOR

**Joystick** - Port 2: Hit any, leads of levels. Zoom through the first, wait through the second then get completely stuck on the third and not see the end of the levels for quite some time. Told and turn your way to connecting up with the red receiver. There are balls, power trainers, beam transmitters, constantly rotating mirrors, walls and beam absorbers. What they all do is pretty self-evident.

Then, as Mr. Flash is won't be way, is the way to do it!



best, if the beam hits something it shouldn't you'll hear an awful noise and the inverted indicator will suddenly start to rise.

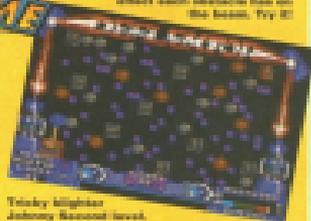
The whole point, as I said, is to connect up with the red receiver, but first all the little silver balls have to be destroyed. You do this Real Demons style, with mirrors. Look on to the silver little (and if that's not a word it should be) mirrors with the cursor, hold the fire button down and inside the maze shiny things by holding your stick to the left or right (depending on which way they need to go). You'll have to get lots of them to co-operate, all pointing in the right direction so that the beam reflects off a series of mirrors and eventually beats that last.

So if I have the mirror to reflect the beam onto that strange yellow bit everything goes... **BAH!** loops.



**FULL GAME**

There's only one way to find out what about each obstacle has on the beam. Try it!



**Ticky Nigher Johnny** Record level. Always has been, always will be.



Even since I was a young kid I destroyed the silver ball. From that day to this.

**Chewits**

The Muncher is a laborious Rampage clone. The sort of game to play when you're in a bad mood it's got three levels of frustration-venting action in which you squash or gobble every human in sight. To

The Muncher's boss, better not trumpet around! Hee-hee.



make it even more effective imagine they're the Kantabs. (But I like them, they're really, really funny. I've often set my points while watching KOTTY - James.) There are helicopters, fighter planes, tanks and missiles with push chairs to squash to oblivion. Nothing makes you feel better than a bit of mindless violence now and again, and that's exactly what you get in The Muncher.

The aim is to collect all the eggs that are hidden in some very odd places. Getting in your way are some very odd people who, for some reason, instead of trying to

**FULL GAME**

talk you out of destroying their city, seem to be on the hunt for a bit of lizard flesh. Bad move when the lizard is a couple of hundred times bigger than they are. But they're not totally ineffective - every time you're hit you lose a hit point. But every time you manage to gobble up a passer-by you gain a point. Run out of hit points and, as is the way with these games, you're dead! No heaven, just level it again, we're sure you'll want to.

He's eating everything in its path. Muncher!



# THE MUNCHER

## NO LOAD ZONE!

If your tape isn't loading properly it's your tape friends. Here you find using our good smart tape head alignment program. It's the best you'll find it on page 30. If you're still getting it, then we'll give the old tape into a gilly bag, slip it in an S4L, and it'll be

and what it is in the post to CDD? Tape Replacement, Alice Audio Video Ltd, Harwood, Halesfield 14, Telford. Shopping: TTY 426. DO NOT send the drive tape to us here. It's Corrupting Forever. We'll just use it to jump up. Tiresias's desk.

## LOADMASTER

Loading program? Maybe your heads come slipping. And that's your what. Loadmaster helps you to do. Turn to page 26 to find out how to use this wizard. We have head alignment program.

## BINARY ZONE

Do you remember that excellent full price game on last month's Power Park, Train Tiger? Did you think it was the best thing since sliced bread? If you did it and want to see more of Binary Zone's huge PD collection, then send a large stamped addressed envelope (20 or bigger) to the address below for a returning Binary Zone. 24 Parkfield Road, Drobuck, Worcestershire WR9 7DR

*"It's Medi-EVIL!.."*



Combining the best of strategy puzzle games with dynamic action in a medieval battleground, Rampart allows multiplayer competition in a race against the clock. So fortify your castles, place your cannons and prepare for all out battle!



Available on: Amiga • Atari ST  
CBM 64 Cass • CBM 64 Disc

# RAMPART™



DOMARK

TENGEN  
VIDEO GAMES

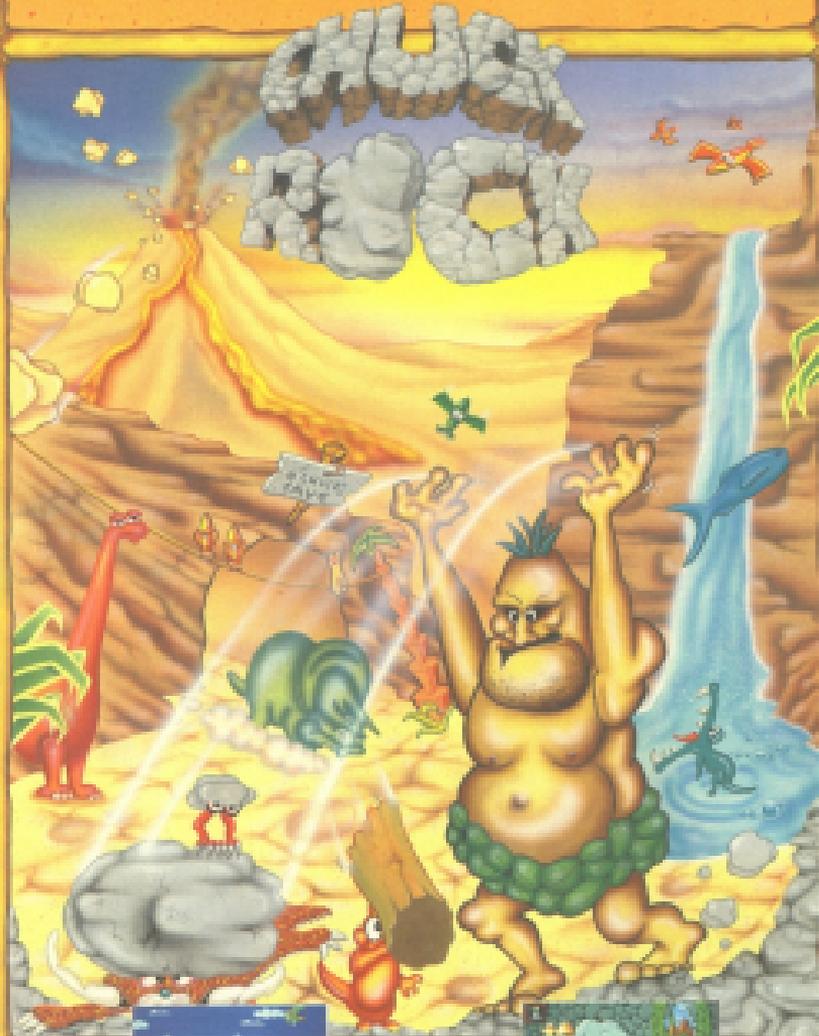
© 1991 Tengen Inc.™ Atari Games Corporation.

Programmed by The Krendin.

Published by Domark Software Ltd.

Ferry House, 51-57 Lucy Road, Putney, London SW15 1PR

ALAN J. JOHNSON/ARTS



Chuck Rock certainly lives up to his name as he slunks ROCKS at anything in his path on his way to rescue his

beautiful wife Opelia from the evil clutches of his arch enemy Gary Grillo. Chuck kicks and belly-butts his way through the 26 Zones in five unique areas of exciting and addictive gameplay.

CHUCK ROCK ROCK COLLABORATION MUSIC RELEASE



**CORE**  
ENTERTAINMENT

**Now Available  
on C64!**





## STAGE 1 - PRESSED FOR TIME



Despite being the first before screen in the game, *Pressed For Time* can be quite a struggle to complete, but once you've learned the timing patterns it's a cinch. From

the start, jump up on to the platform above, taking care to avoid the bullet that Ziggy fires. Now jump across the floating platform, timing your jumps so that you

**POINT A**  
Points: 50  
This must be detected at point A to shoot a hole in the ground.

### Point to stop

Points: 100

Hit count: 11

This ability

completely still

until Chuck drops down to

the level, then they take

falls to the bottom of the



### Point

Points: 145

Hit count: 8 (at the level)

Edible's production process

the ACME Press and

Conveyor belt, so you

must stop him so that

you can complete the

screen. You do this by

taking the inner tubular bit.



### Point

Points: 20

Hit count: 11

A yellow monkey is shot.

Ziggy continuously leaps into the

air firing rather lethal bullets. When killed

he leaves behind a package that gives you

access to your hidden bit weapon.

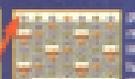


## STAGE 3 - IT'S SNOW PROBLEM



Ironically, this is much easier than the previous feature screen! From the start, jump left over the gap and walk up to point A. Face right and shoot the rock right to the

edge of the gap (B). If it falls into the tiny pit, you'll have to reload the screen. Wait at point A until Chuck, the ballistaed gets near. When the bird (Squawk) reaches



### point C

and begins to

move right, drop down the

iron dog chute. With any

luck, you'll land on

Squawk's head, so nudge

the joystick left and right

to fly up the screen.

When you reach the

top, walk left a little and

shoot the rock as far right

as possible. Avoiding

Chuck, stand at point D,

face right, and use a large

force on the snowball to

push it into the ACME

Snowball machine. If you

stand still too long, Chuck

will throw a snowball at

Chuck, so keep moving left

and right until it's safe.

When the rock drops

out of the machine, it will

squawk. Steer in a consi-

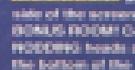
derable spray of about 1

but there's more. Drop

into the snowball machine

and walk off the right hand

side of the screen to enter the



### HIDDEN

Points: 200

Hit count: 11

Collect as many of the

PODDING heads as possible, then drop off

the bottom of the screen to get to the next

leap over the balloons as well as, jump when Ziggy fires). When you reach point A, fire a large flame to displace him, but be ready to jump to avoid further bullets. Make sure you don't spend too close when you fire the large flame.



→ you might accidentally ignite the bomb! When Ziggy is dead, collect the POTIONS he leaves behind to get the WHEELER weapon. Now shoot at the bomb to knock it down to the left-hand side of the screen, then make your way to point B. Use the large flame on the bomb to ignite it, then shoot it to knock it down to point C — it will blast a hole in the scenery, allowing Ziggy to descend later.

Make your way back to the starting platform and select the WHEELER weapon. Drop down to point D and shoot at the Twin Torches repeatedly — the fire ZYKON spreads to jump over the low bushes (the high ones aren't a problem). Stay as far right as possible until you have destroyed them then walk left and drop down the hole created by the bomb

at point C. Stay on the left-hand side of the screen and shoot repeatedly at the Lower behind Ziggy using the WHEELER. After six hits Ziggy will roll towards you on his bicycle, so make sure that you're ready jump over him. One down, 18 to go.

## STAGE 2 FUNKY FOREST

FUZZIES TO SAVE: 8  
TIME: 4 mins 20mins  
EXTRA LIVES: 4  
INITIAL CON DELAYS: 17 - 40 - 25  
DELAY BETWEEN COINS: 15 - 12 - 11  
Confused? Check out the screenshot below.

**A coin first appears here after 17 seconds. Coins then appear here at intervals of every 15 seconds.**

**A coin first appears here after 25 seconds. Coins then appear here at intervals of every 12 seconds.**

**A coin first appears here after 40 seconds. Coins then appear here at intervals of every 12 seconds.**

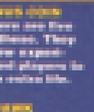
**Don't shoot the balloons before 17 seconds, or you will miss them and the opponent's flames spread above you. However, although you have to pass both the initial amount and you only have had the time to do it.**



**ITEMS**  
We take a few seconds to appear, but when they do, the camera may have panned up.



**REWARD**  
Points: 14  
(Coinfall) or 10pt  
Provides transport and acts as a temporary platform.



**FOOD**  
Points: 1-80  
This must be grabbed (usually into the ACM's stomach) in order to speak Ziggy.



**SCENERY**  
We spend a long time. Occasionally, for whatever apparently reason, the water level will rise and so allowing Ziggy to get even closer to the Fuzzy.



**SHIPPERS**  
This is the creature which eventually kills the poor Fuzzy, by hitting him down to full contact happens when the water has risen the first time.

## STAGE 4 FROZEN FROLICS

FUZZIES TO SAVE: 108  
TIME: 3 mins 40 seconds/1min 20 seconds  
EXTRA LIVES: 3  
INITIAL CON DELAYS: 30 - 25 - 10  
DELAY BETWEEN COINS: 15 - 10 - 20

And what are we on about here? Nope it's not an order for Frozen Fried Rice at the local takeaway. It's a little bit of what head that we're using for all the interlute stages. It's explained above in Funky Forest (Stage 2), so check that out.

rooms. You'll automatically visit the room. If you touch a shaking head or run out of time — if you collect every floating head, an extra life is awarded. Experienced



players can grab an extra life by repeatedly collecting the coins at the bottom of the Hot Dog chute (there are five in all).



## STAGE 5 - THE BLUBBER FAMILY



**DEMON 1**  
Points: 225  
Hits to kill: 6

**Commentary:** This is quite a slow demon, and as a result is pretty easy to hit (and subsequently

kill). It moves left and right across the screen, dropping pellets between A/B and C/D, as well as dropping a bullet in the center of the screen at the end of its movement sequence. He shouldn't cause you too many problems.



**DEMON 2**  
Points: 225  
Hits to kill: 10

**Commentary:** Although this one is much easier to hit than his smaller counterpart

## STAGE 6 - ISLAND HOPPIN' 1

**1** Wait until the first island goes right, then pick up the Fuzzy. Carry him right across the first island (the first part a problem if you stay near the center corridor). Every time you make the Fuzzy cross the island, then wait underneath to the right-hand side.

**2** Avoid any creatures that are lurking beneath the water, swim to the surface and collect the Fuzzy. Move right a little and wait for the shells to sink (they rotate quickly past him). Move towards the next island and drop the Fuzzy when the third island left.

**3** Swim carefully to the right-hand side of the island (bring your movement between Pindy and Thunderer 1 out). Then pick up the Fuzzy when the third island left. Walk drop off the Fuzzy on the right of the level and go back for the other two.

**FUZIES TO SAVE: 3 POINTS PER FUZZY: 350**





part, he moves much faster and flies more frequently (but uses points). A-B, B-A, and L-R. The safest method is to run back and forth across the screen in the opposite direction to, where he's moving left, you run right.



**REMOVER**  
Points: 475  
Wife to Kill: 18  
Enter **WATERMANS** CURE 2 (BURN 2 Comments). The first big damage you'll encounter, this one is a bit tricky, so only hit

above the shoulder joint. In other words, don't fire any shots through the bottom pipe, as the fire won't have any effect. The safest way to handle this stage is to stand between the feet, following this rule and right on the screen. When killed, he leaves behind the CABLE 2 weapon.

**BOMB COIN**  
Doesn't what? Pick these things up these for fatty gets points. When a revolutionary idea!

**MUFFY**  
The trickiest boss in the level, he moves up and down, constantly firing his missiles. To get past successfully.

**LITTLE FISHES**  
A fishy double, these swim along set routes. The CAN afford to wait around, so don't risk trying to rush past them.

**MUFFY**  
This little wireless isn't really a problem as he spends all his time moving back and forth (so you don't even have to dodge him).

**WATERMANS TED**  
Similar to the fat, it walks back and forth along a fixed route. However, it's faster and much more accurate.

**SPRY**  
This only appears once in the entire game, and its only purpose is to get in the way. And it does a pretty good job.

**MOOT**  
These don't affect Clyde directly - it's the post-flasher he has it in for, so watch out for him, especially when he's flying.

**BEEN**  
A swimming fellow who looks at the bottom of the sea. You'll only have to avoid him if you try to collect the bottom coins.



## STAGE 7 - ACID ANTICS



The gap on the raft (Little Bob) mirrors Cydo's movements - when Cydo moves left, Bob moves left, his purpose is to catch any boxes that pop out of the cage.

From the start, quickly walk up to Struggle the frog and shoot him a couple of times to break him into the water, then stand and wait at point 'A'. When Mad



Drop all



Hold left



Hold right

Max has knocked a Fuzzy on to the raft (don't mind just before he does this), jump carefully over Plat B and land for point B.

Stand on this platform and flame Regally a couple of times, then step back to point A before Mad Max sends a fuzzy into the acid (if Cydo isn't on the left of the screen, the fuzzy will fall into the acid). Repeat this process until Regally is dead.

Collect the pattern which Regally leaves

behind to gain the MEGA DICOOPTI weapons, then go to point C and headbutt the above platform five times to destroy it (you can now stand at point C whenever Max sends a fuzzy - it's perfectly safe). Once the platform has disintegrated, wait until another Fuzzy lands on the raft, then step down to point D - Struggle will move down and pick up the rock, so move back up to point C. When Plat B shot move right, jump up, through the gap, Struggle will throw the rock through the gap, now return to the MEGA DICOOPTI weapons, step on to the rock, then shoot it a couple

## STAGE 9 - MEET MR CHAINSAW



Chainsaw's answer to The Fuzzy Chainsaw Measure is a pretty tough level, but you're in the right place if you want to know how to save the Fuzzies from a fate

worse than a Dandi Mongoose concert. The floating platforms at the start of the screen are probably the most difficult thing to get past, when you start the



### MR CHAINSAW

This Mad Madly maniac is responsible for the Fuzzy's demise, starting his madhouse when the Fuzzy drops into his pit.

### BOBBY

Points: 1000 Points: 500 count: 5 points Once killed, these chainsaw-wielding huge creatures, which must be crushed on by the SCME Hammer to separate Wigg.



### WIGGY

Points: 75 Points: 50 count: 4 Bobby has a series of arrows that always point around the top of the screen. You don't have to kill him, but he does leave behind a fairly COMPLICATED pattern.

### WIGGY

Points: 100 Points: 50 count: 5 Wigg drops the screen, then begins to move down through the screen, he knocks the Fuzzy down to his chainsaw death.



screen, wait until the nearest platform has risen for the third time, then quickly make your way across. Now jump up to point A and wait until Wigg jumps forward. Jump



**HEAD BASH**  
Points: 10  
Controls: 05 (Shove)  
This is the vital weapon you need to kill Max.



**ROCK**  
Points: 10  
Controls: 05 (Shove)  
This is the vital weapon you need to kill Max.



**GAUGE**  
Points: 06  
Notes: 0  
You need this tool to collect the rock from the bottom of the pool.



**SLIPPERY**  
Points: 05  
Notes: 0  
Slippery will work. Climb and the breakable platform. Leaves behind a poison.



**FLOB & BLOB**  
All count  
Impenetrable  
This flows to jump. Blast. Fast, and also requires protection and skill.



**LITTLE BOB**  
This guy follows. Climb left and right, and must be on the left to catch any falling Fuzzies.

## STAGE 8 CAVES OF SLIME

PUZZLES TO SAVE: 147

TIME: 3 mins/1min 30 seconds

EXTRA LIVES: 4

INITIAL COIN DELAYS: 01 - 00 - 00

DELAY BETWEEN COINS: 10 - 11 - 10

Ballist? Check out Funky Forest.

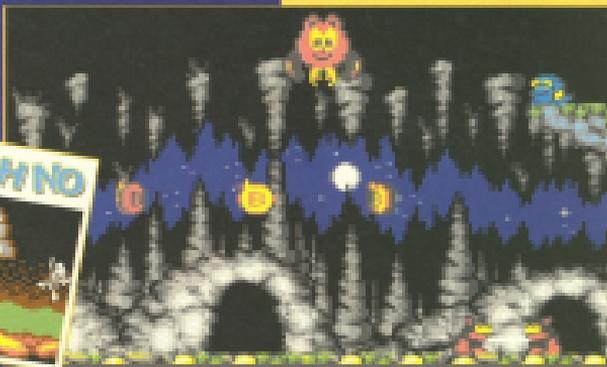
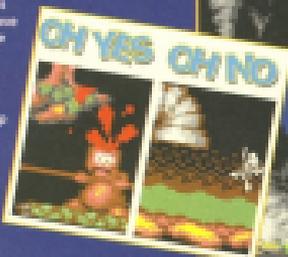


### PLATFORM

for counts

A **REARVIEW** mirror always looks back! This is a number of times to check a path for the scuttler.

of times to move it across. All you have to do is push the scale right until it falls off the edge and sticks to Max's skull - but there's more. Drop down to point D and walk off the right side of the screen to enter a **BORING ROOM** (just as it is the same way as the previous one).



carefully over him, then rush to point D and shoot Wiggly back using the **WIBBLER** (jump an eye on this stage, because he's a persistent bigholder - if he gets too near to the camera, rip down and shoot him back).

Jump to point B and use the large flame on the right. Frosty will turn him into something that could be bottled up and sold in Salsbury's as Christmas lighting. Next you need to wait until Diggy (largely benefit of any Lighters From Mars) reaches point C. Use the large flame on him and collect the pattern as that you can start using your **DOOMERAM** weapon. Jump across to point C and large flame the left Frosty into a pool of steaming kilt. Now jump left and shoot the snowball until it lands on the left-hand side of the **ACME** Pass.

Jump back across to the other snowball and shoot it by the end of the platform. **DON'T** shoot it off yet... wait until Wiggly lands at point D, then break the snowball off - it will catapult the other snowball into the air... and down on to Wiggly. Yaught!



## STAGE 10 SHIVERING STUNTS

PUZZLES TO SAVE: 166

TIME: 4 mins / 2 mins

EXTRA LIVES: 0

INITIAL COIN DELAYS: 00 - 00 - 00

DELAY BETWEEN COINS: 00 - 00 - 00

What does it all mean? See Funky Forest.



## STAGE 11 – THE PHOENIX FAMILY



**DESIGN 1**  
Points: 175  
Risk: to 40%

Design 1 is a very slippery slope to deal with. The maze is surrounded with lightning speed. The drop ball(s) in the left-hand side of the screen (between A and B) will drop twice (once to the left, once on the right) if you do. The best place to try? Between A and B or the far right or far left (in fact, this is a safe place to avoid almost any design).

**DESIGN 2**  
Points: 150  
Risk: to 40%

This cheap file is around in a figure-of-eight pattern dropping five balls during the course of its manoeuvre. Instead of being a wall and running away from you, follow the path and right as the maze returns, avoiding its several very ball(s) that fall in front of you. Good thing is what!



## STAGE 12 – ISLAND HOPPIN' 2

**1** Head until the first boat moves right, then pick up a Fuzzy - move right until the Fuzzy's ear is next to the volcano's smolder. When Treacherous Ted moves right, follow him, then drop underwater (keeping the Fuzzy submerged) on the bottom. As he moves left, collect the Fuzzy and move right a little - there's a safe area between Ted and Fuzzy.

**2** As soon as the third boat moves right, follow the Fuzzy right, then drop underwater (so Fuzzies) when he turns to head left. Quickly collect the Fuzzy, drop him on the island and press the controller (or shoot with his beam). Move to the right of the island and collect the Fuzzy when the boat moves left (you'll have to avoid the Puffery).

**3** Now drop the Fuzzy on the next island and press the arrow (the next boat is at the far left of the island). Quickly underwater (so Fuzzies) until you reach the next island. Pick up the Fuzzy, move down and swim through the egg. Collect the Fuzzy when it is safe to do so and drop him at the right-hand side of the first, then down and fire to get

**FUZZIES TO SAVE: 6 POINTS PER FUZZY: 350**







## OH YES OH NO



## STAGE 14 FOREST OF GATEAU

**FUZZIES TO SAVE:** 180  
**TIME:** 4 mins 40 seconds/3 mins 20 seconds  
**EXTRA LIVES:** 5  
**INITIAL COIN DELAYS:** 00 - 00 - 00  
**DELAY BETWEEN COINS:** 00 - 00 - 00



**JERRY**  
**Points:** 100  
**MU count:** 00  
 Although he looks quite menacing, Old Jerry is a lot of fun when your characters are still standing. He leaves behind some Blue Coins and a poison when killed.



**FITNESS ENERGY**  
 He powers the conveyor belt so you can be stopped. He dies by shooting the platform he's standing on before Mr Chopper.



**NORMAN**  
**Points:** 50  
**COIN:** 00  
**Time:** 00  
 Clyde's only way of reaching the top of the screen... sends the Blue Coins into position. Then shoot him to watch him up and back a bit.



**DAG**  
**Points:** 25  
**MU:** 0000  
 Subterranean. You have to scare him away using Peak-A-Bow.



**MR CHOPPER**  
 & other enemies  
 Chopper will scare anything up for a laugh in this scene like Fuzzy.

### PEEK-A-BOO

This character chugs! He runs around the top of the screen, if Clyde is hit by his machine gun he'll get faster. Forward one is a cue to go.



**SLOOPY**  
**Points:** 25  
**MU count:** 0  
 Sleepy bird.

Being allowed to be killed by Clyde - the only way to improve on him is to shoot Battered parts with the peak bow to shrivel.

pick you up. When he dies, wrangle the joystick left and right to get across the firing pit. Once across, select the FALL UP weapon and drop down to point C. Shoot Sloopy Sam to keep him quiet, then face right and shoot the balloons towards the splash - they will burst and fill the pit below with water. If Sloopy Sam wakes up, shoot him quickly to send him to sleep again. Eight balloons are required to fill the pit. If you run out, drop down and switch on the machine again, then work your way around

to point C again. When enough balloons have been burst, the machine shuts down permanently.

Now go up to the top of the screen and shoot Battered. He will then fly across and hit Sloopy, enabling you to get to the TNT. Shoot the TNT left and it reaches point B. Use your target-time on the TNT to light it, then knock it off into the water pit. It should then explode, allowing the water to seep out and extinguish the fire. Blue Watch couldn't have done better!

## STAGE 16 WATERY FALLS

**FUZZIES TO SAVE:** 20/10  
**TIME:** 3 mins/2 mins 30 seconds  
**EXTRA LIVES:** 5  
**INITIAL COIN DELAYS:** 00 - 00 - 00  
**DELAY BETWEEN COINS:** 00 - 00 - 00

Got the hang of this bit yet? Hoper? Then go back to Funky Forest for a refresher course.



# STAGE 17 - THE HEINOUS FAMILY



## DEMON 1

Points: 200  
Hits to kill: 1

Apart from the final boss, this is the roughest demon boss. Barbers and abominably avoid flying at A, B and C, then B, C and B. Though

its flight pattern is predictable, it's difficult to get to the center of the screen for both reasons. Stay on one side of the screen, then hit from there as the demon swings from you. As the screen flicks, retreat to the side you came from.

## DEMON 2

Points: 175  
Hits to kill: 11

Surprisingly, this angry little creature is incredibly easy to kill (probably owing to the sleep

attack quirk). Stay on the far left of the screen, then walk out and kick some legs as he moves right. As he moves left again, walk back to the far-right side and repeat the process.



## CLYDE'S WEAPONS

### FLAME BREATH

Hit count: 25



This is the weapon to use, owing to its incredibly high hit count (and it's needed to ignite the odd bomb or trap). Take care with creatures that fire bullets, though.

### DROOPY

Hit count: 1



A tried and trusted weapon, it's useful for moving objects along platforms (such as Books and TURT).

### WIBBLER

Hit count: 1



An all-purpose, long-range weapon which proves immensly useful on almost every level. Don't leave home without it!

### ZOOMBRAND

Hit count: 1



This weapon has quite a useful feature - it can be left flying around on its own (and it has something on Clyde collects it).

### FALL UP

Hit count: 1



The opposite number to the Droopy, this has a rather limited application: use it to hit the balloons on the Balloony screen.



**DEMON 2**  
**Prizes: 100**  
**Hit: 1 to 10/20**  
 Well, here! There are only four safe zones, so shoot when he's attacking, yes, and it can take quite a bit of practice to ultimately get him when you enter the screen, shoot at point B (not in the left of the Bug Machine's left leg), and reach for the screen by moving over. As he breathes right, you to push it and stand just right of the Bug Machine's right leg, since the machine will now look to the first safe zone. Repeat this process (shooting legs as you see), and you should win him in no time. Well, around a minute or two, actually.

**CURLY WURLY**  
 Hit count: 1



This has a similar firing pattern to the Full Up and comes in most handy if you don't have that weapon.

**MEGA DROOPY**  
 Hit count: 1



This only has one use, namely moving the rock on the first level level. Apart from that, we have to admit, it's pretty lame.

**MEGA PALL UP**  
 Hit count: 1



This opposite to the Mega Droopy, able to fire vertically. Apart from the Creepy Chess screen, it has very few uses.

**SUPER ZOOMERANG**  
 Hit count: 1



As with the Droopyranger, this can also be left unloading around in its own (but there are very few situations where this is possible).



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Please stand patiently before ordering. Screenshots shown from Amiga version.

> D M I

**KINGSOFT**

# ROGER FRAMES

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Having lost his tooth in a sporting accident, Roger has to face one of his greatest fears – the dentist. The only consolation, apart from getting the day off school, is that while it might be his personal hell, at least it's on the NHS... and free!

## SPELLBOUND DIZZY

Codemasters £3.99 (R 0900 814158)  
The egg is back, and this time he's on budget. Spellbound Dizzy comes to a screen near you at the budget price of £3.99. The hard-boiled one wiggles his arms through another adventure-style platformer. The story behind this one really doesn't matter a jot, but I'm going to tell you anyway. Our little egg pal has been visiting the local wizard and accidentally (or purpose) read out loud a mega-dangerous spell. The spell is maliciously cast, spirited at his little epileptic gas into the underworld.

The aim of this one is to collect all the stars lying around the place and pick up various special objects, in order to save all the



What a way to spend the Christmas holidays. An extra special Christmas treat, Morn's paying for me to have one of those dead-throat, life-like tooth replacements, to substitute the one I lost when I fell over the fence rail.

I arrived at Dr B's office's and as a precaution, determined not to let my

tear show through, not that I was scared at all, all at all, not one. I would have been okay, too, if it weren't for Dizzy Frames then about forming a very quick chain of gears when I asked him why the one being carried out on that stretch.

Okay, I admit it, by the time the nurse called the in to the surgery I realised I'd been wearing ridiculous underpants.

egg that have been transported.

The major thing to note about this budget release is that it's an enhanced version of the original. It's much bigger for one thing, as the maps and tips that were printed in issue 20 won't help you very much.

Spellbound Dizzy is on a par with most of the other Dizzy games – standard graphics, gilly-type enemies, average game play and a few quite clever puzzles dotted about here and there. It's nothing to get agitated about (we pay you for new jokes, Frames! – Ed) but if you are a Dizzy fan (and there are enough of you out there to make the Dizzy series going amazingly successful), it's quite a bang considering the increased size.

## SPELLBOUND DIZZY

Decidedly more believe than having a conversation about greenening the rain forests with an overripe banana.

## FRAME RATE



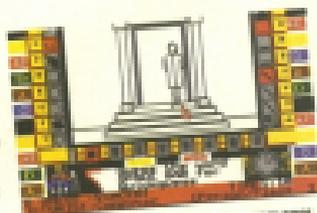
60%



The egg's gonna kick the bucket without some form of breathing equipment. Blap.



The Windy Sheff, answer. Don't do this of some bits, it could be dangerous. (Don't do what? What boxing gloves? – Ed)



to it a bird, is it a plane? No, it's a very good drawing of a Bournemouth. (Ed: 0202-85282)

## PICTIONARY

The Hit Squad £3.99 (R 091 802 0600)

The game of quick draw. I don't think. Playing Pictionary in one-player mode takes so long that a snail could either a marathon before the computer has finished drawing the clue for you to guess.

By now, most people must have played the classic board game at least once for themselves, or seen that TV program with professional dictionary Danny Baker based on

the same idea. What you have to do is guess the identity of your mystery word by just looking at your team mate's drawings. (Yep that's right - if you play with the computer you're actually on the same team, trying to help each other. C&M conveys.) The game is played on a multi-colored board; the colour that your counter lands on dictates the category you will have to draw or guess.

The Pictionary idea is a fabulous one, but unfortunately it doesn't work well on computer. The whole point of the board game is to get incredibly silly with a large amount of mates and be very, very stupid. For one thing the computer's far too easy at drawing and for another it's far too easy to cheat. It asks you whether you were right or wrong when it reveals the answer to you. And what ridiculous mate would not tell the truth and say to get it wrong? Not me, that's for sure.

## PICTIONARY

Much better than being hung upside-down from the ceiling and having your mother preach to you about how starting at a television screen all day ruins your eyesight.

## FRAME RATE



39%

Angeli Little was I to know that the 5 is the 5 I'd just used for Italy, & I like dentist! My most fun. And that fact. It couldn't be...

There it almost had my name but she said that Veronique had an older cousin. Being stolen who was looked away in the final frame. An apparently too much she escaped from the high security lock-up for escapees that want to be witholdinals.

Was this 5? My other 5s brought to an end of the ends of a drill-rotating paper?

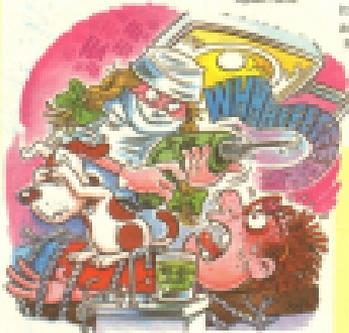
Foot to the floor and we're off! (BT where? - 52)

## SUPER MONACO GP

Box £2.99  
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Monacos, vitamins, missississipi, fudge Maxwell and your heart out, here comes Roger 'Elo' Framas in his super-speedy Formula One racer. What a yellow-tailed worm - fancy racing before I had a chance to knock the jarmy title so and so off the top.

Super Monaco is no match for something like the classic Grand Prix racer but it's fun to play and almost captures the thrills and spills of driving round the Grand Prix circuits of Europe. It takes you through France, Spain, and



light but so matter how fast I tried my damndest car wouldn't jump to full speed anywhere near as quickly as my competitors' vehicles. It got a bit better after I moved on from using automatic to manual gears, but no matter how fast I pushed the joystick, my car couldn't match the initial acceleration of the others. I suppose that they think it gives you more of a challenge that way.

Now who can I go and beg some sponsorship money from?

## SUPER MONARCO GP

Much better than driving to Laanfair-polligryngglogogeryggyrystair-willyntystrogogogoch just to see the name plate on the station's platform.

## FRAME RATE



75%

## FUN SCHOOL 2

Mum asked me what I wanted for Christmas so I gave her a list of all the totally fat-fall-pops that are far too expensive for me to even consider buying. Being a quite average teen, she's not very good at making things so last Saturday after she'd blown into town at a 'blooping' top I presented her with some. High price for I searched, through Dads' pile of jewelry boxes and Mum's underwear drawer, then inspiration struck!

I dragged the wardrobe across the room and passed over the top of the antique-style cupboard that the mum-stitcher has lumps in. Top, it was there alright, a lovely W H Smith's plastic bag with what looked like three totally awesome CD's taped lurking in the bottom, and I knew the High Street branch stocks Crystal Kingdom DVD. I grabbed the bag and ran to my room as fast as my legs would take me. Thankfully I examined the bag. Yep definitely three tapes. How I love Christmas.

Then, hours of hours, I filled them out of their bag and saw, not the spiffy prog I was expecting, but the totally terrifying sight of EDUCATIONAL PACKAGES! Fun School 2 has made it to the budgets. Sigh... mother!

## FUN SCHOOL 2

FOR THE UNDER-SIZES

The MS Squad £2.99 T 021 832 8833

This is aimed at the very young who will probably need some form of supervision. Either that or stupid girls like Veronique who can't spot a genius when they see one. A

stupid girl-y-boy really later is the star. The jaunty funny thing dances for you if you get a question right, waving at you sweetly if you try to do anything you're not supposed to be doing.

There are eight different games on this tape - that works out at 80¢ a game, a darn sight cheaper than... um... 50¢ of anyone's money. These include Teddy Count and Find the letter, both of which number recognition games, and Peek a Letter where the by now bored cat has to, you guessed it, pick a letter. The grooveiest thing, though, has got to be the very-peppy word processor, with text as a canvas. You can write anything you like, then get it printed out to stick on the fridge door with tags, ladyfinger-shaped magnets.

Some of the games are a bit simple and some more intelligent (made) children might

get bored of the basic graphics. Fun School for the Under-Sizes seems to be more aimed at getting your spang into using the keyboard than educating them a great deal. But in these days of busy sunshine and technology the sooner you get the little brats started the sooner they can begin playing real games.

## FUN SCHOOL 2

FOR THE UNDER-SIZES

Not as much fun as doing finger painting at primary school. Or making mud statues of spiders and leaving them in Veronique Neizan's school bag.

## FRAME RATE



62%

## FUN SCHOOL 2

FOR 5- TO EIGHT-YEAR OLDS

The MS Squad £2.99 T 021 832 8833

This tape is in the same vein as the Under Sizes one. Simple maths, recognizing letters and words, that sort of thing. But the star of the show is a most fabulous frog. Frogs are one of the best creatures in the world. They scare mice and girls better than any cat. The



## THE DUEL (TEST DRIVE 2)

The Hit Squad £3.99 or call 090 960 9600

Yet more realism... this time in real cars meant for real roads, with police cars and even more terrifying than that, other car-racing speedsters heading you in the opposite direction. It sounds when they're going to bring out a wiring game based on the new-Older 5, Peugeot Plus for the Q&T) Porsche versus Ferrari, the endless challenge for supremacy amongst the super cars rages on.

The Duel is open city - you can choose which one of the super speedy cars you want to take for the ride of a lifetime. There are 10 levels of skill: the first four give you automatic gears, the next you have to change up and down with the fee button. There's also a fast mode, you can drive faster than the speed of light but there is a loss of detail. The in-game music can get rather annoying after a while

so it's a good job that hitting the Q key toggles the tune on and off. Of course, the real high-speed, super-thrill feel of motor racing could never be transferred fully to the computer screen but if you want the to try and get the feel of road racing rather than staying safely to the grand prix tracks. The Duel is the game for you. There's even a radar detector in the sun view which comes in very useful when the cops are on your tail. (That sounds like it could be useful - dit!) If the light flashes and you hear a few beeps then the cops are just round the corner, at which point it's up to you to decide



Oops, not good. Steer clear of the cop cars.

As the skill bit my teeth my whole body shook violently... I waited for the agency... but it never came. But still I was being chased. My eyes snapped open, and there was my man waking me from my slumber. "Are you okay, Roger?" You were trying not to die. You must have been doing something right."

"Oh... um... I must have been dreaming about my piggie bank coming to life and running off again."

"Well never mind that now. It's time for you to get up. Don't forget to put those underpants on - we've got to be at the dentist's in three quarters of an hour!"

Sh...!

-do you try and outrun the cops or stop and get yourself a speeding ticket? The Duel is great fun, especially when you crash into the back of the police cars - your windshield shatters before your eyes. If only I had one of these vibrating chairs.



The grey Porsche or the red Ferrari? What a decision. It's like the black R4130 please.

## THE DUEL (TEST DRIVE 2)

Folk stuff: If it was a choice between buying this and going to one of Veronica's pyjama parties I know which one I'd choose.

## FRAME RATE



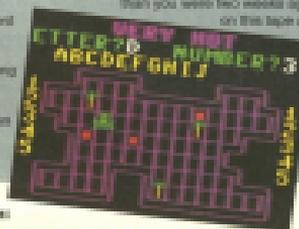
## NUMBER TRAIN



Yellow train to the yellow station, blue to blue and red to red. Simple isn't it?

over broken. I go deeper into the teaching side of things as well - you learn about map co-ordinates, money and geometry by packing a set of rectangles into a big empty rectangle - it's a bit like a sprag! version of The Kyoto Factor). Then there's a Hangman-style game which involves trying to work what word the computer is thinking of by guessing one letter at a time.

Once a kid has got the hang of the control methods you could probably leave them to fend for themselves, as long as they're familiar with loading stuff on the Q&T.



## FUN SCHOOL 2 FOR SIX- TO EIGHT-YEAR OLDS

More stimulating than doing into a box of chocolate custard with your eyes closed, in fact much the same as the first one of the batch.

## FRAME RATE



## FUN SCHOOL 2 FOR THE OVER EIGHTS

The Hit Squad £5.99 or call 090 960 9600

The coders of Fun School obviously assume that when you reach the age of eight you suddenly become much more intelligent than you were two weeks ago. The games on this tape are similar in

style to those on the other two, but a whole lot tougher, enough to match the brain cells of

any well-respecting nine-year old boy (a girl would have to be at least 23 unless she could figure some of these puzzles out).

There are plenty of logic problems that even IBM would have to ponder on (I think not - IBM). The trouble is that when you've done them once then there isn't much you could gain from doing them again.



## FUN SCHOOL 2 FOR THE OVER EIGHTS

Much, much more amusing than going on holiday with your maths teacher and finding out that for lots of fun is counting the hairs on her chest.

## FRAME RATE





# GETTING AN AMIGA? THEN GET THIS:

# AMIGA POWER

The magazine with the right attitude.

## In this issue...

### STREET FIGHTER II

Prepared - is the coin-up  
conversion everyone is talking  
about. Will it really take the  
number one position this time?



### BC KID

From the people who brought you  
Dyna Blaster comes the latest  
platform romp since Planet  
Zoo. Discover the full  
appeal of this grotesque  
preposterous plaything in  
this month's massive  
review section.



### ROAD RASH

As fast! The smash hit  
Mega Drive punch and  
ride game makes it to  
the Amiga. But can it  
match the original,  
and how does it  
fare in the rough  
world of Amiga  
races? Find out  
in our definitive  
3 page review.



...And: We find out what you think will be  
Christmas number one.

Plus: Lethal Weapon, Pinball Fantasies  
and loads more reviewed in the brightest  
issue yet. (You'll see what we mean.)



# SELLING YOUR (SOFT)WARES

**"I reckon I could make a mint from writing games. Only problem is, I don't know how to go about it. I'm a coder not an artist and the music I write makes the Eldorado theme tune sound good. So how do I put together a game that'll impress the software houses? I know... I'll ask Commodore Format..."**

## THE CF HIT LIST CHECK CHART

- Tidy up the bugs. For example, if you're creating a lot of screens on disk (like the Rainbow™ and in Amiga™), then make sure that the raster lines don't flicker. It doesn't matter just how good you are at programming, but you'd be surprised how much impression it makes. It could tip the scales in your favour.
- Don't make the game too difficult right from the start, because the software house won't want to waste time figuring out how to play the game.
- Try to get a high-score table into the game. Once you try it you'll be surprised how easy they are to program.
- Try not to make your games multi-task. Fit it all in memory if you can, if you can't, your game needs a very good reason for being multi-task.
- Send the game on disk. If you haven't got a disk drive then try to get a friend who has to transfer the program for you. The software companies will then be the program on to tape if necessary.
- Make sure you label the files clearly and explain what they are. Don't just shove a load of files named 001, 002, 003 on it and expect the software companies to decipher them.
- Try to make the disk look impressive. Print out, or type a letter and try to make sure it has no mistakes. Don't reuse an old envelope. Despite the environmental saving, it doesn't create a very good impression. Always include

instructions and a readme printed out if possible, as well as in the form on the disk.

- Don't be too aggressive. Please a few days after you have sent the disks and if no one has looked at it (remember they have hundreds of games every week) try to make an appointment to ring to discuss the game. Don't ring every day until they look at the disks as this makes you seem impatient. You do have to compete against other programmers, of course, but unless the software company believe that they can work with you on friendly terms, then they just probably won't be interested.
- Don't be over-confident. If you are asked to make changes never say, "Oh yes, I can do that in a day," when most likely these changes will take you a week. Remember a software house would rather wait two months for a better game than have a hastily patched one soon.
- Don't send in someone else's game. Software companies will not accept games which you have not written. Changes will nearly always be requested, and if you can't make them the it becomes obvious that you haven't written the game.
- Finally, some advice from CodeMaster™ Paul Ramsay: "Be proud of your product. Don't think you can knock off a game and it'll do. Realise you're selling a service; no one will put up with a rock-star attitude."

**A CODER:** So, CF, how do I go about getting started in the software biz?

**COMMODORE FORMAT:** Well, you could meet several thousands of people every year at a software house. Commodore is a free freelance project at the software house programmers, spend lots of money printing flyers and placing adverts for games and work out deals with distribution houses.

**AG:** But I don't have that kind of money!

**CF:** There is an easier - and much more commonly used - route which is also a lot less expensive, though it involves (uh) a bit of breathy hard work. This way, you write a game yourself and then sell it to an established software company. Unfortunately we're not talking BELKO (Shout The-Up Construction Kit) situations here, but fully-featured, professional-looking games written, at least, in Assembly language (just about the most basic language the computer understands).

**AG:** Well, I've got the programming knowledge but when it comes to graphics and music... well, could I get away with sending a rough version and hoping the software company will find people to do these things? **CF:** No way. You've got to be able to convince the software you can deliver the full product. What you need to do is find a team of people to work with. Most of today's commercial releases are of a very high standard and because of this, a really isn't practical to write games solo anymore.

Although you may be a wonderful coder, a brilliant graphics artist or a superb musician,



**SWORD** - definitely NOT a SWORD game. This is an example of a very original game.

few people excel in every department. So your best bet is to develop your own strengths and then team up with other people who are strong in your areas of weakness. It also means you get the game finished a lot quicker.

**AG:** So how do you spot someone with the necessary talent to join your team? **CF:** You could always try putting an advert in a magazine (but then we would say that wouldn't we?) to attract people to join your team. Or you could try finding and joining an existing team - use the list of contact addresses on the next page.

Once you find someone interested in joining your team, ask them to send you some samples of their work - either programming, graphics, or whatever their skill is. You'll probably be able to see how good they are, even if your lord isn't in their field - I mean, you don't

need to be a film director to know that *Conan On Columbus* is a seriously naïf movie.

But don't recruit too many people with similar expertise, because that could cause conflict — and if you have two graphic artists or two musicians then one will nearly always be idle. There's a limit to the amount of work on one one game, even though sometimes it doesn't feel that way.

**Q:** Is there anything else I should consider before starting or joining a coding team?

**A:** It's probably better to live close to the team, rather than communicate through the post or over the telephone. Otherwise costs start to escalate when you design conferences over the phone, disks flying back and forth for bug checking, and then hoping that everyone knew what you were on about in the first place. The only people getting rich that way are the Post Office and BT bosses.

**Q:** So, I've got my top notch coding team together. What next?

**A:** Get cracking on producing that all important title. At this point it's all design to test, elbow grease and planning, until eventually you've got a working almost finished game.

**Q:** Then once it's nearly ready you just bring it in to the publisher?

**A:** Well, if you really want to get your game published (i.e. get someone else to put all the production and marketing money up for you) then there are a few basic rules that will give your game a better chance of making it to the shops.

**Q:** What sort of rules?

**A:** For starters, if you do your Assembly with writing PD demos — and a lot of demos unless it's go on to attempt game writing — then there's the temptation to include lots of demo-style effects throughout the game. But never forget that the gameplay is the most important thing. After all, a smart title screen might initially make the game look impressive, but if it's there at the expense of the gameplay then players will soon discover the game's shortcomings. Try to assess

your work honestly, and examine every aspect of it, trying to decide if it's really necessary. Graphics and music can always be replaced, but the gameplay is fundamental to the game from its very inception.

Finally, try to be original, because if you write another Pacman clone, another puzzle game or get another shoot-'em-up, then you have very little chance of having the game published. There have been so many of these types of games that most software houses are sick of them now. David Matlock from Alternative sums up the software attitude: "We are looking for games that are original, playable, what the market wants and which can be developed into a series."

There ought to be no bugs in your game. As Gareth Ridge of Zapotec says, "Go out of your way to do your best. Make sure there are no spelling mistakes (though *Crazy Cars 3* doesn't seem to have cared much about the aspect — OUI or bugs in the game. You can send the demo to us at any time, but try to mail out the game as early as possible."

**Q:** That's really common sense. What else should I know?

**A:** Let's assume you've written a game that's original and playable. Then the CD-ROM List Check-Out on the previous page should give your game the best chance of getting published. Check it out!

**Q:** What if someone tries to nick my idea?

**A:** Publishing is a very rare form of the problem of potential plagiarism, where someone steals your game, manuscript or whatever, before it is published, copies your ideas and then sells the work as their own to another publisher. And so, although "copyright" is automatic in the UK, you may want to be able to prove your "copyright", just in case.

**Q:** So how do I prove my "copyright"?

**A:** One way is to copy the rough/demo version of the game, as well as any source code, and put the disks in a sealed envelope, which you then send — registered post if you like — to yourself. You should then have a sealed, postmarked envelope which you can open in court or in front of a solicitor if needs be. Try putting the stamp on



Asquith's was good enough for the Power Pack, but it pushed SEGA's to the limit.



the seal of the envelope so that the track appears on an unbroken strip — an unlikely event.

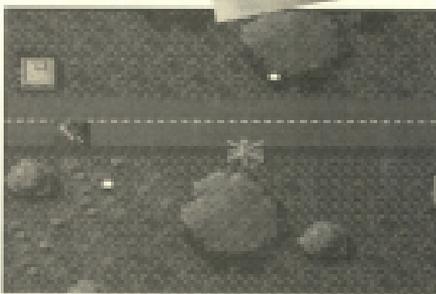
A better, though more expensive, method is to take a copy of the game with a family solicitor if you have one. Then they can testify

in court that the game has been in their possession since a certain date.

And once you have been published you can join the Society of Software Authors who will give you more info about copyright. You can phone them on the number below.

**Q:** So, that's all there is to getting a game published?

**A:** Well, not quite, but it covers the basics. And don't think that if you follow all these rules you can get an early-1980s edition published — you have to put in some effort yourself by producing a file-making game first. If you have any more specific questions then drop us a line at Selling your Wares, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BN. We can't reply in person, but if there is sufficient demand we'll run a follow-up feature as soon as possible.



And this is an example of what SEGA's can achieve. Twin Tiger was considerably enhanced by a top-flight coder afterwards.

## CONTAX BOX

• Gareth Briggs, Zapotec Software Ltd, 50 Elm Way, Houghton-le-Spring, Durham, DH4 6JF ☎ 091-281 1765.

• Gemini Graphics Ltd, 3-4 Canal Street, Sheffield, S1 4PS ☎ 0142 752422

• Richard Edley, CodeMasters Ltd ☎ 0201 814312

• Chris Price, Alternative Software, Unit 5-7 Botolph Claydon Industrial Estate, Botolph Claydon, West Norfolk NG6 2LJ ☎ 0175 757777.

• The Society of Software Authors ☎ 081 683 0261.



**W**as a sold approximately a quarter of a million copies at the planet's most amazing gift Commodore magazine in 1992, and we're now selling more copies a month than ever before. 'Yep, it's been a vintage year for CF, and here's why...

#### ISSUE 16 - JANUARY

As the year opened Yugoslavia was in turmoil with Croatia and Slovenia struggling for independence. Things were almost as volatile at CF where the power rating scores ranged from 80% for Super Space Invaders to a 13% for Class Hero. The world got its first glimpse of Creature 2 on the Power Pack, and a new breed of games entered into both thanks to our first second tape (plus, don't that make sense?) - CD featuring The Dagger Adventure Creator.

#### ISSUE 17 - FEBRUARY

Love was in the air this Valentine's month and CF's heart went out to First Samurai (80%), Creature 2 (80%) and Super Space Invaders Adventures (71%), both one and all. Put games on the tape-installed Cyberliner Warrior while Indy Heat was denied. We also smooched Smash TV in Gamebusters. Andy found a Poke which gave us an on-air clip in the month.

#### ISSUE 18 - MARCH

Silence of the Lambs swept the Oscars while the award winners in CF were Damon Blues (83%) and Big Man's American Adventure (84%). A Golden Turkey went to Fear Fights (10%) while best support was supplied by our full solutions to First Samurai and Super Space Invaders. Starting on the tape were Spinal-Jax and Damon Blues. March was TMD's favourite month as it coincided with the New Year on his home planet, and he spent many hours communicating telepathically with distant relatives.



Yep, we've reached issue 21 and the softest cover of the year.

#### ISSUE 19 - APRIL

Excuse love gripped the UK and CF voted Creature game of the month with 61% vote. The Jetsons was the 84 equivalent to the Liberal Democrats with only 20% of the vote. The Power Pack was a Jeff Miller Special to accompany our series on the world's weirdest sister inside. We gave Andy Stone in Space and Attack of the Mutant Cornets. In Gamebusters, Cyberliner Warrior and Hudson Hawk were mapped.

#### ISSUE 20 - MAY

Kimochi's out, Smith's in, and CF's in Smith's with a spiffy Space Crusader cover. The game is pretty spiffy too scoring 82%. Out of the month is Cover Girl Fates (20%), Creature and The Star Squad were dramatically chosen as the Power Pack demos. There was also the ultimate

selection of the ACTION REPLAY Cartridge. The doing season opened this month as Tard was happy - he would go and greet others whenever he wanted.

#### ISSUE 21 - JUNE

This was Rogers' favourite month because the school holidays started. To give you something to do in the school break, we stuck Andy and The Adams Family items on the Power Pack. Which was a good move as the Addamses also scored the best rating of the ish with 82%, happily beating Chuck Rock (81%). Our three-part solution to Resistor Island began its run in Gamebusters.

#### ISSUE 22 - JULY

Damon Returns to the cinema and everyone wondered just how old the Penguin got these plans for the Bahamas, as well as wondering how we managed to put together such an amazing Power Pack. It featured James Bond: Reloaded and DJ Puff's Volcanic Adventure, both of which were also featured, getting 80% and 88% respectively. Murray Mouse got the mapping treatment in Gamebusters.

#### ISSUE 23 - AUGUST

Drugs allegations dominate the Olympics, but there's nothing artificial about CF. Admitted with a dead start, Cool Chat came close, it's every bit as wholesome as ever. The Core isn't quite game of the month (80%) that honour going to Midnight Resistance (82%). International Ice Hockey scored a miserable 34%. Sir Dig Bomber and Rabbit Toy Astronaut were the Power Pack stars. Dave joined the team and within a week the sandwich man who carries to the office had enough money to retire to the Bahamas.

## THAT WAS THE YEAR THAT WAS or LET'S GET SELF INDULGENT, SHALL WE?

	Fave game	Fave Film	Fave TV Prog	Fave LP	Fave Reading Material
<b>TEENYBOP</b>	First Samurai	Deliverance	Entertainment	Body Count! Body Count!	Schindler's List William Robert Gates Wilson
<b>GALT</b>	Eye on U	Blackboard	Made in the Sky	Learning English: Six Years Hence	Chickenshed Red Moon
<b>DAVE</b>	Eye on the Day	Blackboard	Play on Food	Salisbury For The People 8000	The Planet Bodycount Moon
<b>SLAB</b>	Eye!	New York City	The Mutual Show	Blond, Brown, Sex, Magic and the Other Poppers	Tony Mark Month
<b>USA</b>	Space Crusader	The Road That Works the Crown	Newsnight	Gold Mine	Tales of the City Andrew Morgan
<b>ANDY</b>	Adventure II	On The Edge Thing	Red Dwarf V	Eye of A Black Planet (Public Enemy)	Ballin' The Jack Green Region
<b>ROGER</b>	Resistor Island	Believe Believe	The Money Program	Admission Not Suggested	The Angry Commodore Bump/Bumper (It's Best)
<b>GARRE</b>	Rocky the Mountain	Universal Builder	Edmore	Red Diamond's Greatest Hits	The World According To Ben Allen Irving

**ISSUE 24 - SEPTEMBER**

Britain was out of the ERM, interest rates plummeted, then rose, then spiraled, did a U-turn and plummeted by the square root of infinity before vanishing into the M8 dimension. Interest in CF remained high, however. And no wonder when there were four demos on the Power Peak - Football, Match of the Day, Light and Cool Cool Tunes. Light's also game of the month with 50%. We began our stunning three-part exposé of Space Crusade in Gamemasters. Ollie was glad to see the back of September, as his brother got married, and Ollie was the best man - he was so nervous at the ceremony he didn't touch his toast.

**ISSUE 25 - OCTOBER**

31 real jobs are closed and Parliamentary confidence erodes, but some things in the country remain strong - CF's sales (mostly) rose by 8,000 readers. And what a stunning issue those new readers had in store with demos of Ollie and Garganon on the tape and Du Pufftown side-crisis in Gamemasters. Hawk was a hit with 85%. Flanagan was a miss with 60%. Our latest Ollie because it stole the show of the World Series.

**ISSUE 26 - NOVEMBER**

The US elections were underway, but you didn't feel CF spouting hollow rhetoric. Our reviews of Palace (70%) and Sunman Semour (77%) were fine examples of straight talking. Cairns' Gateway, Bomber, Sunman, Skytour and Doc-Croc lifted the Power Peak while Roger got all excited about the budget release of Creatures. Let's Make A Monster began chronicling the production of 1990's surfie winner, M4yhem in Wonderland, and we listed hundreds of POKES for

ACTION REPLAY errors.

**ISSUE 27 - DECEMBER**

Ern, you can see what you've got this issue, but we might as well mention it's Lisa's birthday on the 26th just that she needs the presents.

"Brandy bottles and instant noodles? Hmm... sounds good."

Smith like Jackie - she must be possessing those sweetly innocent charms again.

**WHAT DO WE WANT FOR CHRISTMAS, THEN?**

Big old Trenton has another great love besides Ollie - football. His Christmas treat would be to get called up to play for his favourite team, Bristol Rovers, and score the winning goal. (Just scoring a winning goal would be Rovers' Christmas treat.)

For brooding Steve, the presents are the secondary

delight when it comes to football. It's the fact that sends him to seventh heaven

and with a healthy dose of brandy but, he needs an idea just he might even make it in the eighth.

Streetwise Cur might not have been at CF long, but we already know what a American sports freak she is. A baseball bat signed by the entire 'Bulls' team would be her ideal present.

No band could ever replace the Sex Pistols in Ollie's opinion and there is nothing he'd like more in his father created (PVC) Christmas stocking than some tickets to a Pistols reunion concert.

Lisa, of course, has everything she needs already, so what she would like for Christmas is world peace. Aaahhh! Quite how we're going to wrap that up is a bit of a mystery, and fitting it under the tree going to be difficult.

He's fed up with only being able to cheat in computer games is our resident Gamemaster Andy Roberts, so what he'd like are a couple of

Maps, they're not from Andy's Continent

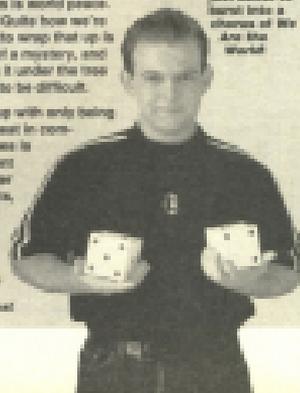
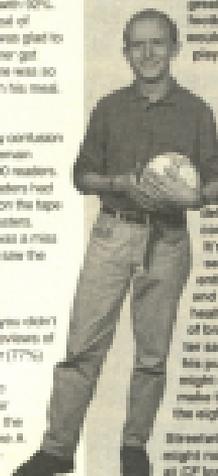
loaded dice and a deck of marked cards.

Jackie (Goth) Garland can't, er, convince people to advertise in CF. And a darned fine job she does too. Her perfect present? A invitation from Nirvana to play bass guitar on their next tour. Gimmungal!

The spirit of '77 lives on thanks to Ollie's dream.

It's clear Steve got that hat, we're going to keep well out of his way rather than Steve's angry.

Oh and Lisa is just about to burst into a shower of fire and the World.



# MASTERING LOADMASTER

Nope, it's not a game, and yes, all it does is display a load of numbers. But those numbers could be the answer to your tape loading problems. Just think, a life without data error messages - bliss! Trenton, his screwdriver at the ready, dives inside the office datassette.

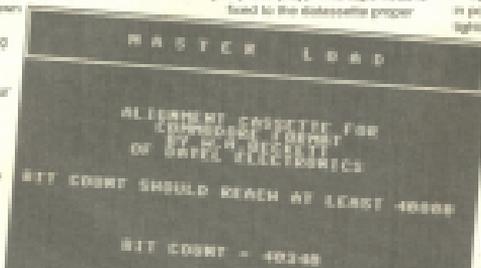
**H**ave you ever found that one of your few C64 tapes works on a friend's computer but not on yours? Have you ever taken a supposedly "duffy" tape back to the shop only to find that when the store-keeper tested the cassette it worked fine? Has your tape collection often "peculiar" tendencies when loading, sometimes behaving perfectly but at other times refusing to load?

This probably means your head alignment is out of whack. And no, we're not suggesting that you're going a bit loopy - we're talking about the tape heads in your datassette.

Now leaving this fact to all well and good, but what on earth can you do about it? Load-up Loadmaster that's what. Yes, the second tape stack in this month's cover (the one at the top) contains a program which has been specifically written to help

you obtain maximum loading efficiency from your trusty tape machine.

Having misaligned heads may sound awfully painful, but it isn't. The tape head is the bit of the datassette that actually reads the bits off the tape (it's the bit that moves forward when you press play). This tape head is fixed to the datassette proper



If the counter reaches 40,000 without flipping back to zero then this shows that your head is well aligned. For peak performance follow the instructions above.

## LOADSLOADS

- If your datassette loads your games then at the moment DO NOT start trying to adjust it. Just stash Loadmaster back somewhere safe. Then if your tape deck starts playing tape, you can fix it quick!
- Only ever adjust the head alignment when you've got Loadmaster running, otherwise you may not even be able to load that (Yakob - it did it in the office and Clar - it worked. Loadmaster has been specially designed to load even on cheap datassettes but it does have its limits!
- Clean the tape heads, center wheel and capstan pin regularly. (For a more detailed list of datassette maintenance tips see Data, Set and Maths, p38, CPDS.)

- Demagnetise your datassette frequently using a demagnetising kit (which are easily available in the shops).
- Avoid storing tapes near strong magnetic sources (ie, loud speakers, motorways, or sources of magnets, etc). When using your datassette try to keep it away from such magnetic fields as well, because this can affect loading.
- When saving programs and data, always try to use CDS and CDD tapes as they are by far the most reliable (which is why so many people and most of us use them).
- When you try to load programs and data that were recorded with seriously misaligned tape heads your datassette may experience difficulty. Loading it may require you to "re-format" your datassette.



Press STOP on your datassette and you should see the counter reset to zero.

by a small metal plate which in turn is fixed in position by a small screw. Loosening or tightening this screw moves the head enough to massively influence the datassette's loading abilities. This screw is easily adjusted, but this also means that it can slip out of its slightly through metal and rear and lose. This is what:

LoadMaster comes in, so it allows you to test your datassette's set-up, adjust the screw and then test again, until it's ready to load every game, every time. It's like a bit of time but it should save hours of frustration with data error messages.

## HEADS UP

To use LoadMaster first you'll need to get hold of an Philips AT 10 (or about as small as you can get screwdriver). Then using the normal PREWIND and SIFT method load side one of the LoadMaster tapes.

After about two minutes the tape will finish loading and present you with a screen like the one on this page. If you look at the numbers in circles at the screen you will see them quickly counting through. (Press STOP on your datassette and the numbers should stop and the counting should stop. Note that the numbers on screen carefully and press PLAY.) As you do this the numbers should once again start to increase.

- If your datassette is well aligned, then the counter will quickly reach 40,000 and carry on beyond.
- If your datassette is out of alignment then the counter will occasionally reset itself to zero - generally before it reaches 40,000.

Basically the tape knows what's coming next and counts off each number. If LoadMaster finds what it's looking for then it kicks over into the next number. If it doesn't find what it's looking for then it resets the counter to zero. So by examining how much

data it can load and how quickly it can do it you can calculate the best position for the tape head. Basically if your counter can find the first 40,000 things it's looking for then it should be able to load just about anything.

#### ARE YOU FIT?

If you've a well aligned datassette, then it may be wise to leave it alone until you develop a persistent loading problem. "It ain't broke don't fix it" the saying goes, and it may prove sound advice. But if your datassette is badly aligned then it's screwdriver time!

If you look down at your datassette you should see a small hole (just above the second 'C' of the Commodore). It is through this hole that you can access the head alignment screw once PLAY has been pressed. At all other times it's locked safely

away, so you can only adjust the screw when PLAY is pressed. Whatever you happen to DO NOT press stop while you're still got a screwdriver adjusting the screw, as your datassette will try to eat your tools!

Pressing PLAY moves the tape head adjustment screw underneath the hole and you can start adjusting the alignment of your datassette. Carefully place the screwdriver into the screw head. You should find that the screw has room to move both clockwise and anti-clockwise. Turn the screw clockwise and it's reasonably tight, but make sure that you don't over-tighten it. Take the screwdriver out of the hole and press STOP. The tape counter (on screen) should now have reset itself to zero. Pressing PLAY then allows you to match how successful this new position is for your datassette.

#### 40,000 TO 1

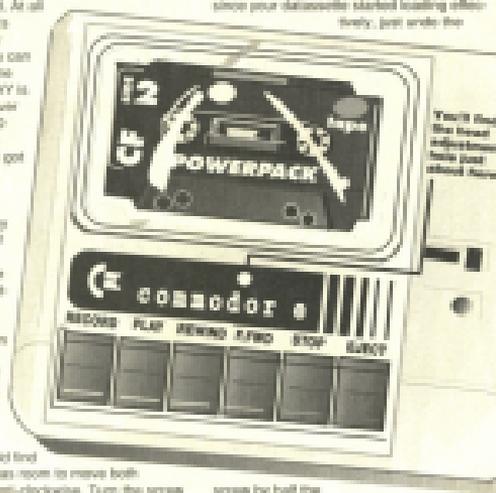
To align your tape heads absolutely perfectly, requires you to repeat this process, until you have almost - but not quite - undone the screw by quarter turns. When you

Oh, we tried to get a bit of a staff head, but we couldn't, because Commodore wrote the well / half said - EEP!

have completed this you should have found that in most of positions the counter didn't reach 40,000, but for a few sequential attempts it did. This 'sequence' of successful loads indicates the tolerance range of your datassette - the range in which it can accurately collect and interpret data. The ideal position to have your tape head set in is found in the middle of this range.

So it's best to work your way systematically back to the 'range' of your tape player. Once you've found the where the 'load zone' starts, begin counting the number of quarter turns you now make. Continue to tighten the screw, testing the loading efficiency every quarter turn of the screw until you stray out of the other end of the loading range. As you've been counting the number of quarter turns you've made stop your datassette started loading effectively, just under the

You'll find that the head adjustment hole just behind here!



screw by half the number of turns you've counted. This effectively positions the tape head exactly in the middle of your datassette's 'load zone'.

Congratulations, you have just aligned your tape head, so loading should now hold no more nightmares - unless you try to load up your latest Dave Mielquist tape set. But is (but then playing that in an audio tape player would be a nightmare).

## QUICK GUIDE TO USING LOADMASTER

- Get a Philips screwdriver ready.
- Put the Loadmaster tape into your datassette.
- Hit SHIFT-BUM-STOP and wait for the program to load.
- Don't press stop on the Datassette - leave it playing.
- Watch the numbers on the counter. If they get to 40,000 and beyond, don't touch anything, the tape head is already properly aligned.
- If the numbers keep resetting to zero, STOP the tape and put the screwdriver in the slot here in your Datassette and tighten the screw.
- Undo the core by a quarter of a turn and press PLAY. Note whether the counter makes it past 40,000, then STOP the tape. Repeat this process until you find a sequence where the counter repeatedly makes it past 40,000.
- Count how many quarter turns you do from the point where the counter starts getting past 40,000 to when it starts resetting again.
- Set the screw in the middle of this range by going back half the amount of quarter turns you have counted in the range.
- The tape heads on your datassette should be properly aligned and ready to do some loading.

## IAN CYCLOPEDIA INVESTIGATES LOADS

There have been a number of curious loads through history for instance...

- Loadstone** - This magnetic stone was considered to cause iron filings and was used by early navigators. Curiously though, it kept next to your datassette its magnetic properties would have made it a real-life stone!
- Loadstone** - A strange thing called Loadstone, this gem located about his real world. Now used as an 80c archetype, Loadstone has suffered a change in fortune and works in a fast load environment (It has yet to be a stone).
- Load Stone** - A quite incorrectly attributed to Mike in Athens, just before the going got really tough and the thought - Ripley - did under a load.
- Load and load** - a quite correctly attributed to Mike in Athens, just before the going got really tough and the thought - Ripley - did under a load.





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Fibre

4

Inside the first issue you'll find an **EXCLUSIVE** and thoroughly unbiased double-sided **Henry Dingle** poster. **EXCLUSIVE** too, because we make sure the greatest book and **EXCLUSIVE** magazine's readers have a more exciting and informative place to go. It doesn't get any better than our **EXCLUSIVE** series of **EXCLUSIVE** interviews for our subscribers to **EXCLUSIVE**.

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**GAMESMASTER**

**W**hen we submitted *Baronet Paint* on the CFES Prizepage we had no idea what we were unleashing. We made one little mention of sending us your pics on the contents pages and your entries flooded in. We were also running a special subscribers' compo, where we challenged the 'Vote Club' to draw a joke title screen for games that never were' such as *RubberGoo*, *Coak* and *Attack of the Generically Varied Dinosauries*.

And here we present a representative spread of the pictures we've received. We needed a real expert to guide you through this pixel parade, but we couldn't find one. Then Ian Cyclopedic said his brother knew a bit about painting and so we asked him instead. So, ladies and gentlemen, please welcome... Vincent van Cyclopedic. (Are you ready... are you ready... about this, last - bit.

Vincent



Win Cyclopedic



**Peter Jones, Dorset.**  
In this work we see an impressive employment of pixels to capture the feeling of combat. Of course in combat, there's a lot more than tanks, but more is not always better and your average leggy soldier has the propensity to 'What is involved in the artist's view.

# IT'S ARTY PARTY

Luvvies, darlings and dears, you are invited to the grand opening night of the Format gallery...

Richard Pflucker, Bolton.

The name's Rich, James Rich. Well it isn't actually but it keeps that common. Here we see the recently deceased spy genre neatly encapsulated by powerfully simplistic use of two strong colours. The inclusion of the straight edge, to them insist contrast, is excellent.

007

# ALIEN 3

Richard Pflucker, Bolton.

In this work we see an impressive employment of pixels in many of today's artists. Using the power of a popular movie like *Alien 3* manages to depict the culture with the cutting political satire and the use of space.

Richard Pflucker, Bolton.

An intriguing work. The simple, subtle concept of powerful solid text is combined with a neat eye-shaped oval and an apparently 'random' starfield. But how every thing from left to right? I think well if you look closely you'll find an inverted representation of the constellation Cassiopeia. And we all know what that means...

RED DWARF

RED DWARF

HEATHEN by  
MARTIN  
MARTIN

Steven Carter, Warrington.

How this says Red is not. It's a bit like it is you too, either a dark? Well the idea that you feel the work says aggression, the choice of colour someone says non-aggression, but the search itself says funny. I like it, I like it a lot. Quality work

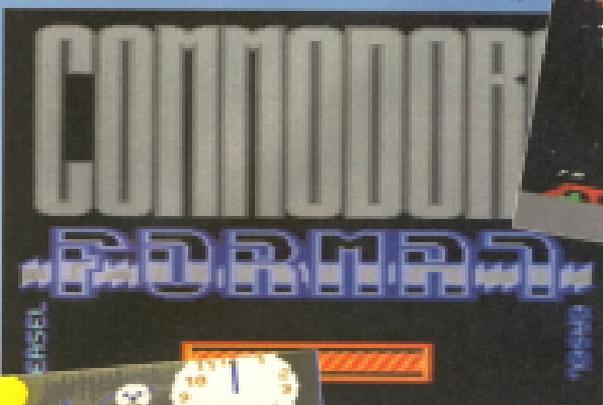
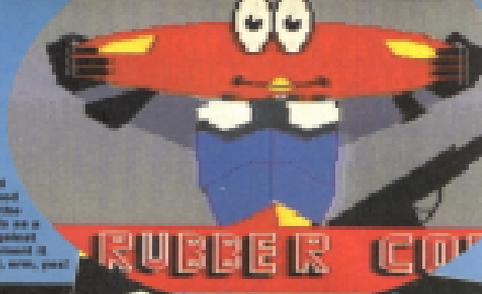
#### Bill Wesson, *StarBlatt*

A logo is more than your name in large capital letters; it states your case and explains your presence in a single artistic statement.

How Mr. Wesson has used colours to create a subliminal effect which combines with the abstract style to create a pop-art feel. It's powerful, it's punchy, it's easy to remember, and it really says *Commodore Format* to me! (that is says *Commodore Format* in *EVERYBODY* King! - *am*) The fact it says *CF* in so many different ways off of which try to describe the mag's unique appeal... [in that op' - *TRB*]

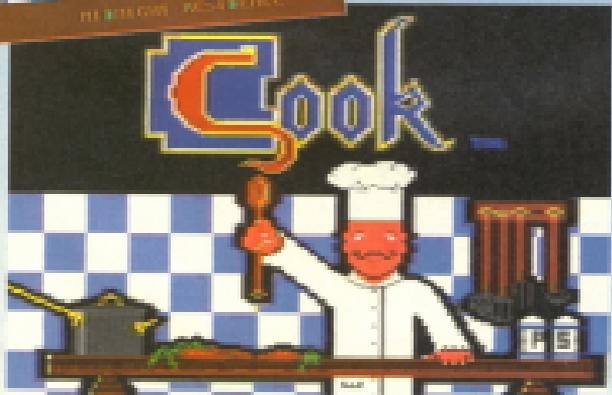
#### John Duffett, *StarBlatt*

This one reminds me of the early works of Memphis. Undoubtedly the best in that of ordinary life - represented by a suit of armour, a gun and an orange hat - but tipped with the introduction of the abstract head. I was told as a statement that makes ignored the art world. As a statement it works, but is it art? Well, yes, yes!



#### W of W Design

Succession is a tough nut to crack, but once you grasp its basic principles you're off and running. Here the legend of Wounded Knee is neatly captured and transported to the world of a modern banking crisis. Its true power is that it forces you to question why the pyramid? Why the silhouette stock? Why such graphics whiffers?



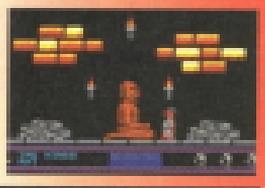
A masterpiece, a true discovery. This one takes the biscuit - and probably takes it too! It manages to perfect the West mythos while retaining that vital spark of individuality. It epitomises the Henry D Truman spirit. "If you can't stand the heat, get out of the kitchen" definitely. Who is this mystery artist? What new artistic movement does he represent?

#### James O'Leary, *StarBlatt*

Based on the famous *Bank of America* Assurance, this work has a subtle but it's hard to ignore. Note the symbolic positioning of the characters around the effectively square house, yet despite this there remain post-structural elements which offer unique contributions. From the work number this struggling I think, maybe it can, but the underlying question with a tension that is really rewarding.

### PRACTICE, AS THEY SAY, MAKES PERFECT

Still struggling to get the hang of *Garçon Paint*? Don't despair! Keep on plugging away. What you have is a powerful tool that can create stunning graphics. As an example look no further than this month's demo of *Garçon of Baghdad*. The life screen and the graphics were all created in *Garçon Paint*! So stick with it and soon you too will be pixel painting with the very best!



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# INSIDE INFO



## TYPE-IN TRAUMAS

Dear Inside Info,

1) In CP32 Mark Bennett's article in about

POKE is not working and the reply said that if a listing was copied to disk it was unlikely to work. Why? I've saved loads of listings to disk which work with some games but it not with others. I thought that if you typed in some thing and then pressed it, when you later loaded it back, it will be stable as typing it manually.

2) Can you tell me if there is a POKE cheat I can use to switch off the user port? I have a printer connected to an RS232 interface and some games don't run if it's connected.

3) I have a cartridge motherboard and it plug in my Power Cartridge and switch the slot off. When I switch on the computer the screen goes grey and nothing comes on the screen. Why is that?  
M-D Hope, North-Lanark.

4) The confusion here is to do with the actual code that the listings create. What you get when you load it back from disk is exactly the same as what you'd get if you loaded the listing back from tape, which in turn is the same as what you will have typed in. It's what is generated by that listing when you RUN it that is the issue here. Disk versions of games are often different from the equivalent version sold on tape. They may not appear to be on the surface,

but the code and the way the game loads usually vary. That's why some listings won't work with certain games - it shouldn't be to do with the fact that you are loading the listing from disk.

5) There isn't one that I'm aware of that wouldn't be changed by the game since it had loaded. The reason

some don't work is due to the fact that the computer alters quite a few pointers in memory when it has to cope with the presence of an FDS32 device. Other than to disconnect it, I can't think what you else can do to rectify this problem.

6) Dataset boards are not always reliable - it depends a lot on the cartridges plugged in. Basically either your mother-board or Power Cartridge is faulty. If the Car's logo works when plugged into the back of the C64 then I would send the motherboard back to where you bought it from and ask for a replacement.



## PUT ON DISPLAY

Dear Inside Info,

I am interested in defining my own character sets and have managed to get hold of a character designer that generates DATA statements. But I don't know how to use the lines in my own Basic programs. Please can you help?  
J.J. Schooten, The Netherlands.

You indeed. Have a look at the program below, assuming you can program in Basic you should have no problem understanding what's going on. Just expand on the principles - add more DATA and change the number 2 in line 10 - and you should be able to use the DATA lines created by your designer program so that you can view your User Defined Graphics.

```
10 FOR I=0 TO 2
20 FOR J=0 TO 7
30 GOTO 7
40 GOTO 7
50 GOTO 7
60 GOTO 7
70 GOTO 7
80 GOTO 7
90 GOTO 7
100 GOTO 7
110 GOTO 7
120 GOTO 7
130 GOTO 7
140 GOTO 7
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170 GOTO 7
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900 GOTO 7
910 GOTO 7
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930 GOTO 7
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950 GOTO 7
960 GOTO 7
970 GOTO 7
980 GOTO 7
990 GOTO 7
1000 GOTO 7
```



## DEVICE DILEMMA

Dear Inside Info,

How can I tell in a program if a disk drive is connected to the computer and if there is a disk in it? I have written a Basic program which asks whether the user wants to save some information to tape or disk. If "disk"



is a device attached for you. And you know what a dilemma really is, but let's see it in the more modern computer sense for the sake of abbreviation, shall? What do you think this strange contraption was used for? Answer at the side of the page.

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is selected and no disk drive is present, the program stops with an error. Steve Gilman, Fogson.

In Basic there is no simple way to detect whether or not a disk drive is present. It is much easier in machine language but you didn't mention whether that would be acceptable. As to whether a disk is present, that's a bit easier. Try something like this:

```
10 OPEN
11, A, O, "D:"
PRINT#11, "D:"
CLOSE #11
IF NOT ERROR THEN
PRINT "READY"
```

The first line opens up the drive's command channel and attempts to initialize the disk in the drive. If there isn't a disk, an error will be generated by the drive itself and will be returned in the variable "E". Line 28 then checks to see whether an error actually has been returned. If so, no matter what it is, the program will display the word "error". You can obviously adapt this to your own needs.



## GET OR INPUT?

Dear Inside Info,

I have been trying to write a menu program in Basic. Could you tell me what is wrong with the following code? No matter what number I type it always goes to line 1000 then the second line it prints RETURN WITHOUT GOING ANYWHERE.

```
10 PRINT "GOING TO 1000"
20 GOTO 1000
30 IF NOT INPUT "YES" THEN GOTO 1000
40 IF NOT INPUT "NO" THEN GOTO 1000
Please help!
David Whitaker, Northampton
```

The problem here is to do with the INPUT and the GET statements. You don't need both. The first line of your program reads in a value and stores it in A\$. The second line then scans the keyboard again and replaces your original entry with another. Therefore A\$ is not equal to what you originally typed in and the program simply doesn't jump to any line - it falls through to line 1000.

If you were to insert a line 50 with an END statement in it, you would find that

## AN OLD PET

Dear Inside Info,

We have just received an old PET system and would like to convert the disk drive to the CG4. Which cartridge would we have to buy, where from and for how much?

Colin Papp, West Midlands

Assuming you can convert the drive successfully, you will need an IEEE interface which you should be able to get from a company called Meadevare Ltd by 081 521 2262. However, even if you do pick up the interface, the drive uses a different Disk Operating System to the ones you normally buy for the CG4, so almost all commercial software will be incompatible with it. You should still be able to use it for your own programs, though.

Oh, before you order, would be one of the oldest carts ever if it was not only slow but the worst in a certain character. Oh, Happy Christmas, in the way.

BOSTON? There are three cables on the back of my monitor which are called Audio, Luma and Chroma. I hope you can answer this question as it has been bugging me for quite a while. Simon Harty, Rotherham.

I hope you're not going to be learning your back completely on your trusty old 64T-Hammam, anyway. I'll give you the benefit of the doubt and design to answer what is essentially an Amiga question.

In order to connect an Amiga to a monitor, the monitor must have an RGB input which your Commodore 1701 simply doesn't possess. I would recommend that you get hold of a 10645 monitor which should come with the necessary leads for Amiga connection. Other than that, try to get hold of a second-hand package including an Amiga with compatible monitor. (Amiga can also be connected to normal television sets using a modulator - the 600 comes with one built in - assuming that you don't mind a drastic reduction in resolution.)



## PRINTING DIRECTORIES

Dear Inside Info,

How can I print disk directory listings on to paper so that I can stick them to the disk sleeves? Apen Langenhove, Holland.

To print directories out, you simply load them in as a program (LOAD "S:"); and then give the following command, assuming your printer is connected as device four:

```
PRINT #4, DIR "D:"
When the printer has finished, enter:
RETURN; CLOSE #4
```



## AMIGA CONNECTIONS

Dear Inside Info,

I have had a CG4 for nine years and I want to do programs in Basic and a lot in Assembly. Now I would like to go further and buy an Amiga and start to program it using C and Pascal.

The only problem I can't solve is that I have heard that you need a SCART lead to connect an Amiga to a monitor but will that lead connect to an old Commodore 1701



## MOVING SPRITES

Dear Inside Info,

How can I make a sprite move around the screen? Robert Drury, London.

Once you've got a sprite displayed on the screen, you can move it around by giving the command `MOVE X,Y`, i.e. change the positioning of it across the screen, and `MOVE X,Y,R` to change its vertical placement on the screen. In both of those commands, x and y are variables. For example, if you do all the POINTs and everything else that displays a sprite off the screen, the following program will allow you to move it around using a joystick.

```
10 POINT=0:Y=0
20 POINT=POINT+1:Y=Y+1
30 POINT=POINT-1:Y=Y-1
40 IF POINT=0 THEN Y=Y+1
50 IF POINT=0 THEN Y=Y-1
60 IF Y=0 THEN POINT=POINT+1
70 IF Y=0 THEN POINT=POINT-1
80 IF Y=0 THEN POINT=POINT
90 IF Y=0 THEN POINT=POINT
100 IF Y=0 THEN POINT=POINT
110 IF Y=0 THEN POINT=POINT
120 IF Y=0 THEN POINT=POINT
130 POINT=0
140 POINT=0
```



## Let's make a

## MONSTER

The  
Apex  
Boyz,

Steve and John Rowland, have decided on the basic plot idea, main characters and gameplay-style they want for their next blockbuster, *Mayhem in Monsterland*. Now in the second month of the game's development, they begin the hard work - programming.



graphics for each level. This means there is a limit to the amount of rock to be done but, what the hell, it'll be worth it (see page 5).

## SEXY SEPTEMBER

## WEEK ONE

**JOHN** At last, I'm programming a game which doesn't include a single *Furry-Wuzzy*. For the last two-and-a-half years I've been making *Fuzzies*

with, run, jump, bounce by and swim, not to mention 30+ minutes of gratuitously violent may. So it comes as a great relief to be developing a game without *Clyde* and *Corin*. We're going to use a similar scrolling technique to the one used in *Creatures* (but can't seem to get away from it) so most of the work will spend either through the *Creatures* source code, extracting the routines I needed for the *Mayhem* scroll. This will enable me to scroll the entire screen with colour in every direction and at almost any speed unlike other games that scroll two-thirds of the screen, just few colours and at relatively slow speeds - so there!

**STEVE** To echo what John has been saying - I didn't do more *Fuzzies* (I have to do some basic test graphics instead (but then, John says all my graphics are basic). These consist of some reversed characters in various colours (to test the colour scroll), some in no-background colours (to test out any palette that may be needed) and the odd (very odd) background platform (to test out player/background detection - when it's slow).

Now with that bit out of the way, I grab my 2D and some recent sketches of good ideas and get on with drawing a good selection of platforms and backgrounds. These will be few character sets for this part of the game - *Fast* and *Happy*. I've made up my mind to design the *Happy* graphics first and then tone them down to *Fast*. It should be easier to create new levels which are bright and colourful, than tone them down than the other way around.

## WEEK 2

**JOHN** At *Mayhem in Monsterland* consists of at the moment is a few screen set-up routines and the scrollers. I've finally got the scrollers to scroll now, even if it is just with the old *Creatures* graphics. It still only goes one way (from left to right), so I've got to spend days (more than weeks) upgrading it to the specifications that we require.

Initially this means making the smaller *De-De-De-De-De* (as that is how low-right to left as well), but I also want to make it a hell of a lot faster while simultaneously cutting down the processing time it takes. Sounds impossible? Well, maybe it is, but I'm going to give it a go anyway!

**STEVE** Unlike the *Creatures* I'd if graphics, *Mayhem in Monsterland* will be more abstract with lighter and clearer colours. We thought that an abstract feel to the backgrounds would make this game stand out

Once we have the initial design of the game completed it's time to start programming. The first routines we tackle in our games are the screen-scrolling routines, which involve video banks, scrolling and decompression routines. We can't, for example, start with the player/enemy collision because there aren't any on-screen enemies yet, and we can't create the enemies until we get the scrolling worked out (the enemies are directly linked to the scrolling level, you see). The player can't even run around, as the screen's blank. In fact, nearly all of the in-game routines are based on the scrolling level. What we do is create a priority list, programming the routines at the top of the list first, and working our way down.

With the (rather spiffy) player sprites we designed last month and with the scroll routines about to be written we produce tertiary test graphics. These will look relatively basic in design, but are used purely to test every condition in the scrolling routines. For example, checking that the colour scrolls correctly on enemy characters. Once these are one and the level

graphics need to be transferred from the part of sketches that Steve (Steve last month) got to the CGA. Mayhem's task will be to spread joy and happiness throughout *Monsterland* (*High Scores* a bit later).

me - *Biggie*), steadily changing the appearance of the levels there (and to download to bright and happy. This means that we're going to have to construct two sets of

The boys with the graphics. Steve (on the left) and John (on the right).



Your first glimpse of *Monsterland* - it's basic, but influenced by the subtle school of art.



from other C64 files, writing new standards (see ones, probably).

One of the last things about *Creatures* was that when you were walking along the scrolling level and came to what looked like a slope you had to stop and jump up it. With *Creatures 2* John actually put in code to make you walk up slopes, but this was only used on one feature screen which happened to be the last one in the game. Mayhem is going to feature hundreds of all-terrain slopes that Mayhem can run up and climb at great speed (or so John tells me). With this in mind I've started drawing some slopes which John can use to test his slope code when he gets around to writing it.

**JOHN** It's nearing the end of the week, now, and I've got a long way to go before this damned scrollie is complete.

It's proving to be a tad harder than I thought. Oh well, it's Friday, so I'll have to show my stomach a copious amount of extra strength (and it's night club tonight). I'm starting to wish I had something to go wrong every Friday.

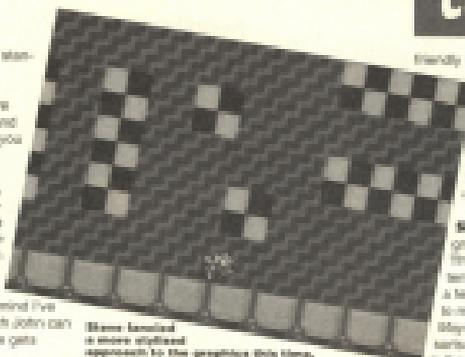
### WEEK THREE

**JOHN** Well what do you know? I'm still working on the scrolling, I love spending weeks on the same piece of

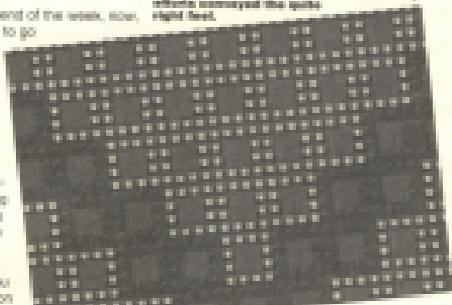
code about as much as I love being stuck in a lift with nothing but a stalled elevator for company. But at least it's getting there. Honestly it is. It's scrolling left and right under joystick control with some spiffy inertia which takes the initial speed of 1 pixel per 50th and accelerates it up to an amazing 5 pixels per 50th of a second (which is only eight times faster than *Creatures 1* & 2, grr).

There are, however, a few bugs which need fixing, with one of the nastier ones only occurring every couple of days. I hate it when these pop up because you can't always tell if you've fixed them as you have no idea when they will happen next. But anyway, at least most of the scrollie code is done now, giving us a rough idea of how the game is going to feel.

**STEVE** These graphics are looking better every day. A lot of the stuff added in the last week has been designed around geometric shapes. For example, some of the platforms are based on triangles and pyramids. Some bushes and clouds are based on large circles. These basic shapes are quite effective, and relatively console-equivalent. This level, so far, also has a fair amount of chequerboard backgrounds. I still need to add some more



Steve landed a more stylized approach to the graphics this time, but he wasn't convinced that these early efforts conveyed the quite right feel.



colours to these graphics. I'll have to think of something to make it more colourful, like maybe leaves everywhere.

It's a shame it's Friday afternoon already, so this means that tonight we will engage in our weekly ritual of gurgling gallons of alcoholic beverages. I go back forward to the weekend.

### WEEK FOUR

**JOHN** This week a player interface week. Top, I've been teaching Mayhem to run, jump and fall around the landscape. I've also written the "change-mode" routine. Mayhem

normally walks around at a maximum of 3 pixels per 50th of a second, but pressing his activates his change-mode, causing him to charge at the mega-speed of 8 pixels per 50th of a second. As he charges he leans forward (with some radical animations which blur his feet because of his immense speed) and sticks his horn out (over).

This will be used to imitate his adventures, but only when his's changing. Normally to make jump on the bad guys to kill them, those

where have I seen that before!

With Mayhem jumping around now we're getting a pretty good idea of how we're

feeling the game will feel. It shouldn't feel sluggish or unresponsive. Mayhem should do what you want him to do, when you want him to do it. Which, luckily, he does. We call this the User or Player interface. I just need to make the minimum distance he walks when he swaps directions smaller, to him...

**STEVE** I'm taking a break from the level graphics to do some Mayhem music. There were lots of pieces of music written for *Creatures 2* that were never used, a few of which could be adjusted slightly to make them good enough to use in *Mayhem*. Others will be started from a state of inspiration. Be it a club, singing in the bath, or the... whatever. I have started a lot that was loosely based on the music on the *Creatures 2* bonus screen message print, and it's pretty good, too.

I spent the second half of the week designing a new game font. It's all in upper case, though the idea of having upper and lower case in the same font was in contention. We decided against that, though, because all the letters and numbers will be designed using four characters (arranged in a square), and with around 70 of them to make A to Z upper case, a to z lower case, 0-9 and some punctuation, that wouldn't enough characters in the C64 character set to be able to come up with the amount of combinations we would need. The font wasn't finished by the end of the week, but it should be ready so that you can have a sneak preview next month.

(Can you stand the suspense?)



## IAN CYCLOPEDIA'S GUIDE TO SPEED AND HOW TO HANDLE IT

The Rowland 'Boyz' (although it's against my nature to use such abuses of language, in this case I will bow to their geographical preferences) have been using a lot of expressions like "I pixels per 50th of a second". What do they mean? Well your TV updates the screen 50 times a second and the 'Boyz can tell you 'Ode to do the same thing. This means that if a sprite moves one pixel every 50th, in one second it would move 50 pixels. If a sprite moves 2 pixels per 50th then in a second it will move 100 pixels, and so will appear to be travelling faster.

When the 'Boyz' say that they're scrolling the entire screen at 1 pixel per 50th, this means that all the platforms will move a distance of 50 pixels in a second (as with *Creatures*). But when they mention speeds of 5 pixels per 50th the platforms will be moving at a whopping 100 pixels per second, in other words, Mayhem is going to be an outstanding fast game. You're going to need very fast reflexes to survive.



**THE SAGA CONTINUES**

Check out issue 28 for the next excellent installment. You know, we'd like to thank in (S)M(A) days with yet more knowledge details of Mosaic production. Emerging from the creation of the new levels. Through is getting Mayhem to run up slopes and rolling up in our usual Friday night state of confusion.



# The Mighty Brain

**CERT X**

*They said  
it could never happen*

*here, but they were wrong! The Mighty Brain has escaped and is looking to get even... by answering any letter marked TMB, C/O Commodore Format, Bath, Avon BA1 2BW! It doesn't sound quite right, but it's true!*

## SONIC THE GECO?

Dear TMB,

I would like to inform that D (TMB C/O's) that there are certain Space Marines but they do not fight alongside the main.

Now, I've got a few questions I would like to get out of my head.

- 1) I heard many months ago that US Gold were taking over the Sega company and that Sonic the Hedgehog might be coming out on the home computer. Is this true?
  - 2) Will the Christmas issue of CF be bigger?
  - 3) Why is it that most of the reviews of budget games aren't done by Roger Farnham?
  - 4) Will you be putting demos of Alien 3, The Lemmings and/or Streetfighter 2 in Power Packs in come?
- Charles Johnson, 20 Andrews

enough to last even Dave a couple of meals.) So a televiewer was never on the cards, although they were rumored to be at the head of the pack in pursuit of the license to produce Sonic on all home computer formats. This deal hasn't come to pass - yet. So for the foreseeable future there's little chance of seeing Sonic on the C64.

- 2) You should be able to work out the answer to that one yourself, try on.
- 3) It's a question of originality, you see.

Roger currently reviews only re-released budget titles. These are the games that have already had one bite of the review cherry in CF and we realized that second time around they didn't deserve the same number of columns inches as brand, spanking new, original budget releases. So we moved original budget releases out of Roger's section (it's a conspiracy) - Roger and put them in the main games section.



1) The world of corporate take overs is a dangerous one. Little fish get eaten by big fish, big fish get eaten by bigger fish, then the bigger fish get eaten by even bigger fish in turn. In this economic ocean US Gold are a big fish - highly thankful I think you'll find - but Sega are an even bigger fish - say about ten times big! (The big



In the murky depths of the software industry it's a fish-out-of-water.

## RHYME NEVER PAYS

Dear TMB,

You can take it no longer, I have uncovered a conspiracy in Commodore Format. Yes, Roger Farnham is a thief, and I can actually reveal his real identity. He is none other than James Leach, Dept 50 of Commodore Format. How do I know, you ask? Well on page 48 of CF72 in the Scotland review 'Roger' is called James is exposed. You see 'Roger' has written a sentence and then Dave (Gosler) says, 'but gentleman James!', referring to the previous sentence and implying - stook, named, gape, stoked - that James wrote it, which is true! I'm sorry Roger Farnham is James Leach. It has taken great risk to tell you this info and my life may be in danger, but you'll never take me alive!

Yours as a witness to, 'oo they're after that',  
M. M. Tidd



While your evidence appears sound it is - unfortunately - wrong and Roger Farnham does exist. It is true that Dave did feel the need to publicly put the author up at this point - it was after all a stinky bit of work. This explains the insertion. The entry you quoted was much like the original but typed in every respect but the names. On the first draft of the page (Dave wrote it, not me then passed it to Lisa to layout, like any good designer she read the piece and name across Dave's remark.

Now it appears - to me at least - that Lisa has taken young Roger under her wing and so she changed the name to that of his own enemy James (they were at each others throats at the time). This change was missed at the proof reading stage and went to print. Sorry!

Besides, if Roger was really James, who wrote Roger's section up until CF72? And now to the point, now that James has left who wrote it this month? **TMB**

4) We'll put demos of all the latest and (potentially) greatest games on our tape, so you can decide if it's the kind of game that you want to spend your cash on. (aying what month a particular demo will be on the Power Pack is a risky business, coding games being such a creative business. What I can promise, though, is a demo of Streetfighter 2 in the next couple of months! **TMB**

## GREAT SCOTT!

Dear Rob (TMB),

As you are the mightiest of brains I know you will answer my questions.

- 1) Is there a system which can transfer Sega

games in Commodore cassette?  
 2) Do Dizzy games have levels?  
 3) Is *Crusader* worth its price?  
 4) Is this letter going to end up in the bin?  
 Yours hopingly (Hoppingly? - MMS) Joe Digger, North Pole.

1) Nope. Sorry, Sega systems and C64s are completely incompatible.  
 2) It depends on which Dizzy games you're referring to. The Dizzy arcade games (eg. *Bubble Dizzy*, *Dizzy Down the Rabbit*) do have levels, as the aim in these is gaining points. The *Dizzy Adventures* (eg. *Treasure Island Dizzy*, *Dizzy Prince of the Yolk Falls*) don't have levels because they concentrate on solving puzzles. Both also work on a number of different levels, most obvious of which are *Diabolo* and *Sworded*.  
 3) Yes, yes, yes, yes. But it hasn't made itself clear, check out the complete guide to *Crusader* in this very issue, starting on page 18. I think you'll find it.  
 4) Yes!

This one, I will buy a light-up poster of a leech and throw darts at it.  
 1) Which game was the biggest ever, with the most levels?  
 2) Have you ever printed a quick cheat for *Rainbow Islands*?  
 3) Has *Star Wars*

Strongly the *Ultimate TV* reader featured more of the original cast from the film.



game, stretching over 18 pages (DFTD four pages, CPTD four pages, CPTD two pages). Have you tried reading them?  
 3) It was released at full price before CP ever came into being, but Roger Franks caught it in its budget price sale safely net only a few hours ago. CPTD is to be possible. He wanted it a Coffer and 50 per cent. Strange that - he's even stinky with his market!  
 4) I believe that the social room for your species requires that you be nice to her by sending her flowers, buying her the odd box of chocolates, letting her to the cinema, etc. Obviously there are going to be a few problems with George only being a character in a computer game but a little imagination should see you through...  
 5) Well, there was when I was there, at least!

**AROMA THERAPY**

Dear TMS,  
 I've got a few questions for you.  
 1) Why don't you do a full review of *SLURP*?  
 2) Why are you such a pleat?  
 3) Do you like smelly feet?  
 4) Do you know how to make a computer from a banana?  
 5) Is this question 5?  
 6) What would happen if I put you in a microwave? (Yum, yum)  
 7) Don't ya just love me with all the nice blood pouring out of it? I do!!!!!!  
 AHS! *Abandon*

1) It's the regional differences in consistency you see. Down in the South West it's all firm, in the East it's more doughy, while up North they have quality soft! Ah, yes, using MMS. Yes, we might do something on *Walt-iver* *Sargeants* in the near future!  
 2) I'd love to have been a pleat! Think of it - the freedom to wander the streets in Ancient Rome, to live at the height of the Caesars. It would have been most fascinating. Unfortunately, I am not and will never be a pleat.  
 3) As a person who has no limbs, I'm not all that keen on feet. Luckily, as I don't have a nose either, smelly feet are no more offensive than fresh ones!  
 4) Doesn't everybody?  
 5) It it's not from this fan's answer 5!  
 6) It would probably end up in a nasty accident - by you!  
 7) I prefer blood flowing through me as part of a living, breathing animal (of course my different dietary needs to yours mean that I am spared this moral dilemma.

**ALL HAIL O LE AO LE MALO**

Dear TMS,  
 Please answer these questions or I'll eat you, *Reppel* head!  
 1) Do you like *Diabolo*?  
 2) When will *Not Falls is Gaffis* out?  
 3) When will *TurboCharge* be out on budget?  
 4) How come *Five On A Treasure Island* on the *C64* Power Pack don't have the illustrations that were you published when you reviewed the game?  
 5) What's the capital of Western Samoa?  
 Nope, sorry!  
 M *Parapet*, Plymouth.  
 1) I'm not sure to which *Ultimate* you're referring. The game is a myth, as I wouldn't know. The film was a bit *John Wayne* could some it, and not even the great *John Wayne* could some it. As for the TV programme, I am a highly intelligent being, so what do you think?  
 2) *Sloan*, December '84 '85.  
 3) As soon as it's sold ever to a budget publisher. In the past all the *System 3* budget stuff seems to have gone out on the *Kings Label*. At the moment they are currently looking for the next crop of budget publishers (see page 10) - can you help us on for more details.  
 4) The version featured in the review was the disk version, which came complete with some pretty nice plastics. On tape, though, these would have made the game an almost unplayable nightmare, so you might have made the game an *SLURP* just from us. The *Famous Five* game on our *Power Pack* was obviously the tape version.  
 5) *Aptis*, with a population of 20,116. Interestingly, the head of state - the equivalent of your Queen and America's President - is called the *Oo and Oo* is *Maio*. How true's that I tell a lie!

*Islands* been reviewed in CPT it so what did it score?  
 4) In *Famous Five On A Treasure Island* (Power Pack 24) how do you make *Maio* with *George*? When I by she always says 'got lost' or something like that.  
 5) Is there life on *Maio*?  
*Alley* the Bush Kangaroo

1) The biggest ever would have to have been the *Ultimate* books which progressively mapped an entire continent or *Star* which gave you an entire universe to explore (plus *Wink Space*). As to the number of levels, that's an impossible question to answer. The problem is with games like *Lord Rumer* (which had over 100 levels) you also get a level designer. This means that the actual limit was virtually infinite, the upper limit being dictated by your imagination.  
 2) We haven't printed a quick cheat, but a very long one, a complete solution to the

PS Any relation of TF's famous Skippy?

**FAN IN A SPIN**

Dear TMS,  
 1) Am I a real Dizzyfan? Do you know anything that I can get info on him?  
 2) Can I have the telephone number of CodeMaster?  
 3) Why don't the CP crew design more adventures of Dizzy for the Power Pack?  
 Shaun McEwan, Rio address  
 1) Well, you could try joining the *CodeMasters*, which we covered in depth last issue. To join all you need to do is send them the 'fan card' from the *CodeMasters* games - you know the bits that look like *8 88 88 8*. Then they keep you posted with all the latest info on all *CodeMasters*, especially Dizzy. The address is *Cartoon Time Club*, *Lower Farm House*, *Stoneythorpe*, *Southam*, *Wiltshire* *CV35 0DL*.  
 2) And the telephone number for the company is 01 8000 814133.  
 3) Well, you see we have a little problem with Dizzy. We don't mind his games - they're fun to play - but it's just his name - such a prime name and a game to work with. (Strange. There's someone else found there I could mention who's a bit like that - *Wink* Anyway we'll let rip in full effort next month. We've got a little treat that I think you're gonna like!

**A LITTLE BOARD**

Dear grey folk with longbeards,  
 Hello. I would like to ask you a few questions. As this is my 18th letter to you if you don't print

**GIVE US A JOB!**

Dear TMS,  
 I am writing to you to ask if I could have a job on your magazine. I am only 10 years old and my name is Wayne Coulson. I would like to do a job like Roger Franks, only I would only

do full price games (for the C64). I have playing games and my old time love is *Pleasant Mayan Caution*. Darling! Don't forget to give me the job I'll be your friend.

Well, Wayne, you've picked the absolutely perfect time to start planning your career, although I'm afraid you'll have to wait a few years. There's no set route into the computer journalism world – the CP team is made up of graduates, shop assistants, labors, an immunologist and advertising salespeople. But the world of computer gaming is finally making its mark and as I'm sure there will be plenty of opportunities for you in the future (Maybe even at Future – Ed). To give yourself the maximum chance, though, keep playing the games and concentrate on further polishing your English skills – although they're already pretty good.

**TMB**

I'd like to think of everybody who reads or writes for CP as friends – except those republishers *Frames* and *Cytopical*.

## JONATHAN HI

Dear TMB (The Mighty Bep),  
Hi, it's me again from CP25. First and foremost I would like to complain to whoever prints your copies of the mag, because when I had written to you, you took my name incorrectly. It's spelt 'JONATHAN' not 'JONATHAN!' There's no 'H'.

Right, enough of being boring and full of complaints. On with the questions:  
1) Is it me or does the drawing of Lisa Nichols look like Andy Crane?  
2) Is anybody going to get the licence for the arcade ver-

sions of *Moonwalker* or *T2*?  
3) Is there any chance of getting back issues of CP1-7 or 9-10? I would be willing to pay up to £5 each!  
4) Do you know absolutely everything?  
5) Where did I get a free C25? How much will I get back?  
6) Why am I using *Pleasant Mayan*?  
7) How old are you?  
8) What do your parents look like?  
9) URGH! Eat - c!  
As usual,  
Jonathan, Washbrook.

Jonathan, sorry about that previous error. I know how irritating it can be – I have being referred to as 'The Mighty Brian'. The typos in question has been punished – they've been made Personal Assistant to a *Scoutman* (a well 'and Dr Who monster' – Dave).  
1) Not *Never!* Well now you mention it... In fact, it read like she looks a little like... (Just say she does now!) – Lisa.)  
2) There have been no announcements as yet, so it doesn't look likely.  
3) Nope, sorry but they really have all sold out. CP is just so incredibly popular. We even ship a few copies out to *Thomas* (but they don't have C64s there, but they think that Lisa is a great spiritual leader, if we had any left we would sell them for their original price (plus packaging and postage). The only person who'd be foolish enough to part with their copies for anything less than £10,000 would be *Frames* – but he's rented out his copies to *Merch* on a page per hour basis!  
4) Well yes and no. It's like this. There is no finite sum of knowledge. As the universe expands it constantly changes – in many different ways – and so knowing everything would simply provide a snapshot of everything at one specific point in time. This knowledge, while impressive, would surely become redundant as changes in the space/time continuum multiplied. I would, if I wanted, retain such a vast pool of data, but this wouldn't be worth the effort. I simply have the capacity to know (or, more precisely, calculate, given the current conditions and forces acting upon any said 'thing') absolutely everything almost instantaneously.  
5) We get ours from our local branch at Tandy, and they set as back about £25.  
6) Poole's not!  
7) See answer nine.  
8) Mother was beautiful, tall, slender and yet homely. Dad was a big proud bean who sported the most outrageous handlebar moustache.  
9) [C-C] says 'I love and a half' *Aut* Washbrook.

## AT LAST SAMURAI

Dear TMB,  
We have a little problem to solve. First Samurai, which is '77' (it was supposed to be released in February) it's now September and it still hasn't appeared in the mail order ads. I ring up Image Works and they said that USI Soft were going to release it. Is this true? When will it be released? Will it be as good as the version you reviewed?  
Stan Charles, Steven.

First Samurai is on its way right now. The delay was simply while the contracts that Miramax (Image Works) cannot were sorted out early this year. USI Soft have now obtained the rights to market the game, which as we pointed out in the review, is a *Contra*. See 'Sapporo' on page 62 for details.  
TMB



## THE RAPID FIRE ROUND

● Could *Cosmo*, *US Gold* or *System 3* bring out a game that would only be available for the Commodore?  
Stephen Johnson, Ballyclare.  
Yes they could! For good look no further than *Overrun* (1 & 2) from *Thalassus* which are undisputed classics, and financial successes, and have only ever seen the light of day on the C64.

**TMB**

● A friend of school told me that Nintendo might bring over Commodore. Is this true?  
Peter Hall, Rotherham.

My way. It was a wild rumour that spread around the computing world fast. As rumours go, though, it was *ooaky!*

**TMB**

● Has anyone's Mum ever completed *Filmbois Queen*? Mine has!  
O'Pross, Lamp O'ndren.  
Yes... yours!

**TMB**

● Have you ever forgotten something? The *Old One*, *Sturtington*. If I had, how would I know?

**TMB**

● Is anyone going to make another *Wrestling* game like *Noboru's WWF Cage Challenge*?  
David Saffery, Alton.  
The *Wrest*'s one on its way from *Cosmo*!

**TMB**



James Dean was called Jonathan in his original copy of *Pleasant*, but the BBC has credited the film to whoever they remembered – so it's mine.  
Jonathan HI

## THE END

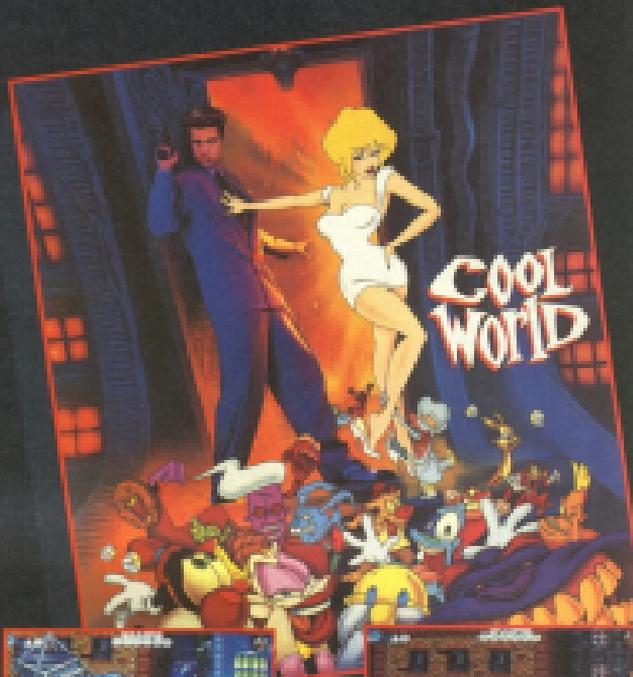
Have you got a question that only *The Mighty Bep* can answer? Then drop him a line at TMB, c/o Commodore Forum, 30 Barnmouth Street, Bath, Avon BA1 2BN. Who knows, your questions may become part of the earliest letters page this side of the AS. Please don't send any SAsEs, though, as TMB can't answer them!



HOLLI WOULD  
IF SHE  
COULD  
...and she will



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## CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deeds has unwittingly created a parallel universe inhabited by cartoon characters known as DOODLES.

You are transported into COOL WORLD and seduced, through engaging messages, by the Doodle vamp... HOLLI. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and COOL WORLD.

But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

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**ocean**





**1** **GOLDEN AXE** ▲  
Tronix £3.99

Arnie has finally been knocked off this number one spot, by a game that's controlled by a host of fantastic flat, two-headed, four-eye could play to a tee.



**2** **ITALIA '90** ▲  
Tronix £3.99

Could you manage a football team? Could you make it back too, when they're all out with a team where they're injured? Try off in a day's work for Italian Soccer.



**3** **BUILD A BRIDGE**  
Mikl £3.99

For Edward might be a contradiction in his name but it's great for when you're trying to convince your parents that you're not just going to play games on your OLS.



**4** **THE GREAT ESCAPE** ▲  
Mikl £3.99

The game that launched the franchise has returned to the top ten in its budget form, so now there's no excuse for not owning it.



**10** **MATCH OF THE DAY** ▲  
Zeppelin £10.99

Are these two presenters a great pair? I think not. So when they call this Match of the Day where they're completely different we should be told.

## CF'S TOP 80 GAMES

- 1** **GOLDEN AXE** ▲  
Tronix £3.99 CF#1 99%
- 2** **ARNIE** ▼  
Zeppelin £3.99 CF#2 100%
- 3** **GRAPHI SOURCE: POCKER MANAGER** ▲  
Zeppelin £3.99 CF#3 71%
- 4** **ITALIA '90** ▲  
Tronix £3.99 CF#4 73%
- 5** **RAINBOW ISLANDS** ▼  
Hit Squad £3.99 CF#5 92%
- 6** **LOTUS TURBO CHALLENGE** ▲  
GBH £3.99 CF#6 90%
- 7** **F16 COMBAT PILOT** ▲  
Action 16 £3.99 Standard
- 8** **FUN SCHOOL 2 OVER 8s** **NEW**  
Hit Squad £3.99 CF#7 96%
- 9** **CREATURES** **NEW**  
Klax £3.99 CF#8 94%
- 10** **MATCH OF THE DAY** ▲  
Zeppelin £10.99 CF#9 70%

11	Way of the Ninja	Zeppelin	£3.99	11	Melbourne Soccer	Klax	£3.99
12	Jet Set	Zeppelin	£3.99	12	Crash'n Burn	Zeppelin	£3.99
13	Arnie (Single-Disc)	Zeppelin	£3.99	13	Matrix	Zeppelin	£3.99
14	Star Trek	Tronix	£3.99	14	Matrix (Revisited)	Zeppelin	£3.99
15	Way of the Ninja (2-Disc)	Zeppelin	£3.99	15	Blizzard Ball	Zeppelin	£3.99
16	Blade	Zeppelin	£3.99	16	Big Game Hunter	Zeppelin	£3.99
17	Jack Williams Golf	Hit Squad	£3.99	17	Big Game Hunter	Zeppelin	£3.99
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21	Arnie (2-Disc)	Zeppelin	£3.99	21	Jeopardy (3-Disc)	Klax	£3.99
22	Arnie (3-Disc)	Zeppelin	£3.99	22	Jeopardy (4-Disc)	Klax	£3.99
23	Arnie (4-Disc)	Zeppelin	£3.99	23	Jeopardy (5-Disc)	Klax	£3.99
24	Arnie (5-Disc)	Zeppelin	£3.99	24	Jeopardy (6-Disc)	Klax	£3.99
25	Arnie (6-Disc)	Zeppelin	£3.99	25	Jeopardy (7-Disc)	Klax	£3.99
26	Arnie (7-Disc)	Zeppelin	£3.99	26	Jeopardy (8-Disc)	Klax	£3.99
27	Arnie (8-Disc)	Zeppelin	£3.99	27	Jeopardy (9-Disc)	Klax	£3.99
28	Arnie (9-Disc)	Zeppelin	£3.99	28	Jeopardy (10-Disc)	Klax	£3.99
29	Arnie (10-Disc)	Zeppelin	£3.99	29	Jeopardy (11-Disc)	Klax	£3.99
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31	Arnie (12-Disc)	Zeppelin	£3.99	31	Jeopardy (13-Disc)	Klax	£3.99
32	Arnie (13-Disc)	Zeppelin	£3.99	32	Jeopardy (14-Disc)	Klax	£3.99
33	Arnie (14-Disc)	Zeppelin	£3.99	33	Jeopardy (15-Disc)	Klax	£3.99
34	Arnie (15-Disc)	Zeppelin	£3.99	34	Jeopardy (16-Disc)	Klax	£3.99
35	Arnie (16-Disc)	Zeppelin	£3.99	35	Jeopardy (17-Disc)	Klax	£3.99
36	Arnie (17-Disc)	Zeppelin	£3.99	36	Jeopardy (18-Disc)	Klax	£3.99
37	Arnie (18-Disc)	Zeppelin	£3.99	37	Jeopardy (19-Disc)	Klax	£3.99
38	Arnie (19-Disc)	Zeppelin	£3.99	38	Jeopardy (20-Disc)	Klax	£3.99
39	Arnie (20-Disc)	Zeppelin	£3.99	39	Jeopardy (21-Disc)	Klax	£3.99
40	Arnie (21-Disc)	Zeppelin	£3.99	40	Jeopardy (22-Disc)	Klax	£3.99
41	Arnie (22-Disc)	Zeppelin	£3.99	41	Jeopardy (23-Disc)	Klax	£3.99
42	Arnie (23-Disc)	Zeppelin	£3.99	42	Jeopardy (24-Disc)	Klax	£3.99
43	Arnie (24-Disc)	Zeppelin	£3.99	43	Jeopardy (25-Disc)	Klax	£3.99
44	Arnie (25-Disc)	Zeppelin	£3.99	44	Jeopardy (26-Disc)	Klax	£3.99
45	Arnie (26-Disc)	Zeppelin	£3.99	45	Jeopardy (27-Disc)	Klax	£3.99
46	Arnie (27-Disc)	Zeppelin	£3.99	46	Jeopardy (28-Disc)	Klax	£3.99
47	Arnie (28-Disc)	Zeppelin	£3.99	47	Jeopardy (29-Disc)	Klax	£3.99
48	Arnie (29-Disc)	Zeppelin	£3.99	48	Jeopardy (30-Disc)	Klax	£3.99
49	Arnie (30-Disc)	Zeppelin	£3.99	49	Jeopardy (31-Disc)	Klax	£3.99
50	Arnie (31-Disc)	Zeppelin	£3.99	50	Jeopardy (32-Disc)	Klax	£3.99

### THE KEY

GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STAYING STILL ▶



**11** **LOTUS TURBO CHALLENGE** ▲  
GBH £3.99

You can't beat a good racing game, unless you've got a very large stick and someone to hold it down for you. But Lotus is more the test, so it still might be tricky.



**16** **FUN SCHOOL 2 OVER 8s** **NEW**  
Hit Squad £3.99

Did you know that golf back wasn't bad? Which would be a good test into a job about shopping a deal home, it's just that Jack Williams isn't dead, or a hero.



**20** **CREATURES** **NEW**  
Klax £3.99

The creature that wanted to feed, here said he didn't realize it was broken in the first place. So why is the CF team continuing to eat any of the creature's personality.



**24** **THE GREAT ESCAPE** ▲  
Mikl £3.99

With seven games in the chart Day's a bit generous to match Mikl's. A variety bank of photos to which he reveals the path to an end.

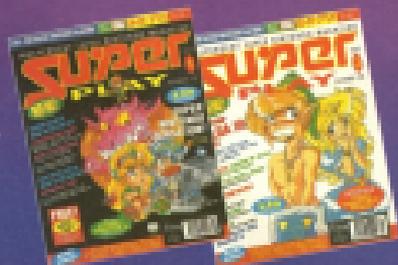


**61** **MATCH OF THE DAY** ▲  
Zeppelin £10.99

When the River isn't a really wet, the charts align at the moment, but the River's status here game to be able to get a play in for it whenever you can.

# 1993 IS THE YEAR SUPER NES WILL REALLY TAKE OFF!

## HOW WILL SUPER PLAY MEET THE CHALLENGE?



### 1 WITH MORE PAGES

Super Play is already the biggest Super Nintendo dedicated magazine in the UK – by a margin of at least 32 pages! – and that gap's just going to get bigger!



### 2 WITH MORE OFFICIAL UK REVIEWS

Super Play guarantees to review every new SNES game as it comes out in the UK – no one else does. As the floodgates open, official reviews demand ever more room. With us they'll get it.

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INDEPENDENT SUPER NINTENDO MAGAZINE

# SUPER PLAY

The magazine for Super Nintendo players.  
Third issue out 3 December.

# THE BEST IN BUDGET ACTION



SINCLAIR USER GOLD - 90% -  
"This really is a corner of a game!"

CRASH SMASH - 92% -  
"An arcade puzzle's dream -  
Ocean have produced yet  
another winner".  
"Go out and buy Hudson Hawk,  
NOW!" Graphically outstanding!

## BRUCE WILLIS HUDSON HAWK



*Trivial Pursuit*

PER GAME  
ACTION



CRASH SMASH - 91% -  
"An excellent game.....  
everyone ought to  
get a copy of this".

HIT NAMES - HIT GAMES  
**HIT SQUAD**

A SOUTH WEST PUBLISHING PRODUCTION, NEWCASTLE, 1991



*The Duel*

*Accolade*



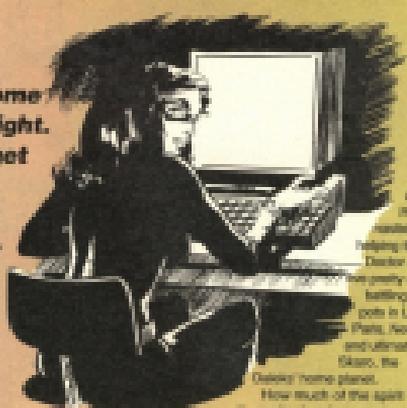
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Who is she? Where does she come from? She's an enigma of the night. But pay her enough and she'll get you any info you want. CF has enlisted her services and now she stalks the corridors of software houses in the dark hours, loading classified disks to bring you the hottest news on the games in development. Games like...



destroy the Daleks, and ultimately Doctor himself. This is no silly task, as apart from Daleks there are Cybermen.

Business and other games from the TV series help the Daleks out. The Doctor progresses through increasingly substantial levels, battling the most powerful in London, Tokyo, Paris, New York and ultimately Skaro, the

Doctor's home planet. How much of the spirit of the period has been re-created?

EARLY



WARNING SCANNER

# DALEK ATTACK

Silly-looking plastic. The fact, Egg-beaters. Lots of sabotage involving an aerial park. Plain jobs that go disastrously wrong. Generally doing things on the cheap. I must only be referring to one thing. The set designs on Doctor Who.

For 25 years an assortment of cardboard robots and plastic monsters inhabited after the Doctor and the world travelled – just how could the experts keep a straight face? (OK, it was tricky, but it was brilliant. In it I viewed with an open mind – Dave.) (They obviously opened up YOUR mind to perform the mental acrobatics – GC)

And then the programme abruptly ended. Why, nobody knows. The BBC insists it will return but the fans are not convinced. It was more approached by a group of fans with their snarky heads pulled well down over their faces offering to pay me to create, into the BBC offices to find out the truth. I had to turn them down, though, as all they could offer in payment was £7.50 and a loose Tintin sticker (like received info).

But the popularity of the programme has never waned, and even though it hasn't been on the air for over three



Does this doesn't look like a general on in Honey-Ann they have this in Doctor Who?

conversion over 75 fans placed orders for the game after having seen a sneak preview.

But Dalek Attack has a good chance of appealing to more than just fans of the late. I managed to play (before the footprints of an empty guard and the scurrying) are empty to go by. There is a choice of three Daleks to play – Patrick Troughton, Tom Baker or Spencer McCoy (the

other two are being served for a possible sequel) – and two companions, Ace (Jovanov) or Charli (a UNIT

Soldier. And like any

turn-based

found,

that mechanical

must be a sound to tend a

helpful paw. (OK should that be

computer track?)

The plot concerns Davros

and his Daleks attempting

to destroy the Earth's

atomic layer. The Doctor

has to search out and

located in this game remains to be seen (the Doc was never exactly a gun-toting dude), but there are certainly plenty of corridors to run down. The vital question is, will there be any timely ventilation shafts? Those who are a bit experienced, but in Doctor Who, well, they're kind of essential.

## DALEK ATTACK

author:

game system:

publisher:

price:

code: CF 25

and latest information:

see: 001 0077 70777



## HOW TO BE A DR WHO COMPANION

After extensive research I have compiled a list of certain abilities that all Doctor Who companions require. They must be able to:

- Fall over and later their ankles during those sequences.
- Say, "Doctor, what is 67° 27' in episode with complete conviction.
- Get hypnotized by the babbling and try to kill the Doctor.
- Walk down the wrong corridor/tunnel/door (the one with the green slating thing down it) while faced with a choice of two.
- Wear clothes that would be appalling to most of what time period or what corner of the galaxy you're visiting (unless they're a princess on The Wheel).
- Fall in love with the writer, most go-away character in their final story and leave the TARDIS to marry them.
- Give up all hope of getting a decent, serious acting job ever again. (What do you mean 'again'? - GC)



With such pompous and a few whistles at the ready the new ready the Daleks progress to conquer the station.







I'm rather irritated by the sexist attitude most film makers have towards the latter sex these days. There are a few exceptions - Ripley of Alien fame and the heroine of Beauty and the Beast, Belle, are like that pretty much cosists. So I was horrified when I stumbled across the forthcoming Ocean performer, Cool World. I say performer, well, it was those like sneaking in through the air vent into Ocean's rest room and sneaking across the ceiling using my suction pants. It's based on a new full-animatid, full-live action film from Hollywood (well it had to be, really). The star of the show is lovely and blond and free with her breasts, if you know what I mean. And despite her curves, she's also distinctly 2D, she's one of the cartoon world's gal legs to long they reach all the way up to her armpits.

# COOL WORLD

characters, you see, both World is her name and she certainly would if she could.

Her problem is, as she says herself, "you can't cook a doozer", besides being the collective name for the characters who live in the cartoon world. In other words she can't get hot cats in 2D land, so she drags a handsome artist from the real world to assist her from the constraints of being merely coloured ink. Disgusting. Why she can't be proud of her non-reliance on any man is beyond me.

The licence comes to the 94 as a groovy

working performer. I only managed to snap a couple of screens before the guard dogs discovered me, but I think I got a good insight to the game. You play the Gabriel Byrne character who in the film is not only Holly's creator (he's an artist, you see) but is also the man Holly fantasises.

You have the ability to jump through voids and which take you between the real and cartoon worlds. You have as your only weapon a fountain pen that you fire at evil tanks to disrupt the ink they're drawn with. The nasties then turn into a blob of black ink that you can dispose of by sucking it into your pen.

Apart from the weird attitude this fighter might eventually turn in to, so-so really good. Keep an eye out for the full review of Cool World, I have the feeling this bonkie might be hot.



"It was this big reality!"



A man who doesn't automatically walk away from a washing machine! What will they think of next?

**AMERICAN COMPUTER GAMES**

AMERICAN  
**Cool World**  
FORMAT  
CD-ROM

PRICE  
\$29.99 CD-ROM  
\$29.99 CD-ROM  
\$29.99 CD-ROM

CALL 041 832 6433

# SCEPTRE OF BAGHDAD

I don't know about the Thief of Baghdad, but this month I was very nearly the thief of The Sceptre of Baghdad. But don't worry let me actually steal any of the games I discover, just take a peek at them and come back with a few screenshots. And that's what I was doing when I crept into the games writing lab of a certain John Wells.

You know he's got certain real nasty habits traps set up in there. I almost had to leave my left arm behind. But not even those traps can stop me if I know exactly what it's after. I had heard on the grapevine that John had just finished work on a demo of a game called Sceptre of Baghdad. If I could get my little paws on that, well, that would be nice.

I found (in the new defunct lab) a disk marked Tap Secret, or, of course, I slid it straight into the 64's drive. Meanwhile I peered as I read the storyboard sticky-taped to the wall. It's the first day of the year and things have already started going wrong for the poor Calif of Baghdad. He has to show his sacred sceptre to the people of Baghdad

but it's dispossessed and he's gone and shrunk to half his normal size. Oh bloody!

Subtly the alarm was broken by the loudest alarm bells I've ever heard. I was scrambling out through a half open window when I felt a leather-gloved hand make a grab for my arse.

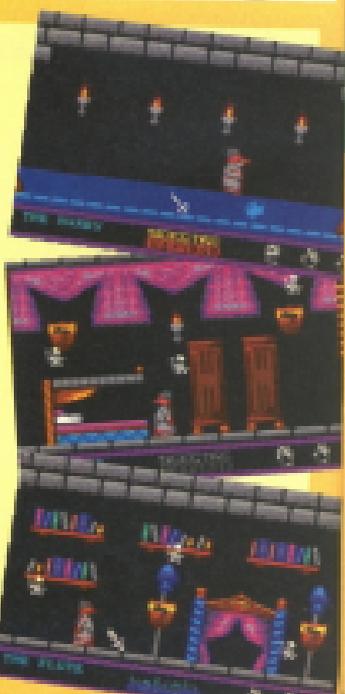
I managed to escape, but John knew that his secret was out, and that he would have to go public. And that's how a demo of the game ended up on this month's Power Pack. So if you want to find out more, load it up yourself.

**AMERICAN COMPUTER GAMES**

AMERICAN  
**Sceptre of Baghdad**  
FORMAT  
CD-ROM

PRICE  
\$1.99 CD-ROM  
\$19.99 CD-ROM

CALL 041 832 6433



The little thief wanders aimlessly around his haunted castle. Poor love.





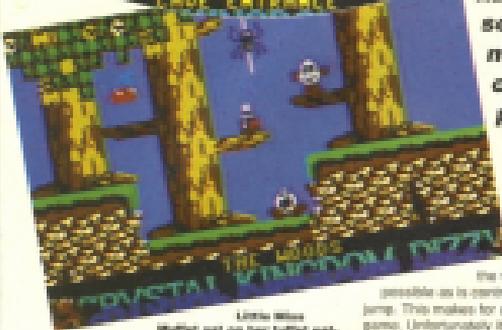






# CRYSTAL KING

**Take half a dozen or so hard-boiled eggs, mix in a few crystals, marinade in colour then simmer in a luke warm plot for a couple of hours. Has this latest Dizzy game got recipe for success or will it give you an appetite for destruction?**

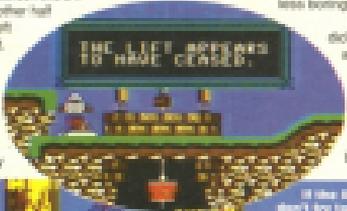


**Little Miss** Muffin set on her tuffet eating her sweets and why, then along came Dizzy and so she boiled him and ate him with her usual address looked.

**S**ome things never change – the Match of the Day theme tune, coffee out of coffee machines being disgusting, Dennis Menzies being the pits in Dingo. But hold on. There is something different about this latest Dizzy. However, it's not the plot, nope, after years of wandering around in a rather stark, drab, Spooky-coated twilight zone, Dizzy has now gone full colour. 'Tisee Crystal Kingdom is the first Dizzy game to be programmed on the C64, and it shows.

The first differences you'll notice are the backgrounds. No longer does it look like the whole thing is taking place at night – there are blue skies and sunbines. When you move from screen to screen the scenery matches with the screen before. If there's a hill on the right hand side of a screen there'll usually be the other half of the hill on the left side of the next.

Another improvement is the control system. You are able to control jumps more precisely



If the 64 can't broken then don't try to mend it. In this case you need to find your way underground to fetch an oil can.

than before, changing directions part of the way through a leap is possible as is controlling the height of the jump. This makes for a far more playable game. Unfortunately it also makes the game far too easy to complete – I finished the first three levels in two days (for that, you did have an infinite lives joke, didn't you? – dig. An adventure should have enough in it to keep you busy and keep it going for a while. But Crystal Kingdom Dizzy hasn't got the possibility that it needs. You've either finished it with a few hours playing or, after 10 minutes (depending amount), you switch off your machine and go and do something less boring instead.

**I'm not sure that hard-boiled** (eggs in a luke-warm plot) is suitable for delicate little eggs in practice. I suppose it's a recipe consisting of few hard-boiled (eggs), (plotted), (pink).



Miss (and) Muffin, some allowed Captain Blackbeard's ship. As with most things in this world, you don't get something for nothing, if you want to sail across the ocean, you'll have to fix the ship first. There's a nasty look that needs fixing before that. But the ship shows in the sky (but) won't really help – you'll have to think of something a little more serious.

The first little lady you are likely to come across is Dizzy's bit of stuff, Dizzy. Unfortunately she's not much help. Apparently you need to go far back some (year?) last time you were there, or who won't get you in her little house again. Maybe there's another way!



# INGDOM DIZZY



To be on their own, they'll need an egg to break down. It will make water level rise, which was it fixed.

levels are quite different from each other:

the first is your bog-standard Dizzy thing with grass, clouds and platforms in the trees, while others are set on the deck of a ship and down in dingy underground tunnels. If you do have to go

deep underground, to explore dark caverns, you'll need a torch. Without light you won't be able to see the tip of your little red foot, let alone avoid the flying bats that live down there.

After all these new additions, is the game play it's disappointing to see that it's the same old story revamped once more. Please

**Same old story revamped once more.**

Dizzy Kingdom fits the heights of repetitiveness with the walking-and-jumping, pick-up-things-as-you-go adventure. In this episode Dizzy's on the hunt for the treasure that has been stolen from the temple in the Crystal Kingdom. The thieves' ruggies took a crystal-encrusted sword and a crown along with the sacred wooden chalice.

Dizzy's protocol is a mile uped by this, so being the conscientious relative that he is, Dizzy sets off into the wild in order to see the quest for the lost treasures of the yolk folk.

One day maybe the Codex will learn that you can't have too much of even a good thing. There's nothing so stunningly different about

this game that sets it apart from the rest. If you still love Dizzy after all these years that you're more than likely to think Crystal Kingdom is the best thing since sliced bread, but everyone else should be warned that despite the improved look, essentially this is almost exactly the same formula as before.

Ultimately there's nothing wrong with Dizzy itself, or the latest game, but I think we're all fed enough of the basic scenario and would wish a bit of a change. How about a Dizzy story 'on-up, or a blast the foodies platformer? Yeah, like Dizzy running around with a laser gun, I could go for that.

Game



## IT'S NOT WHAT YOU KNOW, IT'S WHO YOU KNOW...

Here are the people you're likely to meet, as you're walking down the street...

Most of the characters you meet in the game will let you valuable bits of information - all you have to do is ask. Stand next to them, hit the, there before is what they have to say. A lot of them seem to

have missed certain steps, so it's a good idea to find these and return them to their rightful owners. Be helpful wherever you can.



A useful chap is Dizzy, the local Mr Fix-it, as the moment he's fixing your character's spurs, he'll bring a lot of a fellow chick box food, he's gone and lost the swordfish. What a chap.



Believe it or not this is supposed to be Gill Dizzy, he does look slightly suspicious. One hell he's nowhere near as much as into evidence. If you have a chat with her, she'll tell you that he has a crown for presents. (Dizzy's here program - 60.)



If you aren't about the best you know what they say. Gills problem is Dizzy's mother isn't working properly.

**CRYSTAL KINGDOM DIZZY**  
 100% COMPLETE BY 09:00 01/11/03  
 CASE 05.00 + 048 END OF NOVEMBER

## POWER RATING



### UPPERS

- All new colour Dizzy.
- Improved control system.
- Four different levels, each with a password.

- Too easy to complete and not enough levels.
- Same old story, just revamped up a bit.
- Aren't we all a little fed up with the egg?

### DOWNERS





be humiliated and mighty... Take your pack of three out of your back pocket and get down to some serious dart-throwing business. Actually, it isn't

*Bully's Sporting Darts* a darts sim; it's a total misrepresentation of what the game is all about. And, despite the presence of *Bully*, it has very little in common with the quiz show *Bullseye*, either (so thankfully you don't get Jim Bowen leaning at

you). You play on a set board, you use darts and you can play frog standard 501 if you want, sure, but there's a lot more to it than that. *Bully* also features Football, Cricket, Tennis, Snooker, Golf and Round the Clock and all played using your darts — and you don't have to worry about puncturing any balls.

All the sports are played on the standard dardboard that you'll find in hostesses all around the globe

(except in countries where they don't have pubs, that is — *bars*). The central system is much the same as John Lowe's ultimate *Darts*, but looks more impressive, with an animated hand chucking the dart for you instead of just a tiny little cursor (though it's makes it more difficult to be accurate, especially when time is running short). The title hand roams about the screen, alerted by gravity and the movements of the stick in your hand. The controls bring to mind those of *CGA7* — sudden movements of the stick can have you playing a



In *Tennis* you have to stick to the white and out of the black when you're serving.



*Cricket* & *Golf* in the bull and you're out. The two sports for fat old men are combined!

# BULLY'S SPORTING DARTS



It's split score balls that a white stick could wear beige to survive.



*Dart* in the double three instead of the triple 20.

In all but one of the games you have to play against an opponent. Challenge your mates or hook up with the 64, the computer opponents range from a deeply dippy number one to the ultimate opponent, number nine, which would have a good chance of winning even if it was pitted against Eric Burdon.

If I have to have a favorite, it has to be the snooker. The red balls are represented by the numbers one to 15 on the board, the colours to pink by numbers 15 to 30 and the blue-eye is the black. The rules work exactly the same as in snooker: get a red, then a colour, then a red, then a red, then a colour and so on until you run out of reds. Then you have to start potting the colours in order till you get the black. And to-be-hate, you've won!

In many of the games the *triple* and *double* come in to play. For example, in *ten* ball, hitting a *double* will move you three spaces nearer to the 10-yard line as opposed to the normal one space. The *double* and *triple* balls really come into play when you switch to tennis, however, as these are the only active sectors of the board. The server, as in *ten* tennis, has the advantage. They have to hit a highlighted section of the double ring, while the receiver has to return by planting a dart in the triple ball.

There's nothing stunning about the graphics. No shiny intro sequence, no little balls doing a groovy dance. But who needs

it? A dart board is a dart board and any fancy rig-up would just make things far too complicated. A direct bullseye gets a thumbs up from *Bully* but that's as far as the snazzying-up goes.

What's the multi-task? You bet. All these fabulous games load at once into the memory of your beloved 64! No falling about with the tape or waiting for an age just to get back to the title screen. Yet *Bully*'s hits the mark. Okay, so it doesn't stick heavily to the proper rules of darts, but then, it's not supposed to be real darts; it's a computer game, and a pretty addictive one at that. For a good lot

with your mates on a wet Sunday afternoon, when there's nothing to do but watch *Highway*, it's so just like *ten* darts, you've really made it right even though you away from programmes you like, too. It's a shame you can't stick your mate on the board to throw darts at, though.



## IAN CYCLOPEDIA INVESTIGATES THE WORLD OF DARTS



1. Few things you never knew about darts: 1. *Bully* can't actually play darts, the darts keep falling out of their nozzles.
2. You do get something in *Bully's Sporting Darts* for two in a bed (and it's in the TV show where this rare feat of skill is rewarded with your prize being taken away — what a waste).
3. A *ten* winner invented the present numbering system on the board in 1888, so please Mr. B for sticking the one next to the 20.
4. Play *Edwin Bowser* from Canada was the first recorded person to achieve a 501 in just nine darts.
5. He number how many times he says it — Jim Bowen has never been and will never be, "Super, smashing, great!"
6. Jeremy Beadle's photo is the most satisfying thing to throw darts at.

**BULLY'S SPORTING DARTS**  
ALTERNATIVE 11 0877 707777 +  
CASSETTE + £18.99 + GIFT NOW



### UPPERS

- Not just a darts game.
- Smooth controls.
- A well-thought-out, original idea for a game.
- Not just a game of luck — you need skill to win.

- A bit repetitive.
- Outdated graphics — but darts isn't exactly a visual sport, is it?

### DOWNERS

**W**ith the police cracking down tightly on speeding motorists, the best way nowadays to get fast driving skills is definitely from the comfort of your 84. Crazy Cars 2 takes you away from the traffic jams of the M25 to wide open roads where the only aim is to knock the other cars out of your way.

There are 18 levels of racing in a big red Lamborghini Diablo, the intention being to beat your rivals, in grey cars, to the finishing line. For winning a race you get goodies added on

to your car, the most important being a better engine to give you a few more kilometres an hour. There are also more toys and a radar detector to warn you of approaching police cars (although the radar detector isn't much use, as you can easily turn off the cops in your master machine).

You view Crazy Cars as if you sitting in an open trailer instead attached to the Lamborghini. From behind, the car looks good, especially when cornering, and the perspective and scoring of the other cars and obstacles is great.

You are constantly connected to this car, monitoring both its speed and direction. As well as having up front displays of the extent of damage you've caused to your car and the amount of gas attached to your already hot machine, You have other controls to hand, for example hitting the accelerator gives the Diablo a mega boost of pure energy.

The game feels great to play, it's very responsive and the 3D courses make a significant difference to the road racing. The problem is that it's far too simple. Just tooting along for most of the race keeping the other competitors in sight and save your power boosts until the last few kilometres then race the competition goodbye as you go speeding past them at 250kph. It's almost as if they held on for you 'too they wanted a challenge.

The only real trouble you get from anyone is a nasty little blue car that has no intention of winning the race. It just wants to get on your pig, it's got

**Goal race**  
The brown car that will race with you to reach it off of the road altogether if you can.

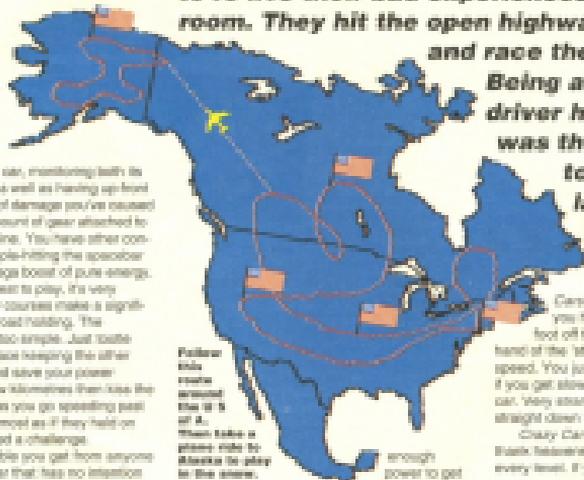


With the joy of driving on the road high, it's easy to think you've got it done, but being constantly and hotly monitored is not.

# CRAZY CAR

**Crazy cars don't go to the auto-psychologist to re-live their bad experiences in the showroom. They hit the open highways of America and race their tyres off.**

**Being a bit of a crazy driver herself, Clur was the ideal person to road test this latest high-speed actioneer...**



Follow this route around the US if it's all right, then take a quick ride to Alaska for the job in the snow.

enough power to get to the finish line before you've even got the pedal to the metal but instead it sneaks up behind you, then rips in front and gets in your way. The only way to cope with this pain is to dash off the road and speed off while the truck is the free. Mind you, the the accelerator isn't so fast.

Most driving games have a control system which comprises accelerates, brakes, left and right, in Crazy

Cars, for some weird reason, once you hit top speed you can take your foot off the gas for rather take your hand off the 'brake' and you remain at top speed. You just need to touch the accelerator if you get slowed down by a tree or another car. Very strange, if my car did that it should be straight down to ATIS for an overhaul.

Crazy Cars is one bit of a multitalent - there features there's infinite continues on every level. If you had to go right back to the

I still haven't quite worked out what the computer staff is on the ground, I think the greenhouses effect.





The picture on this screen shows the time in your hands. They'll flash your last night, if it shows a cop.

The boost is an increase your speed by over a third, and helps to give you enough to slip out of the way of authority.

## VRROOOM

This is the enemy. Most the grey cars to the finish line and you're whisked off to the next level.

The red Lamborghini is yours. It can reach speeds of up to 300 mph.

# CARS 3

beginning every time something went wrong you'd spend more time loading than playing, that it couldn't be worth it at all. As it is, playing isn't all that much fun. What we want is more gratuitous violence, spikes on streets, passengers with sawn-off shot guns that sort of stuff.

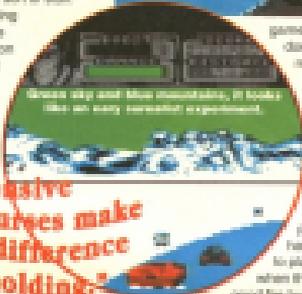
Why bother with smart loading screens, plot, amazing high score tables and tons of info flashing on screen when all you really want to do is race? I'll tell you why — there's got to be a reason for racing. No matter how well

you've perused the manual

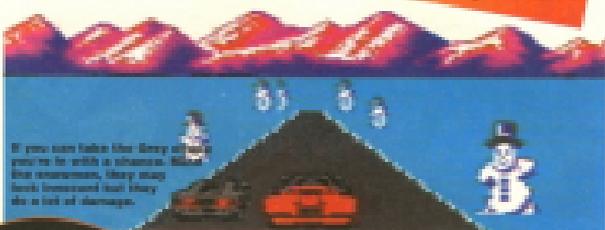
**"It's very responsive and the icy courses make a significant difference to the road holding."**

it's good to know how well your appointments are doing. (I'd like to have known how far in hand I was. Most of all I would like to be able to actually have a physical finishing line, a lot of red tape or something, rather than just a sudden collapse in power output when you've reached the end of that particular track.

Whether you win or lose (and that's not a spelling mistake on OF's part, it's what the



When you play and this mountain, it looks like an easy controlled experiment.



If you can take the heavy snow you're in with a chance. Most the snowmen, they may look innocent but they do a lot of damage.

game says you've done when you've made a lot of a mess of things — those French just isn't really all you get is an unimpressive message telling you to get up to play. Only you have to use space to play and power up when there's a perfectly good fire button on your by-

state is beyond me). Basically

Crazy Cars 3 is a good game that needs polishing. A few bits of metal and a few more levels would make it a very good racing bash.

Don't get the impression that we think that all racing games should be so tough that you'll never finish them. But when a player gets to the game can finish every level, with

**POWERTEST 73**

**IAN CYCLOPEDIA'S HISTORY OF THE HORSELESS CARRIAGE**

The first motor car ever was a two foot long, steam-powered Peruvian Vekott created by a certain...

The Russell Revue was 21 to the largest ever car to have been constructed for road use. There were six built in 1927 over 40 meters in length.

Take care if you ever drive a particularly heavy car in the state of Illinois. Not one they have laws those which forbid one to impermanently evolve. Gov. Harry Hanna was the first ever car-based on motor racing.

out getting stopped by the cops once (and on a Monday morning if that, there's got to be something amiss, Crazy Cars 3 is much too easy to master and you'll be trashing the top road racers of the US of A in about an hour. Not much cop for £16 if you ask me. This would have been great as an original budget — you might almost get your money's worth.

**CLASS**

**CRAZY CARS 3**  
**TTUS TO OF 700 21 19 CARS**  
**£10.99 + BDK £18.99 + OUT NOW**

**UPPERS**

- Conveys the feeling of fast driving convincingly.
- The graphics for approaching cars and scenery are very good.
- Responsive steering.

**67**

**DOWNERS**

- Not too easy to beat.
- There are no hills to enhance the gameplay.
- Only 10 short levels.



Right time in the city — the night, the atmosphere, the lights and the cars behind the wheels of your car.

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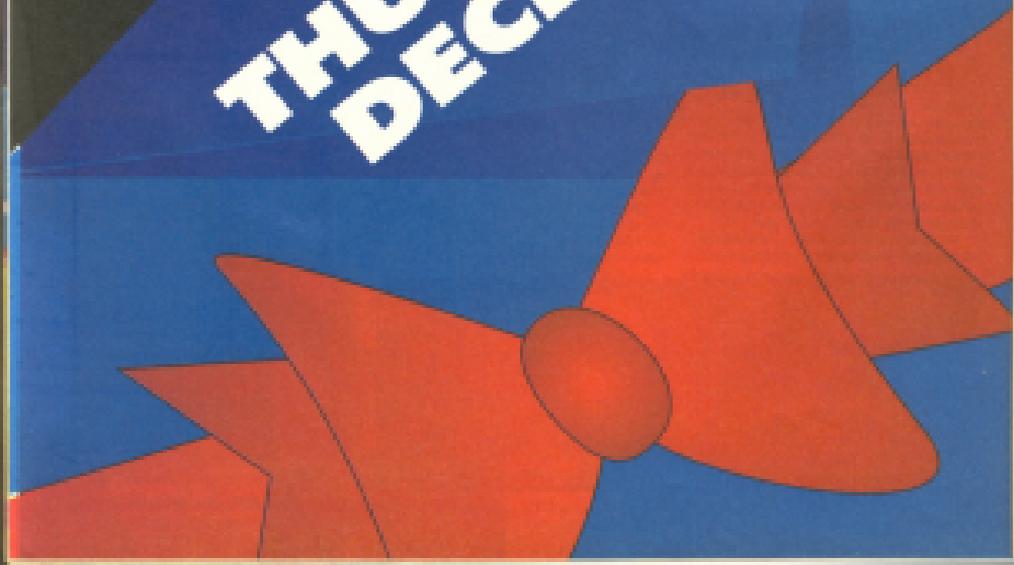
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# PSYCHO'S SOCCER SELECTION



All hail to this great game January 1988



Kick Off 2, then was with the next to greatest ruler that it's still the best by a mile.

**N**ope, despite the title, this has nothing to do with that Vicky Jones video where she selects her favourite nasty tactics. It's a compilation of Football games.

The 'Psycho' refers to Stuart Pearce, captain of England's football team. Not that it really matters. It could just as well refer to Norman Bates, the character of Pearce ever having played any of the games on this compilation would be a surprise, and so for them being his choice... hello, what that a fog with wings I just saw flying by?

But that's not the point, is it? It's just the nature of business. The vital point is the quality of the games and in this case, they're a mixed bunch, to be sure, observing that old adage that a football game is a football game is a football game. (I've never heard that one - Oh) Um, that's because I just made it up, but I'm sure it's the way loads of people do think. Anyway, there are four of them and they range from the probably the best football sim yet seen on the lot to a game so dire that the meaning of the word dire has been rewritten in the latest dictionary to accommodate its existence.

**Kick Off 2** is a great game, not without its faults, and not without some R-rated flouting of football's rules, but still great fun to play. It's the fastest of the four, has the most options, the clearest graphics and the most positive control response. Like the other games it uses a system where the highlighted player is the one over which you have control, in a system which is okay, but does have its faults when the control switches from one player to another just when you were least expecting it) but it's the only one to offer a radar screen which shows you where the other players are. Okay, so it's pretty small and the players are practically invisible blobs but it's certainly better than a whack across the forehead with petrified palm trees.

You have a selection of teams and a number of tactics from which to choose. Each player has a mixture of attributes and skills, such as Pace, Stamina and Resistance, and believe me, they do make a difference. Watching one of your slower players run for

the ball can be extremely frustrating, and you can bet that whatever team you choose, there's going to be at least one loser.

**Manchester United's** a management sim, and they're not everybody's cup of tea, it has to be said. So I'll say it - they're not everybody's cup of tea. You play the 'Reds' manager, and have to buy and sell players, train them, select teams, etc. You do this for a season and try to get to the top of the division. You get to watch each game from the standard top-down view

at which point you have a choice of either taking limited control of your players or sitting back and watching, hoping you've made the right managerial decisions.

The match sequences are Marston, with a tiny pitch, a diamond-shaped ball and halves that last about a minute. The management bits, meanwhile, are pretty dull, with possibly the most uninspired graphics ever seen on the Commodore.

**World Championship Soccer** is similar to Kick Off 2, but not as good. The graphics are inferior (the players look like footballer tablets), it's not as fast and there aren't as many options or player skill settings. The games are especially odd - not only do they look like Guy the Gorilla, but the ball seems to go straight through them (I assume it's supposed to have gone over their heads).

## WHY FOOTBALL SIMS ARE NEVER TOTALLY REALISTIC

- 1 They never use the offside rule.
- 2 A player throwing the ball in is invariably allowed to run after the ball and kick it himself before any other player.
- 3 You never get pitch invasions.
- 4 The players don't kiss each other after they've scored a goal.
- 5 You can't argue with the ref.
- 6 You can't shout at the ref to tell him his mother was a contaminated warthog.
- 8 The crowd doesn't bust abuse at the ref.
- 9 The ref is never a vindictive, unaided, biased, blind, deaf, son of a marionette.

it's not very clear). It remains a fairly cheap attempt at a football sim and, as it's easier to play than Kick Off 2 it works as a good training ground for players new to the football sim genre.

Finally we have **Fighting Soccer**. It's a bit like *Plan 9 From Outer Space* - so entangled it transcends its silliness and has an inherent merit value all of its own. The graphics are dire, the controls are limited and when the players head the ball they tend to leap about 20 feet in the air. Even when, there's very little evidence of any fighting.

**Kick Off 2**'s the only reason to buy this compilation, but as it's also available on other, better compilations, sneak out one of those instead.



World Championship Soccer with some very nice graphics



An outrageous shot from above. Most of the time you deal with heading balls but they seem too dull to put on the page.



Fighting Soccer plays like Kick Off 2 with some nice graphics with an injury table.

## PSYCHO'S SOCCER SELECTION

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## POWER RATING



How to get from A to B in 2, turning left or right, doubling back to B and using it as a shortcut.



# RECKLESS RUFUS

Answers make your skills, on this screen is 'insuperior' than they imagine skills.



**B** using a game on the antics of a rustic mob of snoot with big goopy eyes has got to be the most fun stand alone anyone has had all year, or any year for that matter. At least that's what *Reckless Rufus* seems to be. He's green and gabby and despite the fact he seems to have legs (and very short, stubby arms just like Dave's - E!) he prefers to bob around place like a hybrid ball of isotropically-oriented neutron upholding down a pane of glass (yes, he definitely sounds like Dave - E!).

The game is set up as over 100 screens, each getting more complicated as you go along. The aim is to squish Rufus around the screen and collect the diamonds as you go. (Why is it always diamonds? - G!) (Because they're valuable, you fool - Roger.) The problem is that a lot of the space is taken up by nearby land that'll suck you into oblivion if you touch it with any part of your phlegmy self.

So how do you get on to them if there's marshmallow standing in your way? That's where the numbered blocks that are dotted

around the levels come into play. These allow you to build your own blocks, but only up to number eleven on the original numbered block. So you have to plan carefully where to stick your stabs. The only safe squares to stand on are few and far between and most of them have some other-igo or another. The really nasty ones masquerade as standard blocks and

only when Rufus rolls on to them do they show their true colours. There are bonus levels as well, that can boost your score by enormous amounts or even make you disappear for a few seconds.

Making matters even more maddening are some very nasty non-squishing enemies that are out to get you. Blast 'em with the laser gun, but only if necessary - there's a limited amount of the power to play with.

Rufus has the makings of the ultimate puzzle, but it blows it. It's just so downright annoying at times. The puzzles themselves are set at the correct difficulty level, but the problem comes when you have no escape route from the ladders. You might have some everything right until

almost the end of a level, when you're innocently sitting at the top of the screen and...

POW! An alien appears out of nowhere and rids you of your last life. This is not what I call cheat. Continues would be nice - there are only passwords every 10 levels and even you've lost your three lives you're taken off the way back to level one. This is so frustrating you end up throwing your switch down the waste disposal.

*Reckless Rufus* is not just a game of skill, success, or failure, depends so much on luck. Whether you enjoy it or not, depends on how patient a games player you are.

CLM



Screens in sets, like in leg, to build these bridges.

What exactly is a rock and why hasn't Rufus got used to it? I think we should be told.

## IT'S CRYSTAL KINGDOM RUFUS

Blocks here, blocks there, blocks wherever. And there's loads of different sorts too, so you're going to have to remember what does what if you want to reach those crystals. Here's a quick guide to some of the more common ones...

Standing on this reverses your directional controls for a while.

The pink walkie turns the barrier blocks on and off.

This block has you stuck to the spot for a few seconds.

These squares cause you automatically, only in the direction that the arrow's pointing.



Bridges the gaps using the numbered blocks.

Green squares turn Rufus invisible and let you float from the ceiling.

The star of this show, *Reckless Rufus* himself.

The aim of *Reckless Rufus* is to collect these lovely shiny crystals.

The number above how many crystals you have in your hands.

## RECKLESS RUFUS

ALTERNATIVE II 0077 707777 • CASSETTE • £8.95 • OUT NOW



## UPPERS

- Over 100 levels.
- Intriguing puzzles.
- Clear graphics, and Rufus is dead cute.
- Great sound effects.

- More fun than skill.
- Passwords only after every 10 levels.
- The controls aren't very positive.

## DOWNERS



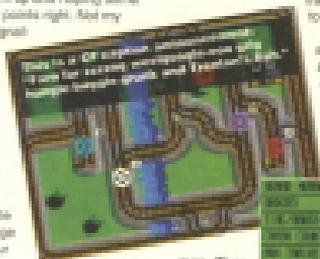


# LOCOMOTION

**T**ime, apparently, flies by when you're the driver of a train. But for us it isn't so. I think you just sit there, occasionally slowing the thing down or speeding it up and hoping some signified this set the points right. Not my idea of fun. But that signified train I mentioned - now, that's got a much more lively and interesting job, and luckily it's him you're taking the place of in *Locomotion*, and not old Jorja the Steam.

The game's a darned fine little puzzle game based on the age old plot of getting your

different coloured things to their own particular homes, avoiding obstacles along the way, only this time it's trains that you have to get to a particular station.



On each level the screen starts off with a rail system that looks a bit like a section of the *Locomotion Underground*.

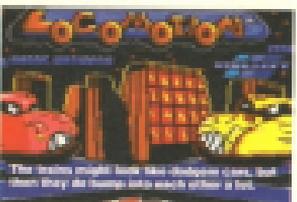
Keep an eye on whether you're on the right tracks.



map. Then a station will flash and shortly afterwards a train will leave that station carrying a particular letter. You have to guide this train to the station labelled with that letter. Sometimes it might even have to go back to the station it just left.

Usually, while the train is on route to its destination, another station will start to flash (maybe even the same station) and soon enough there'll be two trains on screen. This'll carry on until you have the maximum number of trains chugging around for the level you've reached.

Trying to get the trains home in the right order can prove more than a little chaotic. You can end up with the most disastrous situations occurring - trains spinning across the screen,



The trains might look like children's toys, but when they do bump into each other it's

disasters. Locomotion's planning is their doom - no flat-topping rivers, that sort of thing. The aim of the game is, however, not to ponder on the eventual fate, or the mental stability, of the people rich enough to travel by British Rail, but to get the trains home. You do this by controlling the points on the track. The points are where one track converges with another. If a train is travelling in the right direction it can either take the right or left fork depending on how you've set the points.

Each level has a different track layout, but the program also has a built-in level editor so that you can design your own tracks.

Test your matter - make the tracks as tough or as easy as you like using the parameters editor which contains things like the speed of the trains and how many there can be on-screen at any one time.

*Locomotion*'s not a logic puzzle, it's too tricky for that. It's more a test of your organisational skills. If you get in a flap everything will end up looking like the mess that your baby brother leaves in his party when he's just been force fed a tin of mushy peas. What you need is an eye for detail and darned quick reactions.

Graphically, the tracks are pretty impressive and the surrounding buildings, plants and other trackside ephemera provide a decent setting. But the trains themselves look more like the remains when you've squashed a beetle, and not the sort that sung about love being at your mind as Ringo Starr looks completely different when he's squashed - more like a Simon C.

CLAM



## IAN CYCLOPEDIA'S EXPRESS GUIDE TO FAMOUS CHOO-CHOO'S

**Stephenson's Rocket**  
**Thomas The Tank Engine**  
**The Flying Scotsman**  
**The Great Express**  
**The Challenger 3 Choo-Choo**  
**The Bullet**  
**The Mailord** (which was around in the 40s and was faster than any of today's InterCity trains)  
**TGV - Train Grande Vitesse** (or that's what we reckon it ought to stand for) the Runaway Train at Euro Disney (don't there, does that - Clam)  
**The Concorist Express** (ever the Engine)  
**The Blue Peter Express**  
**Speed Streak**  
**The Telford** (founder both Princess Di's wedding train, Freddie Laker's Sky Train - unfortunately all the other trains that should have been included have been delayed at Chess, owing to the wrong kind of leaves on the track)

## LOCOMOTION

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## UPPERS

- Excellent puzzling.
- Level editor to test your wits.
- An animal's heaven.
- Graphics are nothing to write home about.
- Not enough variety in the gameplay.
- Who wants to spend so much on creating an animal?

## DOWNERS





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## Creatures 2

Robotic (Classic) it's sick it's bloody, it's sick and your mother would like it if you were Pugsley Adams! There's tons of platform action that takes brainpower as well as razor sharp reflexes to win through in the tale of a furry superhero trying to rescue his clan from a bunch of alienars whose hobby is creative torture techniques.

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**It's a Cocker!**

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# LETHAL WEAPON



## TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

**IT'S MEAN FAST  
AND LETHAL!**



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**COMMODORE  
ATARI ST  
AMIGA  
IBM PC &  
COMPATIBLES**

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# FIRST SAMURAI



AVAILABLE NOW!

**1** In ancient Japan, a young samurai watches as his people and his Master are massacred by the hands of the Demon King. He swears vengeance and invokes the power of the Witch... Thus begins the pursuit of the Demon King through space and time — a bloody crusade where there is no turning back...

- Easy to control
- A huge game with 10 levels full of puzzles to solve
- A real arcade adventure game!

"If you want a game with excellent graphics, loads of gameplay and more stability than almost any game released last year, then you'll love First Samurai." COMMODORE FORMAT.

COMMODORE  
FORMAT  
96%

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