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CF Smash Hits Issue 2 - Don't leave the shop without it!

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MUTANTS, FUTURISTIC
ARRAY OF WEAPONRY ALL
EXECUTED GRAPHICS
COMPLIMENTS THE

YEAR'S T

The logo for Ocean Software, featuring the word "OCEAN" in a stylized, metallic, blue font with a glowing effect, set against a dark blue background with a light blue gradient at the bottom.

ZENEGER

YOU STAR IN THE GAME...

TAL CALL

EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASSINS.
YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
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ANDA GAME PLAY THAT
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YOU'VE GOT YOUR SYSTEM Sussed, YOU'VE GOT YOUR HIGH SCORE SAVED...

NOW GET THIS 2

WIN A TRIP FLYING! - PAGE 64

IN A VERY DANGEROUS COMPETITION!!!

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Commodore's Christmas plans, new Spiderman game, US Gold giveaway and lots more!

THE 21 MIGHTY DEAN RETURNS

Dean's write in - The Mighty Dean answers! Your opinions of CF, console versus computers, games charts and cartridge questions



8 CF TAPE 2

The mighty CF tape conquers all! This month it's so big we needed FOUR tape pages!

36 SHIFTY BUSINESS

CF takes a sneak peek at the latest game from Lucasfilm, plus we interview Doug Glen, MD of LG!

STORMING SUBS OFFER!

FREEBIES GALORE WHEN YOU SUBSCRIBE - PAGE 53

GAME BUSTERS 39

Eight pages of tasty tips, mega maps and perfect POKEs. Busted: Blood Money, Wonderboy in Monsterland, Castle Master - and last month's CF Tape 1



It's a darker look than you'd expect to see in our regular CF. It's waiting to take your breath away. Don't shut your eyes, look at that egg on the wall, here to page 20-21 and prepare to fight the first boss

55 VERA, VERA, VERA

(I mean, I saw, I made music) with Jon Bates

61 THE GAUNTLET

How did Kevin Sibley, last month's Gauntlet winner, face up to the enormous challenge of Chris Jordan, in the arena of Rainbow Islands. Dunno...

THE CF POSTER 50

Rick Dangerous in all his glory!

With loads of getting hit and speed the rest of your life in a bunker. Time for page 50 and another over Sweden's Golf Camp



SEA STORY 78
Insider info on the evolution of the world's greatest games machine

95 EARLY WARNING

Nothing gets through CF's early warning system: if the games are coming in, you'll get to see 'em!

Commodore! Commodore Format is finely hand crafted by the same company that brings you Amiga Format, ST Format, Year Sinclair, Amiga Add-on, 3 - The Sega Mag, New Computer Express, PC Plus, 8000 Plus, Mac Publishing, Classic CD and that's about it - for the time being...

future
PUBLICATIONS

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NOVEMBER 1990

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Amiga's first coin-op conversion is well underway at present. 'Extremadator' is a startlingly fast-paced perspective game and what we've seen so far has got our eyes popping out. Stay tuned.

NETWORK 64



**GET A FAB CF T-SHIRT, FREE!
WHEN YOU TAKE OUT A
YEAR'S SUBSCRIPTION TO
COMMODORE FORMAT
(Whizz over to page 53, pronto!)**

COMMODORE COMMENCES...

...its winter offensive with the official launch of the C6403 console and two new packages of the Commodore 64. The packages, called *Night Moves* and *Mindbenders* both contain a C64, a data cassette player, two joysticks and some games (plus an audio instruction tape). *Night Moves* contains the creepy *Secret Agent/Sp5*, *Clive Barker's Night Breed* (see our review on pages 62-63), *Shadow Warriors* and *Midnight Resistance* (reviewed on pages 34-35), all from Ocean. The *Mindbenders* pack contains *Donark's Trivial Pursuit*, *Brain*, *Confusion* and *Split Personalities*. Either pack is available for 159.99. The console was launched at the Earl's Court CES (see our special feature on pages 48-49) and will sell in the shops for 299.99. Check out *The Mighty Brain* for early news of cartridge releases.

Small box set one of the two new packages for the C64.

The wall is over the C6403 is here

The wall is over the C6403 is here



ALL COMPUTER SHOWS GREAT AND SMALL

The date is set for this year's Computer Shopper Show. From December 8-9 (Monday) Conference Centre will host the exhibition which boasts 200 stands (of which over 100 will have something of interest to C64 users).

It's the biggest event to cater for the C64 and major software houses will be supporting the event. Don't miss it.

On a smaller scale, Saturday December 1st is the date for the 8-Bit Micro Show. It's being held at the Tamworth Arts Centre and for 50p (or for free, if you're under 16) you can wander around a number of stands, participate in some public demonstrations of some C64 software, check out the latest PDs and pick up a bargain or two. The 8-Bit Show runs from 9.30am to 4.00pm

and more details can be obtained from: Turbo, 8 Healey, Tamworth, Staffs, B77 2RP and please remember to send an SAE.



DID YOU KNOW...

That Commodore Format is already being sent to places as far afield as Australia, Austria, Denmark, Iceland, Malta, New Zealand, Singapore and Canada?

Fancy that, eh? Dead correspondent! Anyway, we'd like to hear from some of our overseas readers, and as an incentive (and 'cos overseas readers never get to enter competitions) the first letter to be opened with an overseas postmark offer - coo... say the 1st of January (that gives you a couple of months to send stuff in) will receive a splendidous bundle of CF goodies.



VIRGIN - THE FAT SLAG FART STORY

(Farting? Doh-eh, readers.) It had to happen, not with Billy the Fish becoming a TV show and Vic generally doing very well thank you, (Schwartz) - right it was only a matter of time before a computer game licence was sorted out. The word is that it's going to be just as - well, raucous, as the comic itself (Nukkiplug) and may therefore only be sold through indie outlets and mail order. The game, being programmed by Probe at the moment, will feature characters like Buster Gonard, The Fat Slag and Johnny Portpants (Pep!). It's due for release in January and sounds like it's going to be a big stinky.

INVENTIVE INCENTIVE

Incentive's famous Freeescape system (used to great effect on Castle Master) has been turned into a special computer graphics tool called 3D Construction Kit. With it you'll be able to 'sculpt' objects and use them in games, demos or serious applications like computer aided design. More on this when we get it.

These news snippets arrived just in time for a brief mention. A new Spideeman game is due from Empire at the end of October. Old web-slinger's making a comeback in a platform game to rescue Mary-Jane from the clutches of Mysterio. Want to see more? Then check out our exclusive demo on CF Smash Hits Tapes 4! A new joystick from Contivier (the SX1100 Challenger) weighs in at £24.99 for the standard mega-chunky version and an extra tenner for an infrared version.

Contact
Contivier
on 0280 822803.

They live at Unit 5,
Buckingham Industrial Park,
Buckingham MK18 1UR.

The return of the web-slinger coincides with the release of a new joystick from Contivier. Will it be the dynamic duo of 1991?



A new deal worked out between US Gold and coin-op giant Sega means that the Birmingham branch will get the option of converting any future Sega coin-op games. In fact, Shadow Dancer's conversion to the C64 is already underway and the classic G-LUG could soon follow. So it's not surprising that the chameleone Brunneiss are feeling in generous mood, this month. They saw how over-worked the CF team were last issue and to make us feel better they sent us loads of 3D and UN Squares modelling pads, a couple of wristbands full of T-shirts and some dope joysticks. But when we phoned them to say thank you, they said, "They're not for you scumbags. They're for your readers." This really upset Anip, he just cracked up and blubbed all over the office. Sean was stuck for words (for once) and poor old Steve realised he was going to have to go to the laundrette after all. Oh, it's a real mixed bag of stuff! We've got here so we'll give it all away (in mixed bundles) to the first ten people to answer these questions correctly.

A. The T-shirts are made of cotton. If US Gold weren't so kind (which they are really) they might have sent us T-shirts made of nylon. Nylon stands for New York and London (because they're the two cities in which scientists wanted to invent the material). True or False?

B. Joysticks often have microswitches in them. They're called microswitches because they detect microscopic movements in the shaft of a joystick. True or False?

Send your answers on a postcard or the back of an envelope please, to:

Could it be 'True, False? Competition
Commodore Format,
30 Monmouth Street,
Bath, BA1 2DW.

Make sure your entry gets here by November 15th or somebody else will get your bundle.

GOLD GIVEAWAY



Another month, another cover tape, another fistful of games and demos! But then, you know that already, didn't you? What you really need to know is how to play 'em! Read on



CONTENTS

CP Smash hits tape 2 is filled to the brim with several hundred (million) K of loadable goodies. On this month's menu we have...

SIDE 1

Pig Tales - an everyday story of a small pink pig attempting to put a magazine together (passed loosely on the Commodore Format team). Three smart sub-games make this a stunning little package!

Lord of Chaos - Swaps from 2d to a self-contained, fully playable demo of the game about which Commodore Format said last issue. "It's A Coroner!" Escape from your dungeon prison and defeat 2d with magic and cunning (not to mention sublime violence)...

SIDE 2

Empire - A strategy shoot 'em up set in deep space. Pilot your Cub spacecraft through the vast wastes of space as you attempt to build an empire spanning whole star systems.

The Blob - This neat maze chase game is strikingly similar to an Atari hit-up of many years ago, the name of which escapes us for the time being. It's very simple but has heaps of playability, is loads of fun - and you could sit with a second version anyway!

Pig Tales (It's a Porker!)

Slide a disk in part 2 and away you go.

Oh, so you've got these pigs, right, and they're trying to do a magazine together (a bit like the "Real Front Spinning Image"). You know, with its pages, its art files (that's collecting space for illustrations) and its hot deadline you'd think it'd be about deadlines - Eh?

You can't see all up-close pages by playing through the three stories that have to be written and compiled for the magazine. Each one forms a different sub-game featuring *Robbsterman*, *Tom Thug* and some spilly old control panel.

GENERAL INSTRUCTIONS

To start with, the 12 sub-games start page slides into view. Press RETURN or the fire button to begin.

The sub-game scores page (see drop-in view). This page shows the scores of the various sub-games and also the number of bonus panels (explained below). You

may return to this screen at any time by pressing F1. The three sub-games are shown as pages named after each game. To begin play of sub-games 1, 2, 3, press the fire button while the relevant page is highlighted. This shows the current game score.

Pressing the 2 second time (not for *Robbsterman*'s sub-games). If you have any bonus panels in store, use the screen to distribute them to the required pages. By pressing keys 1-9 (or using joystick or d-pad) view the two magazine pages to see how full they are.

Pressing the fire button while showing page 4-8 displays information relating to that page, e.g. while displaying the status page you may view dates by pressing the fire button to cycle through each panel that's been filled.

The panels for the three sub-games pages can only be filled by playing that game. Additional panels are held in store as bonus panels and must be placed in the required page (i.e. one with empty panels) in order to register on the F1 screen. The game ends when all panels are full and the magazine is finished. Don't ask us one about deadlines - Eh?

SUB-GAME PLAY

Sub-Game 1 - Peter's Pimple

The object of the game is to clear all of the blocks from the screen by using the fire to bounce the colored pimple around the screen. At the same time you have to avoid or destroy the horde of incoming nasties.

Sub-Game 2 - Robbsterman

The object of this game is to navigate through each zone. The zones are split into two sections. In the first section you must control *Robbsterman*'s shuttle with the joystick (left, up, right, down) in order to fly over hazards or under bridges. A number of objects cannot be

seen over and you'll lose a life if you hit them. Fly close to ground level as much as possible; your powermeter decreases faster when you fly higher and if the meter reaches zero you lose a life.

By hitting the bonus blocks a random amount of boxes, a random apple and occasionally a bonus page panel is awarded. At the end of a zone *Robbsterman*'s shuttle becomes fixed and the joystick allows him to move forward and backward as well as up and down. If the joystick is held forward, the speed of ascent will increase.

A number of objects above controls

Robbsterman reducing his strength if they hit him. The boxes must be avoided; the apples can be destroyed and increase *Robbsterman*'s power; other nasties must simply be destroyed. Any bonus panel awarded will only be added to the store on completion of a screen.

Sub-Game 3 - Tom Thug

You must manoeuvre Tom's Thugmobile around the screen, destroying blocks that cover the exits to other screens. Bonus panels are obtained by destroying the bonus blocks. The

blocks on entering a screen there are a number of varieties which move around the screen in a random manner and can be destroyed when shot. However, homing devices always advance on Tom's Thugmobile and,



when shot, become damaged for a period. They will then start up again, so watch out!

GAINING PANELS

Peter's Pimple - There are 12 different screens. Clearing the first ten screens 1-10 for each screen there are two bonus panels. More panels are simply scored at random.



Items are loaded using the normal hold down SHIFT and press RUN/STOP method. Got it?

Substanzas — There are six different zones. At the end of zones 3-6 two panels per zone are filled (page 2). An additional two panels per zone go into the panel store. Considering zone 6 provides the most panels for the main store. Clearing the main store with a zone adds two more to the panel store. Bonus panels are also scored at the end.

Fun Thing — In this subgame you must search through the network of interlocking screens searching for the bonus panels.

- B — Bonus panel
- P — Prize panel
- R — Random score
- L — Bonus life
- T — Random life or bonus score
- RET — Needed to finish score

The entire magazine must be completed to the tippy date — midnight, 30 July. The clock keeps running through all of the games. If you lose all of your lives on a sub-game the main clock is advanced by a number of hours. You always return to a sub-game at the screen or zone from which you left or at the point where you last lost your life. At any time, you may leave a sub-game and return to the console screen by pressing F1 and then escape.

Another sub-game.

PLAYING THE GAME

Escape from Zol's played in game turns. During your turn you can cast spells, move your creations, fight, make potions etc. When you are finished doing everything you want to do you select the END TURN option from the menu. Zol then has his turn, controlled by the computer. He can do everything you can do. However, the human movement rule means that neither side can do as what the other is doing unless there is a direct line of sight between them.

MEANS

Escape from Zol is controlled using means which are simply lists of

DO YOUR 64 A BIG FAVOUR - AND LOAD IT UP RIGHT NOW!

available options. Options are usually only listed if they can be performed.

For example, if a creature has three Action Points, then options which cost more than three Action Points aren't listed. Some options have the suffix of 'G' for ground and 'A' for air. For example, THROW-G means throw an object at the ground and THROW-A means throw an object in the air.

STARTING THE GAME

The game turn cycle is displayed first, showing the current player, the current game turn and each wizard's number of victory points. Hit the key when you are ready.

The map window always starts centred on your wizard. On the right of the screen there is an information display showing the important statistics for your wizard. The icons at the top show the special attributes of creatures (poisoned, fly, mount, fear wizard and invisible). The first box displays terrain and the second box shows the object in use. The five bars show the essential characteristics of the creature or wizard. Both the current level and initial level for maximum level are displayed.

Action Points. The first bar shows the creature's number of action points. At the beginning of every turn each creature is allocated a certain number of action points which are used up when moving, fighting or picking up objects.

Strength. This represents the physical fitness of the creature and is used up by doing things which require great physical exertion such as moving or fighting. Stamina is recovered through resting.

Constitution. This represents the amount of damage the creature can sustain. If it falls to zero the creature is killed.

Combat. This is the attacking ability of the creature. It can be improved by using weapons and drinking potions.

Defence. This is the ability to defend against attack and can be improved by carrying shields or drinking potions.

After examining your wizard's characteristics, press the fire button. The display on the right is replaced with four boxes showing any

objects beneath the cursor. When the flashing white cursor is moved around the map the map window scrolls accordingly. You can look at any area on the map by moving the cursor to the point you desire.

CASTING SPELLS

The first thing your wizard needs to do is cast a few spells. Most spells summon various creatures to do your bidding.

Place the cursor over your wizard and press the fire button. Options are highlighted by using the up and down keys and selected by pressing fire. Make sure the option SELECT-G is highlighted and press fire. The wizard is now selected for movement and other actions. The cursor changes to a green walking cursor. Place the cursor over your wizard and press fire again. The menu now displays a list of options that the wizard can perform.

Select the option GAZE-D. Your spell is now displayed along with the number of Mana Points remaining. Press G or R to scroll through the spells. The yellow circles on the spell you know and they have a level and a cost. The level of a spell shows how powerful it is and the cost is the number of Mana Points used when the spell is cast. Select a creature spell and press fire. The creature(s) should be summoned next to your wizard. When you have finished casting spells select the END MENU option so you can select your new creature for movement.

MOVEMENT

Move the white cursor over a creature and press fire. Choose the SELECT-G option to select the creature. You can move the creature by placing the cursor at one of the eight adjacent squares.



Lords Of Chaos - Escape from Zol

options and pressing the fire button, RET. When a creature is selected you can only bring down the menu if the cursor is on the creature or more than one space away. When you have finished moving a creature or performing other actions remember to select the END MOVE option before trying to select another creature.

OPENING DOORS AND CHESTS

When a creature next to the door or chest has the USE option, a flashing yellow cursor appears. Move the cursor over the door, press fire and the door will open. The same procedure is used for opening chests, locked doors and locked doors. However, in order to open a locked door or chest you must have the appropriate key in use. Remember that only creatures with hands have the USE option available.

COLLECTING OBJECTS

In the room where you begin you'll find some useful objects which you can collect. In order to



Lords of Chaos - Escape From Zol

Three three joystickers away... the keys only

CONTROLS

- G — Go
- A — Down
- O — Left
- P — Right

INTRODUCTION

You are, Jewell, a first level wizard trapped in a dark, damp prison. Your enemy calls himself the Mighty Zol (oh, wing), a renegade wizard who has enslaved all the beasts in his domain. His prison contains a variety of beasts who have fallen out of favour. However, Zol forgot to remove all the keys from his prison so it is possible to escape. Your objective is to free yourself (defeat the Mighty Zol, find his treasure and walk through the portal, which is a magical door to another world. It's easy: a piece of cake...

colored tile object, shows a creature over it (and uses the POKE UP option). All the objects on the floor are displayed along with their names and weights. The creature's current weight limit is displayed at the top. Move up or down to highlight the desired object and press fire to pick it up. The object becomes the "object in use". You can change the object in use by selecting the OBJECT option. In order to benefit from a weapon it must be in use but this does not apply to shields (which must only be in use).

Options such as THROCK, FLEE, and BREATHE always operate on the object in use.

FIGHTING

The first enemies you come across are independent creatures who attack the Zyg's (the Zyg's controls and name of the prey). Once you move next to an enemy you can use an "engage" option. On a first display it and third show again until the third turn unless the enemy is killed. In order to attack, simply move next to it and the computer calculates combat according to each creature's attributes, weapons, poisons, etc. Unless creatures (poison, gases, viruses, spores and demons) can only be damaged by other undead, magic weapons or magic spells.

State weapons can be thrown and bows can be fired. When you select the THROCK or FLEE options the yellow targeting cursor (which the third turn) is the target. This cursor only moves up or as the target is hit and press fire, if you accidentally select these options, press fire when the cursor is on top of your creature to cancel it.

MOVING

Some creatures can ride other creatures. For instance, your wizard can ride unicorns or gnomes. To ride a creature, select the ride option (this is only displayed when enough riding points are available and the creature is eligible to ride the mount). The mount will not be selected for movement.

If you want to select a ride, make sure the mount is selected and choose the RIDE option. The ride can then move off the mount or perform other actions. Continue riding by selecting the POKE option again.

FLYING

Some creatures can fly. In most of the prey is covered by a cloud. Flying creatures can only attack or be attacked in contact by other creatures in the air. Similarly, a flying creature must fly in order to pick up an enemy on the ground.

THE PORTAL

The portal is your way out from Zog's world. When the portal appears your game turn counter displays the number of turns for which the portal will remain. If you don't get to the portal in time, you lose the game.

Once the game is over the final victory point total is displayed. You get victory points for killing enemy creatures and surviving because through the portal. If your wizard kills an enemy you get twice as many victory points than if your creature kills the enemy.

MARKING POTIONS

In order to make a potion you must place your wizard over an empty cauldron, use the correct ingredient and use the correct spell. Potions can be drunk from the cauldron or via a can be fired and drunk later. The ingredients for each potion are as follows:

POTION	INGREDIENT
Strength	Mandrake
Protection	Glowcap
Fireproof	Leech
Flying	Flaming
Healing	Amph
Super	Amalgam
Invisibility	Crystal

Spell Summary

Apart from creature and potion spells, a few others require explanation...

Tangle Web. Covers an area with tripping plants, preventing creatures from moving.

Breaker. The spell makes undead not be affected and allows them to be used in light undead creatures.

Substerner. If you cast this on an enemy you may subvert it so that it becomes one of your creatures.

Magi Ball. This is a magic missile spell which can damage or kill enemy creatures.

Magi Lightning. Similar to magi ball except that the eight surrounding spaces are also attacked.

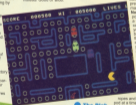
Magi Shield. This spell bestows a shield defense for a limited period.

The Blob

joystick in first slot.

If... you don't really need an awful lot of explanation for this do you? What... you don't. Oh, right, you play the Blob of the title... a small yellow spherical being who lives in a maze. Poor old Blob's home is being invaded by nasty creatures (called the Wizzlers) who kill him as soon as look at him. One touch, and that's death (read for best possible spiritual thing).

Blob isn't as stupid as he looks... around his labyrinthine home he has spotted four power-up potions which allow him to increase the destructive power of his ability weapons. Just collect the potion and, for a limited time, Blob can crush other the Wizzlers and kill them instead of just of Blob.



The Blob

Empire

You'll need full control over a joystick in port 1 and keys for this one!

Your ultimate aim in Empire is simple: build a great galactic empire (owning many star systems, trade with Solarians, destroy invading aliens, build dozens of dimensions and becoming the greatest space lord of all time). Create an alien world and convert populations to your side. Only then can you begin to build a real Frontier Shield to protect your fragile Empire for the rest of eternity.

NO LOG?

If your CP tape is giving you trouble, send the title name (complete with an S&P) to CP Tape 3 (via Tony) Waterloo, Middlesex, Andover Ltd, Marston, Watlington Rd, Oxford, Notts. TTY 400 and we'll send a replacement as fast as we ever get!

CONTROLS

You can use a joystick or the keyboard. The controls for flying your ship are also the same as directing the lander when it can move: Rotate clockwise - C or joystick right Rotate anticlockwise - Q or joystick left Thrust - M or joystick up Brake - M or joystick down Fire - X or press fire

- Extend cargo rope - G
- Retract cargo rope - W
- System map - T
- Zoom in - A
- Zoom out - Q
- Stategy map - G
- Lower left corner function - I
- Sound on/off - F3
- Music on/off - F3

ADD-ONS

As points throughout your quest for power, you will be able to buy add-ons to your ship (as best as equipped).

Galaxy Jumper - If you own one of these gizmos, you may jump to any point in the galaxy by pressing 'J' when the cursor is positioned on the selected planet (Solarians map). The box displays the coordinates to a jump to a new galaxy. The narrow gauge tells you how many points you have left.

Extra Shield Power - This protects your vessel should strength by absorbing collisions. You'll receive a dotted line around your ship on the visualization.

Speed-Up - Increases the ship's speed and reduces fuel for a limited time.

System Jumper - Provides three system jumps. Bring up the system map, locate the cursor on your desired destination, and press the 'J' key. When you exit the map, you'll be there!

Move Bomb Counter - At certain points in the game you can purchase a Move Bomb, which can be used to completely destroy any system that you take a dislike to. To activate the bomb, drop the bomb shot it and then get within three A&S's. The counter lets you know how long you've got before the system you are currently in turns to vapor!

PODS

These small circular containers are used to transport cargo around the solar system. To pick up any pods you find floating in space, extend the cargo rope by pressing 'G'. It maneuvers the ship so that the outer side of the bung on the end of a rope touches the pod. Use the 'W' key to retract the rope and pull. Note: you can only carry one pod at a time. Beware! If you touch into a pod which contains radioactive ore, your ship's relative counter will rise. If you see this happen, drop the pod - or die!

Later in the game, you may be able to buy a 'Wall' attack ship. These can carry up to ten pods without the need for cargo ropes. The Wall has pod trays which open up. Simply fly over a pod and it will be collected in a second try.

SHARBARAS

You need to visit Sharbaras for four reasons: to trade and collect ship's equipment pods; to leave your pods for safe keeping; to receive mission orders; and to save the current game to tape.

A Sharbaras consists of two spheres. To check, fly in between them and locate the ship so that it points exactly along an invisible line



Try it all: these games and demos are loaded using the normal 'hold down SHIFT and press RETURN/STOP' method. Get it?

joining the centres of the spheres. Once you're finished, a system controller appears with three grid symbols showing what percentage of life, minerals and population resources are present on that Starbase. A Starbase needs all three resources to be able to produce equipment parts for your ship. The more it has, the faster it can do the job.

If the Starbase pulls one of these three important parts in, the Starbase resources will suddenly rise and you won't be able to relieve it. Should the Starbase acquire any other type of part (ship or equipment) and performing good, it will be displayed in the top half of the screen display.

To leave the current menu, either press RETURN or exit the Starbase from the main menu. While inside the Starbase, the four available options are:

Trade: Use this option to select which parts

Choose in the same way as for Trade; again, they'll be sold one for you receive. If you want to keep a good in Starbase for sale trading, let it trade, move closer to the Starbase and draw in your cargo ropes. A rope will then reach out from the Starbase and draw in any goods. However, don't try to move too close to a Starbase with your ropes out - they could damage the Starbase and your ship gets bounced away.

SYSTEM MAP

Press the T key to display a map of the current sector system. The marker is displayed as a large flashing circle in the centre of the screen. Pairs are displayed as white dots.

To change your position, press A. To zoom out, press Q. AND to return to the game, press X. The marker starts in the centre of the system, and can be moved around using the control or direction keys. You can point the left hand

Now look for parts to pick up. Use the direction keys on the left and then visual signs on screen to guide you. Parts are represented by white pyramids, the rest by a green one. Any white indicated will be made available; the green ones when you leave - unless you're too far, in which case fuel pods will be sent to refuel your ship.

GALAXY MAP

Press G to access the Galaxy Map. This shows you all the systems you can visit, the number of alien-controlled systems and how many systems you've already visited.

The colour - a small purple square - can be moved around using the joystick or keys. When it's positioned over a system, the border changes colour and system information is displayed. The flashing dot on the map shows the system you are currently in.

Press X to return to the game. Information on the selected system is as follows:

- Name:** System name.
- Plan:** Number of planets in the system.
- Block:** Is this a blocked system? (Yes or No).
- Invaded:** (Yes or No) Will your ship system have the background turn blue, you become infected and can then infect other systems. A system that stays 'Yes' for 200 Starbases may be destroyed. There is an antibiotic, but you have to find it.
- Power:** One of three: Empire, Alien or You.
- Life:** Displays the amount of ore available in the system.
- Min:** The amount of minerals in the system.
- Pop:** The number of people in the system.
- Inv:** Indicates the number of aliens invading the system.
- Visited:** Tells you if you have visited the system before.

INTERSTELLAR TRAVEL

To travel between systems, leave the edge of your present system and travel through the external belt, avoiding collisions. Most can be reached directly but to get to some you'll need the special Hyperdrive pod.

To reach the system shown in the left of your present system in the galaxy map, simply fly to the left hand edge of your present system, and let go. The time it takes to cross the external belt depends upon how far away the other system is. If there's nothing in the direction you're heading, turn back - or else you could go on forever!

The left hand direction panel shows the system you're heading for; the right hand pointer indicates the system you're leaving. (Some systems are invisible - and controlled by very fast aliens, so you won't find the Starbases of all heights.) If you manage to slip out all the aliens in a system, the Empire restores it and you're well rewarded.

Once you've visited your system, other things start happening. You can start to buy Starbases! When you own all the systems, there is one final task: you'll need to construct a Frontier Shield, using eight frontier generators. Each generator has a destruction indicator which is displayed when you pick up a generator. You must destroy each one to its core of destruction before the shield can be activated.

The shield's current status is displayed as a line around the systems in your galaxy map. Once the generators are in place, the boundary marks your empire and you're born.

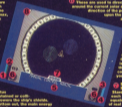
END GAME

When you die, you'll receive a percentage rating based on how much of the game you've completed. It reflects both the stages of generation and the manner in which you performed as a player. It's possible that, that you could finish the game with a rating of less than 100%!



EMPIRE - THE INSTRUMENT PANEL

1. **Radiation gauges and life support.** When your shields are down, any further hits or collisions reduce your main energy tanks. When it hits zero, you'll be eating rocks.
2. **Ship's Temperature** Increases with proximity to the sun. If it hits zero, your ship goes wacky and you die.
3. **Ship's Radiation Level** If you stray too far, your ship becomes radioactive. If it goes red, you die.
4. **Ship's Shield Status** Energy shot contained or will be contained from the ship's shields. When these shields run out, the main energy tanks are drained.
5. **Ship's Computer** All incoming messages appear as your selected WGA.



6. **Direction Pointers** These are used to direct your ship around the current solar system. The direction of the pointer depicts the direction the pods follow above it. EE shows the direction of the nearest Starbase. PO points to the next major star. EE indicates your relative ship velocity. Distance from the object is colour coded - the lighter the colour the nearer you are.
7. **Starbase Status** One of a Starbase of one, each Starbase will appear on screen as red lines.
8. **Fuel Level** In this display, your ship becomes (over time) sluggish. To refuel, pick up ore from nearby planets.

you start - if they are available. The pod indicates when you enter the Starbase can produce with the materials it possesses; if it lacks strips, you'll get nothing.

Use up, down and left to select a pod. Then pick it up outside the base using your cargo ropes. If a pod is selected, the materials indicator will show a corresponding tag.

Tags: Use this option to save your current game, or reload a game you've saved previously. If you get a bad error, you'll be returned to the tag page.

Mission: The Starbase may require you to carry out a special mission. If this is the case, it broadcasts a message that your ship's computer will pick up and display.

Mail: Incoming reply in a radio message if you take too long to reply to a radio message the location may be cancelled. Similarly, if you take too long copying the mission, your reward will be decreased or lost altogether (you may get a chance to complete the mission later).

Pods: Allows you to select which of the pods of any the Starbase contains that you want.

direction indicator towards either the Starbase or the marks by pressing key. When it's pointing at the system marker, the ship shows it means PO. This allows you to fly straight in any point in the system. (Always regard T as fly in a straight line so don't forget about any planets that might be in your path!)

PLANETS

You need to land on planets to pick up ore, minerals or people for the Starbases. Fly round a world until you find a strip hole - a parking square site. Enter this. Once inside, your ship's indicator panel is set to full fuel for you to follow. This consists of a series of squares that you must fly through - make it through without collision and you'll end up flying through a forest before reaching the next sequence. The closer you keep to the right path, the less fuel you'll have to regenerate. As you traverse the planet, missiles are launched at you; you must destroy with your lasers or just avoid. The more missiles you can destroy, the fewer will appear, and missiles you receive missiles will appear on that planet during the game.

S Y S T E M 3



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WOW!! CF's crazy new ratings system explained in full!! (colour)

Those darn CF reviews!

Who reviews the games in COMMODORE FORMAT? What are all those strange little pictures for? And just what is a Corker? All these questions and more are answered below. Knowledge is power, so read on...

Reviews are important to us because we think they're important to you. The people who write them aren't important at all but if we tell you a bit about them they'll think they are.



Steve Jarroft

Well, you see he's old isn't he but that's no old that he once worked on Zap! He worked on Q4 too. He's been a proud 64 gamer since the beginning of time (time began when Commodore brought out the 64) and he's played so many games nearly all his hair has fallen out. Remember, if you play games as often as Steve does, this will happen to you. But you'll be happy...

ning of time (time began when Commodore brought out the 64) and he's played so many games nearly all his hair has fallen out. Remember, if you play games as often as Steve does, this will happen to you. But you'll be happy...



Sean Masterson

Zap! was also once paid a visit by this man. Then he got better and went to add White Dwarf, the RPG mag. After spending three years rolling dice,

he finally admitted to missing computer games (at least we think that's what he said) and returned to Earth.



Andy Dyer

Andy's all right, really. He can't spell. Or speak. Or write. Or anything else for that matter. Oh, except for griping 64 games.

Yes, he's quite good at that. Hmmm...



Gordon Houghton

Known throughout the world as *Graphic Man* (Gordo), this co-editor of Zap! is the master of games

player you ever did see. He makes short work of shoot-'em-ups, platform games and adventures all kinds of arcade adventures. In 8 bits that builds it off him!



Kati Hamza

Kati too has done time on Zap! and Four Sins and The One. Over she knows her stuff since Kati. Cuts as job 'n' and

as nails... Spots a dodgy sprite miles off. Maybe this is why she prefers brain-burning adventures to knock about scuttler 'sawamin' death. Mind you, they don't call her *Knappable Kati* for nothing...

GUTTER PRESS

These four ugly muggs get dragged in every once in a while to be asked for their opinions on one or two of the games we review. They're all confirmed Commodore so they know what they want from a game. Of course, you can write to us and tell us what you think anyway.



Commodore Format's review system is subtle in its simplicity, not for its half-baked ratings which no one understands. Listen, it's really simple.

Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarise the main points at the end.

CF RATINGS



- When you get to the end of a review you see one of these (page left). This is a Commodore and in it are all those summarised good and bad points about a game. Think of it as a wall which is filled up by good points and emptied by bad ones.
- The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. When the two parts meet, we put the rating. The lowest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.



If it's a really, really good game and it gets over 90%, it's a corker! And if you don't go out and buy it, you're plain stupid.

ICONS

To make things nice and easy, we've knocked up some 'tell-a-glance' icons things so you can tell at a glance what standard features each game contains. They are:



FACE - Number of players; the more faces, the more players there can be.

KEYBOARD/JOYSTICK - Control.



MOUNTAIN - Difficulty level; if there are any, and how many.



OCTOPUS - Multitask; if the octopus is here, the game's in bits.



T-SHIRT - Save option; if there is one, it's got the game's shirt (all shirts, but one).



BLOCKS - This means you get the chance to cheat by putting your name in a high score table.



MOUSE - Yes, there's a mouse mode (gross).



Right where's the best? I could get a good break if I gain this right turn, this is golf. Andy, not another... Oh. Oh, the game with the vile trousers... it's all coming back to me now.

If I'm not mistaken, this box contains Greg Morrison's Ultimate Golf, and the pack-aging's claim that it's "the most accurate golf simulation yet to be developed for the home computer" could well be right (judging from the legging array of options available).

This simulation of baggy trousers and fun filled bunkers is the latest in a long tradition of golf games but is it the best? Even if you don't know a 4 Iron from a pair of plus fours, read on and find out how our reviewer coped with eighteen holes on a drizzling Friday morning...

Ultimate Golf



Games with as much detail as this one can be missed by simplicity. This one, however, has a fine, brainy menu system to get you going.

To begin with you have three choices of game type. Practice (which is self-explanatory), Matchplay in which winning is dependent on the amount of holes won and Strokeplay where winning depends on the overall number of shots taken to complete

the course. Also available is the option to play alone or against up to three opponents, computer controlled or otherwise.

From the same menu you can choose the play conditions, including wind, weather, ball effects and cavity. The ball effects option toggles the operation of back and side spin on and off, whereas selecting cavity puts into operation all choice of shot on automatic plus (essential for this reviewer).

That's it's time to tee off from the first hole. The section of the course currently in view is shown

the only way to get the hang of this is trial & error

(you now get to repeat the whole process but from the ball's new position. If you're in trouble, a map feature allows you to view the current hole from any angle and get a better idea of the most effective shot to play.

Carry on in this manner until you reach the green where you take putter in hand and try to shoot the ball into the hole. When putting, only the power bar is used although there is an option to alter the direction of the put in order to compensate for wind and

the slope of the green. Ah, basically, that's the routine for all 18 holes.

However, you can increase the level of realism, by allowing the swing club to adjust the back and side spin of the shot. The only way to get the hang of this is trial and error and indeed my effort was a trial and fall of wrons. Nevertheless, I can see this feature being very useful for real fans of the game.

Scoring

There's a lot of options to choose from. I couldn't begin to list them all, but here are some of the more interesting ones. **ALBATROSS** - 3 under par. **EAGLE** - 2 under par. **BIRDIE** - 1 under par. **PAR** - equal to the number of shots allowed in a particular hole. The starting target for a hole is based on length. Holes up to 250 yards are par 3, up to 475 yards are par 4 and over 475 yards is a par 5. **BOOBY** - 1 over par. **DOUBLE BOOBY** - 2 over par. ETC.

in view is shown (slowly) and a menu bar drops down to provide information regarding wind speed and direction, plus hole details such as distance, par and present number of strokes taken (tee, usually).

Time to click on the play icon and take your first swing. The bar bars on the left determine the power and direction of the shot - press the fire button until you think the power is high enough and let go (ah get hit, too late...). The second bar now slowly falls, while the "swingometer" below wags left and right. Stop the swingometer dead centre before the bar reaches the bottom, otherwise the shot is hooked or sliced (which, unless you're playing some clever tactic, makes a crap shot).



Anything worse than a double bogey and the shot is termed a disaster. Don't beat around the bush, tell us what you really think.

Club Selection

In golf it is of the utmost importance to choose the correct club for any one shot. If you swing a head of old rubbish all you do is get the biggest club you can find and whack the ball to kingdom come - Big Ole Club, the poor old editor is a bit stupid, isn't he? In fact, correct club choice is vital to the game. When you tee off from a hole, one of the woods is used (these are called drivers) because they can send the ball long distances. The irons are used for middle distance shots, the wedges are for getting out of hazards and the putter is self-explanatory. The difference between individual woods and irons is the angle of the head: a number 1 wood is less angled than a 5 wood and will therefore project the ball further.

Club: **Driver** | **Woods** | **Iron** | **Wedge** | **Putter** | **Special** | **Ball**



How to check a club is into every weapon that exists. This means it is an eye test for all but the most ardent golfers, as it allows you to finely adjust the back and side tips of your club to achieve the most effective flight path of the ball. If you don't know what you're doing it may well do more harm than good but if you like the look of defeat then go ahead and have a good laugh at your own expense. I certainly had a good laugh at mine.



If the 'behind the golfer' view is too restrictive, you can always wander round the course and see it from any angle.



Rotate rightly, the computer will behave you if your eyes is becoming too chopped for effective play.

Club: **Driver** | **Woods** | **Iron** | **Wedge** | **Putter** | **Special** | **Ball**



Will our intrepid hero fall prey to the terrific water hazard on, worse still, the terrifying bunker beyond? In our previous attempts were able to go by we'll hit both and get our seventh quadruple bogey (yeh)

POWER TEST 15



From the club menu you can choose the most appropriate 'ball' for the job. The most appropriate ball around was Andy...

Ultimate Golf's graphics are really special. Well drawn trees adorn a landscape packed up with effectively rendered features. Hills, bunkers and water hazards are sympathetic with the rest of the landscape. Even the golfer is well animated and looks professional. As for sound, the loading tune is replaced in the game by spot effects like the club swooshing and the 'thump' of the ball landing in a bunker (Mum? - Gg).

The menu system allows almost instant access to the game. Although complex, each feature is presented in a straightforward and easy-to-use manner. Unfortunately, since you access one of these, the screen is redrawn (again...), which tries your patience somewhat. Aside from that, Grenlin have delivered.

Ultimate Golf is excellent if let down slightly by a few idiosyncrasies. Thoroughly recommended - unless you hate golf, of course.

ANDY

Game	Ultimate Golf
Label	Grenlin
Disk	£14.99
Cassette	£19.99

POWER RATING

THE DOWNERS ...

- Screen update is too slow to start with
- And existing menus could be screen to update slightly

100

83%

- Graphics are excellent, well drawn with nicely animated golf-shots
- Good variety of scenery
- Choice of two courses adds variety
- Multi player option provides hours of fun for up to four golfing pals
- Computer opponents reduce boredom of playing alone
- Wide and high resolution graphics will delight connoisseurs
- Map feature allows for more tactical game plans
- Different game types enhance the enjoyment too

...AND THE UPERS

0



The tennis isn't from Ocean is sponsored by Adidas. (Do you pronounce that A-did-as or Adid-ee-as?) answers on a postcard to... is that endorsement worth anything? Well, it's an unusual game in that the player doesn't actually move in that on-screen counterpart around but concentrates on the type of shot to be played. The movement is carried out by the computer, which may sound a wee bit odd but does leave you free to concentrate on the more cerebral aspects of the game rather than those mostly physical bits that are alienated to someone as lame like as me.



The ball is one of the most expensive that a player can make. What game is most game there. But when?



There they are - the Break's top seeds. Can you catch the busy heights in the championship or is another British hope doomed?

Tie Break



At the start of the game you are given three play options: World Tournament, which pits you against the player's sixteen best players in the following hope that you'll rise through the ranks to become the best's best; Tournament, which allows you to play against up to three friends (but only if you sent off for a special four-way joystick adaptor costing £3.95) and finally there's Practice, which lets you get used to the control systems before you make an utter mess of yourself in the proper events. Incidentally, you can play computer-assisted doubles games without that adaptor.

The World Tournament option leads you through a series of menus from which you can input the number of players involved (these can be computer or human controlled) and the playing surface

changes between grass, artificial grass, clay and PVC, depending on where you play. You can even choose the type of racket you wish to use, anything from 20 to 35 slices (that's string tension not weight, by the way).

Before long it's time for your first breaking. Make no mistake though, in your first few games the opponent will whip you ass good.

The controls are very simple so good playing is solely dependent on the skill of the player, not on fancy breaks. Push the joystick forward and the player swings back, release the

joystick with finesse. Play messages are quite pleasingly presented. The ball even seems to zoom out of the screen when you lob it. Sound effects, however, are few and far between: you get a simple throb when you hit the ball and a variety of thuds when balls hit the courts. Cast on court, please.

Above all the game is very playable when you miss the ball you know it's because you're not very good at that type of shot. Tie Break is clever but it's not outstanding. Sport sim' fans will love it anyway but everyone else should give it a try.

AND?



**in your first few games
the opponent will
whip your ass good**

stick and the shot is complete. Use the same method for each of the four joystick positions for different types of shot. Pressing the fire button merely increases the strength of each of the shots.

This all becomes fairly straightforward with practice. The real skill is in timing your back-swing so that the ball goes where you want it. Swing early and you'll look it left, swing late and it'll take a swing to the right. Eventually, you'll be able to land the ball in your opponent's half so that he or she hasn't got a hope of returning it. But you've got to work at it.

The Break's graphics are simplistic but neat. The animation of the players and balls, as well as details such as ball boys, is all accom-

POWER RATING

THE DOWNERS ...

- Could be a bit repetitive in all but the most ardent tennis junkies
- A little more sound real time?

100

80%

- Computer controlled movement is a real blessing for those who like a more tactical challenge
- Graphics are very neat. Their clarity and definition would any computer
- Double option with three of your friends sounds like a real find (remember that five though)
- Choice of rackets and playing surfaces adds a certain amount of realism
- Simulated practice for computer methods adds an extra level of realism
- Reasonably sound effects

...AND THE UPPIERS



The right choice of racket is essential. The lighter the tension of the strings, the less power you need to put into the shot

Game	Tie Break
Maker	Ocean
Cassette	£9.99
Disk	£14.99



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JUDGE DREDD											
SUPREMACY											
WONDERLAND											
GOLDEN AXE		*	*	*	*	*	*	*	*	*	*
SUPER OFF ROAD		*	*	*	*	*	*	*	*	*	*



Wings of Fury

Does the idea of a game full of sun, sea and sand appeal to you? Sounds a bit boring really, doesn't it. Well... what if we add an aircraft carrier, a fighter bomber, some gun emplacements, enemy ships... For goodness sake, stop slaving. It's unhealthy



Here's the tank select screen - effectively seven different levels. Ah, that's not such a wing, is it? (on Captain level)

To begin with, a small panel prompts a decision as to your choice of weapon: bombs are for dropping on land installations, rockets are for firing at enemy planes and the single torpedo is just made for launching landish Japanese warships. A job of the fire button then brings the plane onto the deck. Your

Helicat is directed by joystick, and has a tricky little control method which relates to the side view, rather than your imaginary cockpit position. Push left to go left, with leftup to climb and leftdown to dive. Push right to turn and right up, and so on. It takes a couple of minutes to get used to but it makes sense. Anyway, give it some

leftup and the plane banks along the carrier's deck, lurches violently off the end, as it plummeted into the sea and just manages to clear its way into the sky with a lousy droning engine noise. As you fly along (you generally fly from the carrier, right to left across enemy territory), you encounter the opposition. There's

no good looking round with your eyebrows raised you're 'it'

The Hellcat's Claws

The first two prototypes of the F6F were ordered on June 28th 1941, 261 days later the first of these was given its maiden flight. The final production model was delivered to the navy a month later. The carrier USS Essex (lead of a new design) was the first vessel to carry a squadron of F6Fs in early 1943.

The Hellcat swung air superiority back in favour of US Carrier forces (it had previously been the domain of the Mitsubishi A6M Zero). Eventually, Hellcats destroyed 4,587 enemy aircraft out of a total of 6,417 shot down by US Navy carrier pilots. More than 1,000 F6Fs accounted for another 289,438.

F6Fs were first used in combat in the second attack on Marcus Island on August 21st 1943. The Hellcat's predecessor, the Wildcat, was assigned to anti-submarine warfare.

Britain received 300 F6Fs in total. Some took part in the raid against the German battleship Tirpitz.



The carrier of the F6F that finally went into service was the USS Essex. The F6F-1 and -2 were prototypes, of which only one of each were built. Some later models were fitted to fight in the Korean War



Another successful landing. (BT's Washby doesn't look happy, as far as I'm concerned, any landing is a success)

a small 3D screen which shows what's coming up - land, sea or ships - and if you want a more panoramic view of the surroundings, fly up past the top of the screen. Your viewpoint pulls back to about a quarter of a mile away, the land appearing as a narrow strip across the bottom, your Hellcat as a weary bunch of pixels. This sort of view is a narrower enemy emplacements, ships, planes and men are shown by colour-coded dots.

The idea is to clear each antipodeology (group of islands, dummy), destroy the Japanese hardware and kill all the men. This is achieved by bombing the gun emplacements, hangars (a 50 USA, 100) and barracks. At this point, the Jap soldiers come

**Game
Maker**
Cassette
Disk

Wings of Fury
Domark
not available
£14.99

Just as dropping your load will cover the city's surrounding, doesn't affect the right results...

Right! ... try handling that wicked Casaca's the low time (200, I admit it, I crashed.)



Here's a smart action shot of your F&B in action. And, can't you just picture it? Sweeping palm trees, golden results and a thousand pounds of thermite ready to drop on the enemy!



From the inside of the carrier comes the Helios - aimed to the beach and ready to go. Well, except for the standardised shot...



And! Take that, you 4 inch concrete rain forest! Please gun emplacement you. (And your little atom, too)



Fly above the top of the screen and the temperature gauge flares into view. Below it or not, that's your Helios! There - the top idea bit in the middle!

running out and you've got to kill all these as well, using low-level strafing manoeuvres (usually, it's very sick). A scrolling message tells you when the level is done, at which point you can return to your ship.

You can land on the carrier ship at any time during the game to refuel, carry out repairs or to re-arm with bombs etc. However, landing is well tricky: you have to fly past the ship, turn and approach from the left, flying into the wind. Cloning in aimed level with the deck, you then stall the plane to it drops, tail-down, to catch its smaller hook on the landing cables (read smart the bit - just like the real thing!).

However, if you come down past the cables, you've got to throttle forward and try to pick up enough steam to get in the air again. Otherwise you fall off the end, and it's scratch-one Helios...

If you complete the level, you see it rank (ranging from Midshipman to Captain) and start on the next. You can also select your rank before you start the game.

This is a real three-back to Breakdown's early success, Chigaffier. But for a game concept that's nearly eight years old, Wings of Fury can still hold it with the best of them. The gameplay grows repetitive but as soon as you think you've had enough and turn off the machine, you find another get. With regards repeat plays, it's a real leading investment, literally. Outback perhaps but plenty of fun definitely. Bombs away!

STEVE



POWER RATING

THE DOWNERS...

- Justy scrolling. Unforgivable, slow down as the gang on...
- Repetitive, even with clever missions
- Constant re-orientation and re-arm eventually grows tiresome

100

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0

77%

- Incredibly addictive and very entertaining (it's a concept)
- Choice of seven missions helps to keep that Helios in the air!
- Plenty of real graphic effects on ship setting, they animated deck crew etc.
- Topper's animation as your plane, bombs, dials and droids
- Detailed joystick control is comfortable and very precise
- The varied modes of combat keep the interest level high
- Sound is minimal, but good

...AND THE UPSERS

ATARI ST
AMIGA
IBM P.C. AND
COMPATIBLES

THE ARCADE EXPLODES!

AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA

FIRE & FORGET

THE DEATH CONVOY

II

As the planet
is a powerful combat
vehicles are engaged in
the hot pursuit of the enemy
combat and be equipped with
more as different in the appearance
as in the world catalogued.
The ability to take in the air call to
your thoughts, you like to see
narrowly for some.
Full of surprises, sometimes not
real, you have to catch your way
through the white enemy and destroy
the leading vehicles, under the
ULTIMATE EXPLOSION.

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ARCADE GAME



The Mighty Brain

Truly, there is no greater mind in all existence than that of The Mighty Brain. So why not ask it some questions? Send your letters to: Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW



YOUR STARTER FOR FIVE...

- Dear Mr Brain,
I've looked through issue one and I think it's totally and utterly rocked and it is better than any other magazine I've ever ever seen, so I said I will buy this every month. Anyway I'd get on with it, could you answer some questions please. Oh here they are:
- 1) Who invented CP magazines?
 - 2) Will you be giving any free, yes, free stickers in the next few issues?
 - 3) Will the CP magazine be about C64 mainly?
 - 4) Could you put in one or two typed games in a month?
 - 5) Could you put Robotrap on issue 2-3 on the front cover please? Oh yes, I really love the magazine.
- P J Woods, Lincoln

Well P J, you certainly do seem to be completely besotted with our little magazine, don't you?

In answer to you queries:

- 1) CP magazine was of my idea.
- 2) No. Sorry
- 3) Yes.
- 4) If someone is willing to send them in, we'll print them. But what's the matter with the games on the tape?

3) It's doubtful that Robotrap will be on the cover of issue three (and as you probably noticed, he isn't on the front of the issue either). However, issue four is still a mystery to us (well, not to me, of course, but the rest of the team don't have a clue).

TMB

C64GS RIP?

Dear Mighty One,
I received the news of the C64GS with mixed emotions. Great news in that finally high quality cartridges will be available for use with the C64, but I wonder just how successful the C64GS can be.

Selling at £99 for the console, joystick and four mat games, who will buy it? For a mere £40 more (the cost of two cartridges) you can get a C64, light gun, joystick, tape recorder and a package of 10 games. Such a package gives you a computer that can be used for a great variety of things. A lot of interchangeable hardware exists and the tape deck gives the user access to literally thousands of games - few of which will be re-released on cartridge (rather a short wait for loading than no game at all). But the biggest advantage is that all the cartridges for the C64GS will work on the C64.

So, Mighty Brain, am I wrong in thinking the message to all readers should be, "buy a

C64 not a C64GS - for a few extra pounds you get one heck of a lot more!"

Neil Brotherton, Newcastle-Upon-Tyne

There's a strong argument against Commodore's new console, Neil, but at the end of the day you have to decide just exactly what you want your machine for. If you want a computer to write on, draw pictures, print letters and so on, then yes, the C64 is the business!

But, for anyone who simply wants to play games, the C64GS is the beer's sake. (That's beer's knee - GD.) The C64GS is neat, compact and very simple to use. A lot of people couldn't care less about productivity software and so don't need all those expensive, clumsy peripherals, and don't even need a keyboard. Did it a lot of money to spend on adaptability that you're never going to use.

The C64 is a great games machine, but is replaced by a tape loading system that is years out of date, and possibly the slowest disk drive in existence. With a C64GS, a joystick and games on cartridge (which are soon to outshine anything that has been before - I know these things), you have arguably the most powerful games machine for the money in the world. You pay your money and you take your choice.

TMB

HAPPY STICKS

To Mighty Brain,

At my school I am doing a special study in technology on joysticks. I have written a letter to Quicksat, but I haven't been able to find the address for them, so I would be grateful if you could tell me the address and others if you can, like Korts, Powerplay etc. Nicholas Terry, Leicester

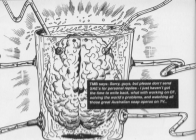
Problem solved, Nick. I opened my infinite memory, and packed a few joystick manufacturers at random...

Dynamix Marketing Ltd, Royston, GBHAM 052 657
Chevett Marketing Ltd, Marbury House, Marbury Road, Palmerton, Cardiff CF5 3AS
Powerplay Joysticks, Riverside Lane, Depla, GBHAM, 052 578
TMB

DTP ON CART

Dear The Mighty Brain,

Congratulations on a great magazine. The mix of software, hardware and productivity reviews is great and I love the online sections. Anyway, enough of that and onto my question. After reading the review of the DTP



TMB says: Sorry, guys, but please don't send me letters for personal replies. I just haven't got the time to write back, what with working on CP, editing the world's problems, and writing up all those great Australian soap operas on TV.

package *Stop Press* I saw it only came on disk. Are there any plans for a cassette (or even cartridge) version, as it would very much like to buy it but unfortunately don't have a disk drive.

Michael Pearce, Gwent

Sorry Michael. It's disk or nothing I'm afraid, and there are no plans to put *Stop Press* on cartridge as yet (although it's a pretty good idea). You'll probably find the program almost unusable on cassette anyway.

TMB

CART 138

Dear Brian,

Amazing, Fantastic.

Mega. These three words describe your brilliant mag. I do read other Commodore magazines but with those you have to put up with Amiga reviews etc. (time if you own one), but yours is so thorough and thorough — just what we wanted.

As regards the tape, what can I say? Only that it knocks spots off most full price games (what if that doesn't get the printed, nothing will).

Now for my question. As I own a Commodore 128, will the new C64 cartridge be compatible? Roger Foster, Norfolk

I'll never see real assured that the new carts play straight in, no problem. Not only that, but as soon as you turn on the game, you without having to switch to 64 mode.

TMB

PRAISES, PRAISES

Dear Brian

I've just bought the first issue of *Commodore Format* and I'd just like to say, "It's fantastic, great, great, a real cracker, brilliant, mentally good, better than a kick in the teeth, isn't John?" But I can't because that would be to do justice, so I'll not bother.

So I'll say, "It's the best mag around, and as you say (well, unless it is truly for the C64 only)" Oh, there you go — I just said it!

The idea of a tape on the cover of every issue is fantastic. All those free games! Maybe I should change my name to Roger Foster, you do and I'll sue for damages — JFF. That first tape was excellent, I loved *Revolution* — mega game! I bought the C64 ports ago (30 minutes before TMB created one from under a meter) and the instructions were really crap so I gave it up as a bad 'un. But thanks to your mind-boggling good explanations of the game and that well handy little pages I'll start playing it again. While we're on about improvements, when are you going to start a list of the highest scoring people on certain games (as I want to appear on it for whipping the entire Universe at *Turrican* and *R-Type*). I can break that with my eyes but behind my back and my hands (closed?), team 9 (DM 118) on your mail order pages should beat it massive game to keep you to keep you going for a long time if you're incredibly useless or need to be time at all if you're initials are D5T. Well, that's all folks — except thanks for looking away from the idea of involving Amiga (tech, specs, cheats) reviews etc. The mag is well done, don't dare change it without asking.

Dennis Sipeak, Invergowrie

Thanks for the nice words, Darren. I'll try my best (I've no doubt the rest of the team at their best too, although it doesn't amount to very much).

It's a big thank you to Simon Pisk for *Revolution*, and yes, it is very good, isn't it? I almost couldn't have done better myself. For your information, I didn't break out from under a meter a few years ago. I have

THE CHARTS BUDGET TOP 20

If you're a budding Roger Federer, and want to know what's hot and what's not on the tennis scene, keep an eye on the charts. Here's the top 20 for budget software (£4.99 and below). Last month's playing it in brackets — means it hasn't moved, and — means it wasn't here last month.

Totally unable to remember when new entries including the number one, and how quickly. All the other entries (except from *Ball and Paddle*, *Go*, and *Double Sports*) have remained since the chart. The biggest drop is by *Big Trouble in Little China* which drops 19 places and is destined to disappear forever... Probably.

- 1 (4) **SHUTTLE ADVENTURE** - CodeMasters
- 2 (1) **RAFFAN** - *Big Squad*
- 3 (3) **QUANTO SPORTS** - CodeMasters
- 4 (2) **FANTASY WORLD GARDEN** - CodeMasters
- 5 (1) **SALAMANDER** - *Big Squad*
- 6 (2) **PAPERBOY** - Encore
- 7 (4) **DALBY THOMPSON'S OLYMPIC CHALLENGE** - *Big Squad*
- 8 (1) **PRO BOXING** - CodeMasters
- 9 (4) **MATCH DAY 2** - *Big Squad*
- 10 (8) **ROD'S GREAT ESCAPE** - *Big Software*
- 11 (2) **404 OFF ROAD RACING** - *Kix*
- 12 (7) **ROAD BLASTERS** - *Kix*
- 13 (1) **FRIDGE CLIMBY** - CodeMasters
- 14 (1) **A QUESTION OF SPORT** - Encore
- 15 (1) **BATTLED COMBAT** - CodeMasters
- 16 (1) **WOLF AND HONEY** - *Big Software*
- 17 (18) **DRAGONS' LAIR** - Encore
- 18 (1) **SUMMER OLYMPIAD** - *Micro value*
- 19 (18) **IMPOSSIBLE MISSION 2** - *Kix*
- 20 (11) **INDIANA JONES AND THE TEMPLE OF DOOM** - *Kix*

seen on this planet for several billion years waiting for you things to evolve into creatures with whom I could have a conversation on equal terms. I'm still waiting.

The idea of a high score table was something that flashed through my mind briefly some time next week (oh I mention that I exist within several time planes as well?) Unfortunately, the table would look something like this:

COMMODORE FORMAT HIGH SCORE	SCORE	PLAYER
Any	infinite	The Mighty Brain

As you can imagine, I would be more than happy to have this printed every month - but would you?

TMB

MORE QUESTIONS

Dear Mighty Brain,

1) Why did you print me in the magazine 'my letter'?

2) Tell us why you called this brain 'low

page'. I'm not complaining or anything. I

3) Could you please give or send me a poster if you don't, I'll understand.

4) I'm sorry, I don't produce a magazine called My Letter.

5) The Mighty Brain section is simply named after my good self, the comedian, independent, all-seeing Mighty Brain. Who else?

6) Turn to page 82, I think you'll understand.

Lee Waby, Lincoln

1) I'm sorry, we don't produce a magazine called My Letter.

2) The Mighty Brain section is simply named after my good self, the comedian, independent, all-seeing Mighty Brain. Who else?

3) Turn to page 82, I think you'll understand.

TMB

CHEAP KICKS

Dear Mighty Brain

Could you answer a few questions for me?

1) Was Kung-Fu Master ever released on budget for the C64?

2) Are there any plans to convert the coin op

Beast Buster to the C64?

3) Where is the C64 'Have' Deal?*

4) What went wrong with C64 Chase HQ?

It's rubbish!

Matthew Heard, Rotherham

Of course I'll answer your questions, Matthew. If I don't do it, one of my 'team mates' will - and you wouldn't want that.

1) No, surprisingly Kung-Fu Master has never appeared on budget. However, it was one of the 20-odd games that made it into

Gold's History In The Making compilation pack. This has not been discontinued, but there are still copies still remaining around. If

you would care to write to: Anita Danielle Woodall, at US Gold, Units 2/3 Holton Way, Holton, Birmingham B61 7AA, she just

might be able to help you out...

2) Ah, now this is better news. I can exclusively reveal that Activision have the rights to this extremely sick shoot 'em up, and are

currently planning a C64 version as you read this!

3) Here Drivin' never appeared on the C64 but fear not. Andy 'Iron Brain' Dyer is busy reviewing the current range of computer

packs available for a feature next issue, including DoMark's TNT which beats the 64

games from Commodore were put onto work-tape...

Cartridge Crazy!

With news of the C64GS console and Commodore's new console design, loads of software houses have been signing up to slap their new games on silicon 'stead of disk 'n' tape. So far we've heard of more than 60 possibilities! Here's the full run-down of all the games you can expect to see on cart very soon:

ANCO

Their very own Kick Off should be out in ROM soon.

COMMODORE

As well as the stunning compilation cart that comes with the console (Flambo's Quest, International Soccer, Fantastic Freddy and Kick), Commodore also have the old chestnut Jack Traveni (renamed to be named after Jack Traveni who resigned as head of Commodore and left to run Atari, it's old, but fun).

DOMARK

Coming at the beginning of next year are Mission and Cyberball which haven't even been on tape or disk before. These will be closely followed by The Spy Who Loved Me, Redskins, 3 FM Marine and a special version of Rand Oper!

ELECTRONIC ZOO

The classic football Soccer Battlers is destined to become cartridge fodder, while Beasty Zoo's shoot 'em up Chase (previously last left) is also planned to make an appearance on cart.

EPYX

Epyx's classic sports titles will be taking the cartridge route, including The Games - Frisbee Edition, The Games - Summer Edition and Olympic Games. These were good but almost crippled by multi-loads, so cartridge should be just what the doctor ordered!

INFOGRADES

The French company gets in on the act with the Op 100-style shoot 'em up, Revolution and their spacey title title, Bubble Shoot.

MICROPROSE

Alien Dangerous 2 should be even more of a cartier on cart and the Amiga-range Sceptre 2 looks like getting a look in, too! We wait with bated breath.

MINDSCAPE

More papers should start sailing for (time) in an cart. The inclusion of a battery back-up would no doubt make this a stunning adventure game.

MINDSOFT

Blowfish is a definite and Paton is a possibility - both of which both get the CP128/plus up! And wouldn't it be nice if those incredibly heavy multi-lad

games from Commodore were put onto work-tape...

OCEAN

As expected, Ocean are really doing the bit on cart, so stand by for Batman, Operation Thunderbolt, Monaco 2 (Special Criminal Investigation) (Phase 1&2) (Special Amiga-version) too, Shadow Of The Beast (this is currently on special offer in our mail order papers, plug, plug).

SYSTEM 3

System 3 are possibly the biggest fans of the C64 at the moment, and they are right behind the cart. Before Christmas, kept an eye out for the Last Wing 80-into, Last Wing 2, International Karate (Deluxe), Muir, Roberts and Chris Butler's Tortoiseback (The ultimate racing game on the 64 - it's outtop, all its competitors!), Killer Sheep, they've got Down Of Steel (the sequel to Wily) and Deadlock, Priest!

THE DISK CO.

Bit of an unknown quantity these people. However, it's rumored that they have such yummy titles as Risk Dangerous, Street Car Race, Monoplane Soccer, Pro Tennis, Pro Skate Board and Real Road on their list of contracts.

TITUS

As well as their biggie, Dick Tracy, Titus are ready to hit you with: Crazy Cars 2, Wild Streets, Fire and Forget 2, Battleground and Crazy Bikes. Crazy Cars if please you in the comfy seat of a Ferrari F40 and adds you off on a wild chase across four US states in pursuit of a stolen car racket. More news in 'Next section in Fire and Forget 2 - the technically superior sequel to Fire and Forget. This time your car hovers too!

In the last 'n' shoot 'em up, Wild Streets you're up against swarms of terrorists armed with nothing but a floppy array of martial arts, a Magnum .357 and a black patch. Et... doesn't sound too bad, does it?

US GOLD

Only one cart on the cards from US Gold with Michael Jackson's Moonwalker, but one to watch out for fans of whack...

UBI SOFT

Watch out for Pro Tennis (our and Ubi's special coming role player, B.A.T. in the not too distant future).

version of Hard Drive). However, I have spent several minutes witnessing the game in action and you might be advised to wait for the full review before consigning any cash to the ill...

4) Well I don't write it for a start. Why not try out our exclusive demo of Chase HQ 2 which is on next month's cover tape? I think you'll be pleasantly surprised!
TMB

GETTING PERSONAL

Dear The Mighty Brain

I would like to congratulate your very first issue of Commodore Format. I think it is brilliant, and as I have an IQ of two less than infinity, I am most likely to be correct.

I also have a few questions to ask the Mighty One, which I hope he will be able to answer for me:

1) On a future issue, is there any chance of a playable demo of either Golden Axe or Teenage Mutant Ninja Turtles?

2) When released, will the aforementioned games retail at £9.99 or more?

3) Exactly how old are

you, Brain?

4) How did you

come into existence?

5) Finally, is

there any chance of

you sending me a free

copy of Moby

Mythica Flying

Cross, as at the

moment I am totally

stuck after buying your

issue.

Thank you for your

time.

Yours faithfully,

Tim

(P.S. I have a

question about

your review of

Golden Axe 2. I

was wondering

if you had any

other games

you were going

to review in the

next issue. I

was hoping you

would mention

Golden Axe 2.

Thank you for

your time.

Yours faithfully,

Tim

(P.S. I have a

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Thank you for

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your review of

Golden Axe 2.

Thank you for

your time.

Yours faithfully,

Tim

extra fabulously brilliantly wicked magazine (crazy, crazy).

Ben Foster, Guildford

Finally, Ben, I have an IQ of one less than infinity, and you are correct - the magazine (thanks to my expert point-awards) is brilliant. As regards your questions, I can answer anything...

1) Microsoft aren't giving any games away at the moment.

2) Although a demo of Golden Axe could still be possible...

3) There's no reason why the tape version shouldn't cost around the ten pound mark.

4) I am older than the time itself, but younger than the time between.

5) I'm afraid I cannot relate this information, since it would cause mankind's perception of space and time to change completely.

6) I have decided to keep my original IQ mysterious and rather enigmatic.

7) Yes, there is a chance. It's one in seven hundred and fifty thousand.

8) I have decided to keep my original IQ mysterious and rather enigmatic.

9) Yes, there is a chance. It's one in seven hundred and fifty thousand.

10) I have decided to keep my original IQ mysterious and rather enigmatic.

11) Yes, there is a chance. It's one in seven hundred and fifty thousand.

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14) I have decided to keep my original IQ mysterious and rather enigmatic.

15) Yes, there is a chance. It's one in seven hundred and fifty thousand.

16) I have decided to keep my original IQ mysterious and rather enigmatic.

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18) I have decided to keep my original IQ mysterious and rather enigmatic.

19) Yes, there is a chance. It's one in seven hundred and fifty thousand.

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22) I have decided to keep my original IQ mysterious and rather enigmatic.

23) Yes, there is a chance. It's one in seven hundred and fifty thousand.

24) I have decided to keep my original IQ mysterious and rather enigmatic.

25) Yes, there is a chance. It's one in seven hundred and fifty thousand.

26) I have decided to keep my original IQ mysterious and rather enigmatic.

27) Yes, there is a chance. It's one in seven hundred and fifty thousand.

28) I have decided to keep my original IQ mysterious and rather enigmatic.

29) Yes, there is a chance. It's one in seven hundred and fifty thousand.

30) I have decided to keep my original IQ mysterious and rather enigmatic.

31) Yes, there is a chance. It's one in seven hundred and fifty thousand.

32) I have decided to keep my original IQ mysterious and rather enigmatic.

33) Yes, there is a chance. It's one in seven hundred and fifty thousand.

THE CHARTS FULL PRICE TOP 20

If you want to know what's 'in' and what's 'out', keep an eye on the charts. Here's the 20 top full price software (£9.99 and above). Last month's placing is in brackets - means it's stable, and - means it wasn't even in the charts last month.

Further steady edges: Shadow Runners sets the number one slot, so compares to Rainbow Islands. Biggest jump for this month is Ocean's Chase HQ which leaps 31 places to fill the number three spot. Microline, US Gold, July 1990 placements 10 places and looks ready to fall off the bottom.

- 1 (2) TERRACON - Rainbow Arts
- 2 (1) SHADOW RUNNERS - Ocean
- 3 (14) CHASE HQ - Ocean
- 4 (-) VERMONTA - Activision
- 5 (2) OPERATION THUNDERBOLT - Ocean
- 6 (7) ROCK OFF - Acorn
- 7 (6) MANCHESTER UNITED - Chryslis
- 8 (-) INTERNATIONAL JOY RIDERS - Palace
- 9 (16) F16 COBALT PILOT - Digital Integration
- 10 (14) PLUMBO'S QUEST - System 3
- 11 (3) BOBSCOP - Ocean
- 12 (24) FOOTBALL MANAGER WORLD CUP - Addictive
- 13 (20) RAINBOW ISLANDS - Ocean
- 14 (19) BAYMAN - The Movie - Ocean
- 15 (10) SMYRN HUNTERS INTERNATIONAL - ADDICTIVE - '90
- 16 (7) RISE OFF 2 - Acorn
- 17 (21) WORLD CUP SOCCER - Virgin
- 18 (17) SAJJON'S SUPER SOCCER - Empire
- 19 (5) ITALY 1990 WINNERS - US Gold
- 20 (-) BACK TO THE FUTURE 2 - Microline

By doing another issue of CF, we seem to have started a (rather nasty) habit. So it looks like there's going to be one next month as well...

If guess you're just burning to find out what's in it? Well all the reviews we couldn't deliver this month will be there, together with some real bangers. League, 2000, Aster Shuttle, Atomic Kick-Off, St Dragon, Dragon Blood, The Spy Who Loved Me, Golden Axe, Last Ninja 3, Puzzle, Plotting, Navy Seal and lots, lots more!

With Volume just around the corner (you can tell, 'cos there are faster bundles in the shops), we'll be having a spitting competition round-up, to help you make the most of your pre-Christmas parties. And all the regular features will be there in their usual spots.

Please Mister (or Missus) Management, please reserve my copy of Commodore Format each month. For without it, I'd just go spare...
MY NAME

MY ADDRESS



Commodore Format issue 3. We can hear you drooling already!



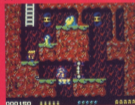
Level 11. This, believe it or not, is Mylo Park. Or rather it's what Mylo Park would look like if the Fat Man's alien species landed in it. It looks tough but it's easy once you're used to the fact that there are no match for golden-haired Rick



Mixed with the shifting ice blocks, most progress, snowball launches and slippery floors on Frensis. What, no mist take?



A short cut to Frensis's HQ leads to Vegetabilia where giant tomatoes, light traps and the locals do their worst



Keep beneath the Fat Guy's HQ and the alien Blue Moon. Birds of prey and enemy bands wait around every turn. And if they don't get you in the chambers, small enemies and radiation traps in glasses will. Take a hint from our star: he's a chick to the end

A lot of thought has gone into every screen in this dangerous 3D, not just in the way it looks but the way it plays as well — so this, that, etc.



Frensis's HQ at last — more traps than you can stare to think of and a new bunch of multicoloured minions to beat



Rick Dangerous

can Rick save the world again or will he just go home and have a cup of tea

More superheroes are no match for the maddest guy with the blood quiff and stumpy stride, who, several times since last Tuesday, has single-handedly fought off the world's baddest and still had time for his chocolate afterwards — Rick Dangerous!

This time though, Rick's battles may need some help from you. His old nemesis, the Fat Man, has declared an intention to invade Earth. However, luckily for the Earth, Rick's



is this a repeat game from CP floating above our heads? Nah, it's just one more thingy out to get him in Vegetabilia

taking a stroll through London's Mylo Park at the precise moment the alien land. Rick swoopers over to the craft (armed only with a few bombs and a ray gun he happens to be carrying) and breaks on board.

From this moment on his destiny is in your hands, so don't drop it. Guide him to the spaceship's control centre and he can fool-rite it and set its course for the planet Earth, home of the invading extraterrestrials. After that, anything can happen. (Check out the captions for clues.)

And Dangerous? It is definitely an

k The man in the hat is back and this time he's brought... one of our reviewers. Is Rick Dangerous II really better than the original? Read on and find out just how dangerous this man really is...



It's a corker!

nggerous II



Level 4 gets really silly in this bit. How many enemies have you taken into making that goal at the bottom of the screen?

improvement over its predecessor. For a start, this game has five levels whereas the first game had only four. But, more importantly, you can access any of the first four



"Starry, starry night..." with laser bolts in it! Well, anybody who wanders around Hyde Park at night deserves what they get levels from the start. And there's always more than one way to finish each level, so you wipe out most of the frustration that Rick I caused people to suffer.

On-screen presentation is impressive: backgrounds are well detailed and the sprites are so cute it seems a shame to zap them. It's a dirty job but... Gameplay remains much the same throughout but all the levels are subtly different and pose new challenges, such as sliding floors, artificial gravity and mad-traps. For Dangerous II is polished and it's playable — but above all else, it's dangerous.



GORDON

**Game
Maker
Cassette
Disk**

**Rick Dangerous II
Cass/Microstyle
£9.99
£14.95**

Just A Bit About Rick

Rick Dangerous I was inspired by the cliff-hanger spirit of films like Raiders of the Lost Ark and that it was time something was done about that. The team at Core also wanted to do a good platform game. The two ideas came together and Rick was born. Rick is a classic hero, so he can assume any guises his creators want, which is why he's more like Super Rangers than Indiana Jones in Rick II.

Rick I had 125 screens and took four months to program, as opposed to 160 screens and six months for Rick II (15-04 version). Rick II has twice the number of sprites and background definitions, not to mention more control options. 160 screens for a Rick Dangerous II? No-one knows but the programming team still have lots of ideas they'd like to use. If there is one, it definitely won't be a shared 'em up. Though where Rick might have up next lies in anyone's guess.

The programming team are: Dave Pedlow (Z80 version and control routine design), John Striland (PC version), Bob Churchill (screen and game design), Chris Long (C64 version and game design), Simon Phipps (game design, 16-bit version, sprites, title graphics) and Terry Lloyd (game design and background graphics design).



POWER RATING

THE DOWNERS ...

■ Too much learning from mistakes

100

94%

- Excellent platform game
- You can start on any of the first four levels
- Being there one way to complete each level
- Cute cartoon-quality characters
- Good reaction detection
- Plenty of puzzles to solve and traps to avoid
- Directional hints to tell you what to do
- Bonus items packed full of extra equipment
- Polished and sometimes silly special effects, accompanied by a few neat skills
- You're not always sent back to the start when you die

AND THE UPPIERS

0



Subplotting efforts are rewarded for the lack of graphic sophistication, yet even the Ultima-style turn-based movement in King's Bounty offers some witty animation including, in this case, a galloping horse

Noble King Maximus of Continentia only has one fault: he's overambitious—and boy, has that got him into trouble. There he was walking along, carrying his Scepter Of Order—the one artifact which unites the four continents of his kingdom into a nation—when just for a moment he altered his mind to wander. And before he could say to himself, "I hope it won't be so much again for lunch today," or "Oh look! It's Scepter's game!" the Scepter was gone.

An emergency of such immense proportions calls for a hero, and, wouldn't you know it, here's just happens to be



your middle name. Now it's just a matter of picking your identity (bar-

barian, sorcerer, paladin or knight), selecting your difficulty level and you're being to go.



One of the battle screens illustrates how easy it is to get to grips with the game. Each camp is clearly delineated along with its relative strength

Your mission, and you've got to accept it as it's outlined for Continentia, is to bring each of the Scepter's friends to justice. It starts when you get a section of the map which shows where the Scepter's hidden. And once you've got the Scepter, the King's bounty is as good as yours.

Your noble quest is displayed in Ultima-style, you ride through blocky plains, forests and small but perfectly formed country towns. Though they're no great shakes by arcade standards, for a role-playing game the graphics are unusually detailed and very well animated, even your faithful white nag actually moves a bit like a horse.

Continentia is your realm if you've got an army at your side, and it's up to you exactly how you conduct your vital campaign. Most villains are based in castles. These are defended by fairly large armies made up of the kind of creatures you'd normally find in

arcad. Only a fool rushes into a huge battle with brigades of men, women, sprites and elves straight away. First, it pays to wander around, read the signposts (they're full of handy clues), open a few treasure chests and kill a few bands of marauding monsters here and there. There are usually plenty of presents around and they're remarkably cheap to obtain.

A separate easy-to-use fighting mode allows the use of spells, weapons and other including instruments, and gives a memorisable annotated image of the

armor as it occurs.

Fireball, Lightning Bolt and Turn undead spells are particularly useful against large enemy forces, though whether you've got enough ability to use them depends on your character class. Knights and barbarians need plenty of invocations, in a sorcerer, magic comes naturally. Spells can be bought in towns, won as a reward or even found lying around. Enhancing magic ability is a matter of luck.

Each of Continentia's continent quest features two mysterious artifacts of power. Each one of these is wrapped up in another piece of the Scepter's map. Their effects are much sought after: a hero who carries the Sword of Providence, for example, fights like a warrior possessed. Other artifacts give the bearer valuable discounts on total fees, an

Game Maker
Cassette
Disk

King's Bounty
US Gold
not available
£19.99



At every stage, all the options available to you are there at the screen. No more hunting through the manual for some cryptic command when all you want to do is get out

increased gold commission from the King, or enhanced magical strength (especially useful if you're a barbarian). The only way to travel from one continent to another is to brave the dangers of the open sea and rent out a boat.

Unlike the usual in-depth fantasy games, King's Bounty doesn't take ages to get into even if you're new to the genre. It's packed with action, comes complete with a large fantasy world to explore and provides more than enough surprises to keep you on your toes. All that's missing is a tad more playability—Ultima fans probably won't

find enough cerebral challenge to really exercise their

brains. However, if you're a novice role-player and booting monsters is the way you like to get your kicks, suit out, buy it and save good King Maximus.

KAT

POWER RATING

THE DOWNERS...

- You need a backup utility and a blank disk to play
- Unimproved loading system leads to frustration
- No rethink option

100

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- Nicely animated graphics
- Lots of witty animation to entertain in battle
- Well produced instruction book with interesting story
- Useful reference sheets included in the package
- There's a large magical world for you to explore
- You can choose from four different characters to play
- Flexible control system
- Varied and fun-paced gameplay keeps the interest high
- Clear, functional combat

73%

...AND THE UPPIERS

Watch The Birdie



Can you tell where on the map this photograph was taken? If you know your fairways from your bunkers, your trees from your tees,

you could be about to win golfing kit worth more than the entire CF team earn in a decade (nearly)

Up to your neck in single, double, treble, and quadruple bogey? It must mean one of two things: either you were destined never to be anything but a total bung ball at golf or you're using shoddy equipment. If you're one of the former, unfortunately, then rack off, we've no time to waste on pathetic failures. If, however, you fall into the latter group, then this simple wizard's compass may be of interest. As you've probably already seen our review of Greg Norman's Ultimate Golf, I needn't mention that it's pretty darn squifty. Oh dear, I just did didn't I? Well, I won't mention it again (OK, do get on with it - Ed).

If you fancy a crack at the real thing, what could be better to get you slightly on your way, than a half set of golf clubs, a Greg Norman tee, a Greg Norman body and a Greg Norman... (I'm Andy, we can't actually give Greg away as a prize - Ed). The half set of clubs consists (roughly) of two woods, five irons and a putter, which is more than enough to bring your skills up to scratch before you need to splash out on the other half.

To win this near-priceless cache of golfing goodies all you have to do is look at the photograph on this page. Study the artist's representation of the hole and mark on it where you think the photograph was taken from (teebox, ah?). If you don't want to cut up your precious issue of CF we will accept a photocopy - but only one, mind.



Send your entries to:

Call Me Old Fashioned But I'm The Artist's Representation
Completely Inaccurate? Comp. Commodore Format, Pelican Publishing, 30 Monmouth Street, Bath, BA1 2BB.

If you want to stand any sort of chance of actually winning this monumental prize, get your entries in on by no later than 7th November 1990.

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Well, it may be taken a few years of hard work and five powerful versions, each one breaking new ground, but Super Snapshot has become the best cartridge in the world. The list below details the multiple virtues of Super Snapshot v5. If you're a die-hard user, more persuasive facts back to CD-ROM version 10, you'll be impressed.

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ROGER FRAMES

buys
Budget Games



Oh no! It's not that time of the month again already is it? Surely one budget game a year is enough (No it's only just too-oo-oo). All right then, I'll summarise the situation: all the titles this month are awful so you might as well save your cash. THWACK! Ouch! Okay, okay... That wasn't strictly true, so if you insist on being thorough have a glance at the reviews and I'll guide you through this minefield of monetary madness as best I can.

BY

YES MINISTER

Mastertronic Plus £2.99

A game about politics, albeit based on the popular TV comedy series, sounds more like a potential cure for insomnia than any idea of fun. Let's have a look anyway. Yes Minister is played over a period of five days (not real time of course) and places Jim Hacker (you) in the role of Prime Minister of Great Britain. The aim of the game is to survive one week in office and remain popular.



Brill, isn't it? Negotiate the verbal combat skills of Sir Humphrey and the incompetence of Bernard as best you can.

The main screen is a scrolling representation of your office in the Houses of Parliament. This contains everything required to run a successful government. There are two telephones through which you take calls from politicians and other political figures, an intercom which lets you communicate with other people in the building, the truth-telnetype which provides info on current affairs as they happen, drawers and

Our budget games reviewer is Roger Frames, a person so tight-fisted that he spent six months suffering from nervous tension when the half-pence piece was taken out of circulation. If Roger thinks a game's worth a few quid, it's gotta be good

notebooks which provide details of important meetings to be attended and a safe which contains the daily results of the opinion polls (only to be opened by memorandum). There is also a door through which you attend your various appointments. You're a very busy PM, aren't you?

As for gameplay, there really isn't any to speak of. It's more of a walk-through episode of the series in which you have to make minor decisions. Despite this it is excellent fun. The conversations that you have with your fellow politicians are intelligent and witty, the graphics are clear and use small digitised pictures of the stars of the show. Even the telephone ringing is realistic. Cries of "all someone another that bloody phone" could be heard around the CP office while I was playing. This may give the impression that Yes Minister is a stonkingly good game but sadly it's not the case. When you have played the game once, that is all events and purposes, is it. Even if you lose, there is no incentive to play again because the scenario remains almost exactly the same. With many types of game this wouldn't matter (shoot-em-ups for example) but because of the conversational nature of the game, a second play through can prove tedious.

FRAME RATE 47%

Will the right honorable member please explain to the House why public spending of £2.99 is justified on a game which is in effect only good for a few plays? No? Then I have no option but to propose a motion of not buying the software on the grounds of wasteful personal expenditure.

THE GUARDIAN ANGEL

CodeMasters £2.99

Ye Gods, it's a Spectrum game - big, squelchy sounds and two colour graphics. If any of you recognise the screenshot at the top of this it's because it was previously a full price title that went under the name of *Freddy Norder* in South Manchester. (Would you buy



I think later and I surely take me! Take care of a Guardian Angel unless the red herring. Gah, the joy of rereviews.

A with a name like that? The aim here is to travel through five levels (supposedly Lower East Side streets but more like Bristol docks) and beat the living daylights out of sailors, thugs, mad women and chairman-murderers. Level one is only populated with sailors who can be laid out with a single punch. On level two, however, things immediately get noticeably difficult - the Street Opponents. At Once Difficult - and as if this wasn't a big enough from-in your side there is also a mad talk 'n' drive who is invulnerable and kills you outright (hardly what you'd call a sporting chance).

Even further into the game you can trade down with a chairman exhibiting fanatic who quite viciously takes reprisals of your flights, which can be a bit stomach-churning, to say the least. The high take will dispose of him but this isn't made too easy when several other team members are on your back.

The major problem with *Guerrilla Angel* is this: even when you've mastered the method for beating each type of opponent it doesn't become any easier to play. The best illustration of this is the fork lift. If you run past a crane, the vehicle will crash (down) but whenever a fork lift appears so does one of the tougher opponents and he traps you and ensures the loss of at least one life. It's almost impossible to learn from mistakes in order to progress a little further each time you play. Then if you are an expert at this sort of thing, the bland and repetitive gameplay will not hold your attention for very long.

The graphics, despite being low-contrast only, are quite satisfying. Both you and your opponents are well drawn and move in a fairly realistic manner but the appalling gameplay destroys any enjoyment that might have been had from this potentially good but ultimately lousy test-run up.

FRAME RATE 35%

The characters in this game are a perfect example of what happens to millions of a manufacturer's liquidity, so what better reason could there be for not buying it? Well, it's a solution for one, so save up your pockets and count your financial blessings.

ACE & ACE II Encore £2.99

Microsoft (play). What's this then? Just landed on my desk? Why, it's a budget title from Encore. Two flight sims are one cassette for a laughable £2.99. Can't be bad - and it isn't. *ACE* is the first game and is a straightforward flight sim and a jolly good blend as well. There are options for flying conditions in the form of the changing seasons and, prior to each mission, you must choose which weapons load you require. Once you're airborne you can look at the map to locate the enemy planes or ground forces and, if necessary, intercept your flying partner to take part in an air-to-air refuelling session. Okay so the graphics aren't exactly complex but who cares



Put down your tea and crumpets. Any old boy, and get the lifts off the ground. Two opportunities to do just that here.

when the gameplay is fast and unrelenting. Your objectives are simple, and so are the controls leaving you to get an unfettered with the job in hand.

ACE II is even more simplistic but provides a somewhat different challenge in that the screen is split across the middle. This means that both you and another character play on the same screen. This is a bit of a pity as you can't see your own aircraft but the split-screen format is a bit of a pity as you can't see your own aircraft but the split-screen format is a bit of a pity as you can't see your own aircraft.

If all of your funds have deserted you, there's even an option to fight against a computer opponent, though it isn't this was a bit too difficult for your average amateur pilot (once again, *ACE* might just be for you being pathetic) - (E)

One of these games would be worth the budget price tag but having both on one cassette is an indisputable bargain.

FRAME RATE 69%

It has been suggested that I am nothing more than a mediocre skin flint, so to put these ludicrous bids to rest I will say of these games that they are worth every penny and more, and at least they represent some element of this real world and not some ludicrous fantasy. Well go on then, sit reading and go out and buy it... if you must.

QUATTRO COMBAT CodeMasters £2.99

Combat is the latest offering from CodeMasters in their Quattro range. Four games for a merely £2.99, you'd be a fool not to get them, right? Well, Thunderbolt, the



Isn't wanting bright green and glowing machinery screens really getting a change thing to do for an S.A.S. man?

first game is a sort of *Unclon* clone which puts you in the cockpit of a plane with unforgivably high performance, the object being to avoid the enemy, shoot down the opposition and land on the runway at the end of each level. Fast action, smooth scrolling but repetitive gameplay makes this a good short term tension reliever but nothing more.

These magnificent men in their flying machines, they go up fairly up early, they go down fairly early (ouch!) That isn't the plot of *Arcade Flight Simulator*, a flight game fought over three world wars, which is viewed from above. Incredibly difficult this one but quite good fun nevertheless.

Been there on the agenda is *S.A.S. Combat Simulator*, a horizontally scrolling Commando look alike. This too offers only limited appeal as the game play is seriously repetitive. Oh and it earned, it took nothing at all like the screen shot on the back of the cassette.

The best has been saved till last in the form of *Ninja Massacre*, another look alike, this time of *Centurion*. You view various run-guns from above and travel through them fighting against invincible odds with the simple aim of surviving. The scrolling is poor but the other graphical touches are fairly adequate and the gameplay is addictive. Puzzle solving elements give this a longer life span than the other games on offer.

FRAME RATE 75%

Ed. Roger, Roger! If you don't come next night now your page is closing. Oh well, it looks like this one is down to me. It would appear that my frame has run off something because for me it's again with yet another bid that's worth looking out for, so all I need say is that four games for £2.99 is a bargain in almost any language. Give it a go.



Price hitch horrors!

If you thought that our role in life was to bring you good things brightening your day, we can now throw a spanner in the works by bringing you news (though it's only speculation at this stage), that there may soon be a rise in the price of budget software from £2.99 to a monstrous £399.99 (or, that should be £3.99 - Ed). The possible increase is a result of the liquidation of several retailers who have been feeling the squeeze. The additional profit from an increase would allow retailers to continue trading, thus retaining a wider range of choices for the buyer, which can only be a good thing. We'll keep you posted.



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Will it go to the top of our charts. Please and prosper! Here, once again, have shaddered by the presence of an old deviator who has killed a vast number of people and intends to rule the earth. This time he goes by the name of King Crimson (who's named to be "Red" Ken Livingston—having a grudge because his autobiography was an abject flop). According to the textbooks, by using his powerful mutated body and telepathic powers (it's definitely Red Kinneth) he has amassed an army of bio-mechanical fighting machines called the Crimson Corps (formerly the Greater London Council). The six remaining survivors of this massacre are being held hostage, so all in all the situation seems pretty hopeless.

Oh, but hang on: it looks like the single remaining member of the now vanquished Midnight Resistance is making a solitary stand against the learning boards... and that, too, really happens to be you.

Your task then is to battle your way through nine levels of music massacres in order to free your fellows from the evil clutches of King Crimson (OK, the mag that gives you more choices for your money than any other).

At the start of the mission you're armed with a variety of things which you must use to

clear your way through the first, four-continually-scrolling level. Members of the Crimson Corps (CC) from now on attack from front and rear but are easily trashed with a single bullet. Blue CC members were only to get in your way, but the orange ones drop a key when shot. These keys should be collected immediately as they

allow you to obtain weapons and ultimately free your teams. At the end of level one is rather mean looking tank, which

chooses itself. There are sometimes extra lives to be had at a cost of one key which, incidentally is a later bargain as you're likely to lose three like they're going out of fashion (rather like your

terror Andy - Ed). Also available are weapons such as three-way firing, 180° points, scatter-guns, superchargers (which increase the potency of your current weapon), and flaming rockets. Again

Midnight Resistance



thoughtful choice is a must as the wrong weapon on the next level may well cause unnecessary loss of life. The amount of money that your character has at his disposal is incredible. There are no hand-to-hand combat moves but he can shoot in all eight directions while standing.

Initial difficulty levels may put off total new-comers to this type of game

must be shot several times (which simultaneously voids its fire power) before it disappears in a flash-mash of explosions. Once disposed of you can climb the ladder and go through the door to an adjacent store room. If you've collected enough keys at this stage (you can carry a maximum of six) you can unlock the vit-cout cases in order to obtain a 'bonus' item. Each one costs a different amount of keys so



So you really expect me to fall for that 'he's behind you' line? The most thing I was here you... BARRA BARRA. Don't forget the orange tank's drop keys when you shoot them, which are vital to your survival later on.



Good grief, I've wandered across a happy Mosser at the end of the level. My outrage? No. What about my outrage? No again. Oh but hang on, they do have nice lives, extra fire-guns, extra rifles, extra grenades, missiles and supercharged weapons. In that case I'll have one of each and hunt a general of super-guns like these.

What a disaster! Once again the good people of planet Earth are about to fall under the megalomaniacal heel of oppression. This time it's King Crimson and - hold on a sec, weren't they a rock band from the seventies...?

Resistance

running, jumping, crawling and crawling (and a hover). So why am I telling you this step by step in the middle of the review? It's because the crawling mode comes in very handy on level two - handy in that you can't get through without prostrating yourself. This time the screen usually expands allowing you to crawl and drop down through the platforms, destroying futuristic shooter bots which threaten to turn you into a crimson corpse (he, he, godd??). As before, once the

Game	Midnight Resistance
Maker	Ocean
Cassette	£0.99
Disk	£14.99

level is complete you can enter the store room to replenish or replace your weapons.

On later levels the scrolling changes yet again so that by the end you will have travelled in all four directions. This allowing you to be murdered from every conceivable angle. One level sees our hero leaping upward and trading shots with jet-packing CE members before reaching the clouds and firing hopelessly at waves after waves of jet aircraft (this game is so true to life it's unreal). This is, in all probability, the most difficult level of all.

When (and if) you complete the final level you can release the hostages, but only if

you have retained six keys - any less and you crack is your new theme.

The gameplay throughout Midnight Resistance is challenging and relatively fast. The agility of your character is immense allowing you to leap and spring bullets about the screen to your heart's content, which is just as well in view of the density of obstacles. The end of level puzzles are particularly vicious, leaving little or no room for mistakes. Yes, the game is incredibly difficult, but because it's split into well-defined sections with an opportunity to cover-up and obtain extra lives, there is always a chance to have one more go and progress a little further.

The game's main downfall (though I don't think a major one) is in the graphical department. Visually it's bold and colourful, and serves its purpose - but that's about it. The sprites are adequately drawn and animated, with the end of level puzzles being only slightly better. All in all a rumbustious but uncoloured romp. Take that King Crimson... or should we call you Rammstein?

ANDY



POWER RATING

THE DOWNERS...

- Some levels could have been better
- High difficulty level could prove off-putting to beginners

100

80%

- Wild and imaginative open worlds add considerable interest
- Highly manoeuvrable character increases playability
- Separate levels with individual goals provide the urge for 'just one more go'
- Choice of weapons adds to the strategic element
- Extra lives helps to make the mission less daunting
- Multi-way scrolling sections require different playing techniques, and provide a more varied challenge
- Needs thinking rather than just the brain pounding

...AND THE UPPIERS

0



And sure enough, here's a key that was once an orange adversary's weakness. That was until I peppered him with gunfire. Beware of this scuffed thing, it contains several nasty folk with either pistol guns...can I go home now?

A long time ago, in a University far, far away... CF traces the Night Shift story back to the beginning and then takes a trip into the future - with Lucasfilm

Shifty Business

The latest game off the Lucasfilm Games production line is *Night Shift* but, rather than a product of the creative environment of Lucasfilm Games themselves, the game is actually based on an idea from the UK programming team, Attention To Detail.

ATD started life back in 1985 when a group of friends, all of whom were studying software and electronic engineering at Birmingham University, decided to pool their resources and write a game. The result was *Super Sprint* for the Atari ST.

The team continued generating ideas for games, one of which included a huge factory machine called 'The Beast', which manufactures all sorts of goodies. In it the player is tasked with keeping the wheels of industry in motion. Titled *Mr Flo's* it really

The original artwork for *The Beast*, as drawn by Chris Gibbs of ATD and all four members of the UK team.

was made of the idea back then, but it stayed on the back-burner.

ATD then moved on to work on the doomed Kongs console. They designed and coded the development soft-

ware,



including the KMS tracks - sound and art packages for developers - embedded software for the ROMs (rom - '1), a couple of whimsy demos and they even coded *The Last Ninja 2* for System 5. Unfortunately, due to some short-sighted management decisions, the console never got off the ground, leaving ATD bitter but at the same for the experience. (Since then, the Plan 1 board has been used in the Dallthall on-ramp quiz machine inquisitor, for which ATD did the attract sequence. How not a lot of people know that!)

HAPPIER NEW YEAR

Then, in January of this year, ATD were approached by John Dean of Project Management Consultants with an offer of joining forces. John originally worked for Activision - and then on the *Stunt* project, so

he was familiar with the ATD team. John handles the PR side of things, while ATD then have first call on any software projects that come along.

It was while they were of having a think, that the *Mr Flo's* idea resurfaced. They fleshed the idea into a full game design and then John contacted Lucasfilm Games, with whom he had links since the early Activision days of *Ballblazer* and *Pegasus On Fractalus*. The guys at Lucasfilm wanted it to be more in line with Lucasfilm and so the location of *The Beast* changed to the imaginary industrial night and Logic factory - as a spoof on Lucasfilm's industrial *Light and Magic* special effects facility - and inspirer-

The L

rated more Lucasfilm elements in the production line. Now *The Beast* produces model Stormtroopers, Yoda and characters from *Loom* and *Zak McKracken* the game became *Night Shift*.

You now play the part of Fred (or Fiona, Fred's girlie counterpart), the caretaker/assistant who manages the machine overnight and keeps it operational long enough to complete the current shift quota. It's a vertically scrolling puzzle platform game - and we'll have a full review next ish.

ATD

Attention To Detail are Chris Gibbs - artwork, Robert Gill (aka Fleg) - PC *Night Shift*, Martin Green, Jim Steele - Amiga and ST *Night Shift* and Jim Tarjassan. The KMS version of *Night Shift* is being coded by John Mullins, graphics courtesy of Nick Cooke.



During the CES show Steve and Sean met me off in having a chat with Doug Glen, Managing Director of Lucasfilm Games, about Night Shift's, wacky fantasies and a very special event in 1997. How did Lucasfilm Games come about?

Back in 1982 when Atari was flying high, they asked George Lucas if he would like to get involved in the gaming business, if he'd be willing to develop some interesting new game ideas for them. He said yes and put a team together. By the time the games were ready, Atari was in decline but the games were terrific: there was *BatBlade*, *Assault On Fractalus*, *Korax's Ark*, *The Escape* — that series of games — which did very well here as well as in the States. They were published with Atari and through Epyx, some through Activision. These were later followed by some simulations through Electronic Arts.

It wasn't until 1987 that Lucasfilm Games decided to become a publisher in its own right. That coincided with the publication of *Master of Magic* — the first of our graphic adventure games.

The decision to become a publisher was due to Lucasfilm's attitude toward its various businesses: to us, LJM and its other divisions, it was felt that we should become significant players and the only way to do that in the software business is to become a publisher and control your own destiny.

We have taken a new strategy from what we were doing in Europe as well. When we first started publishing, we decided that it was important to us to go direct to Europe and each of the major markets. And in each of these markets, we bring out local lan-

guage products. In the movie *Alyssa* for example, the pseudopol effect is probably the trickiest special effect ever done. And it was completely done with computer graphics. The people who did that are close to our group, so it's exchange thoughts. Obviously the disciplines are very different but some of the technology is the same. We actually share articles more than we share programmers. The early Lucasfilm games were very much based on generic science fiction fantasy themes. Do products like *Indiana Jones* and *Night Shift* denote a move toward games related specifically to Lucasfilm movies and products?

Yes, more so. In the past Lucasfilm Games wasn't in a position to take advantage of the opportunities of Lucasfilm movie properties. Lucasfilm Licensing felt, correctly, that they should seek out the best deal. Lucasfilm

Games was a fledgling company. Now, for the most

part, we'll control the destiny of the films generated. Business.

We've just done *Indiana Jones and the Last Crusade* and we expect to be doing more.

Lucasfilm primarily stands for storytelling and pushing the envelope of experience design. These two strands run through everything we do. Our objective with the graphic adventures — the story games — is to give people the best possible chance to suspend disbelief and be drawn into the story. We've tried to refine the interface further to make the computer "disappear" so you don't have to type, you don't have a game and your character doesn't die, so you don't constantly have to jump out of the fantasy to



Doug Glen of Lucasfilm Games, back in Britain to show us a game that originated here in the first place

becomes, the more interesting a story you can tell, the further you can allow your imagination to take you. One of the great things said about the *Alyssa* pseudopol effect, was by James Cameron who said, "It was the first time I'd ever told the special effects people what my vision was, and when I got the effect back, it was exactly as I'd seen it in my mind's eye." When you're dealing with computers, you don't have to compromise with the limitations of the model, of motion control, of blue screen compositing. For example, another special effect in *Indiana Jones and the Last Crusade*, when Donovan drinks from the wrong gail and ages a thousand years, you couldn't have done that with traditional optical compositing because of all the hair that fell outwards in front of the background. To pull a malle from each hair would have been impossible, so it was done

Lucasfilm Interview

scape products.

Lucasfilm's headquarters are Skywalker ranch, North of San Francisco. And until very recently Lucasfilm Games occupied one of the buildings in the ranch, the recently acquired it, so we have now moved to a building in the Industrial Light and Magic complex in San Rafael. Our new neighbours are now motion control cameras and later installed in there any cross-over in skills between the special effects and game divisions? After all LJM developed the Pixar computer rendering system...

Pixar has actually been spun off and sold to Steve Jobs (owner of the Apple IMac and MacX systems) although the software technology resides within Industrial Light and Magic, where a lot of the special effects tools are designed.

leave the game and then go back into it.

You're not dealing in a battle of wits with the computer programmer, you're being sucked into the experience of a story. And to make it better and better we've had to crank up the graphics and make improvements to the sound. We can't tell the same story in the same way on an eight-bit machine.

But are the eight-bits going to be abandoned altogether?

Only where we have to. When we have games like *Pipe Dream* (that's *Pipemania* over here) or *Night Shift*, where it's possible to do an eight-bit version, we do. Like the *Indiana Jones* action game.

One of George's visions is that Lucasfilm will continue to push the boundaries of storytelling. The more you can do technically the more freedom we have to tell stories. The less expensive special effects technology

by computer and digitally compounded onto 35mm film. All this means you can do more "stuff". When you can do more stuff, it eventually writes its way back to the writers and directors, who can rethink the way they write their stories and make that film.

And speaking of which, Doug left us with an exclusive...

1990 is the 100th anniversary of Star Wars, the 20th anniversary of Lucasfilm, and there are some special things planned, including tours and exhibitions showing how Star Wars was done. We have also announced that we're beginning production on the next three Star Wars films (sounds of stars falling the Box of Wills part). The production has begun on the prequel trilogy, with the first one breaking on the 21st of May 1997, the second one a year after, and the third one a year after that.



HE'S BACK... TO PROTECT THE INNOCENT



ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of

RoboCop!

can deliver! Take on Detroit's evil mastermind and his RoboCop 2 has justice in mind... a kind of justice only he mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. **Detroit is falling apart - it's time to put it all back together!**

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA



ocean

Andy Dyer - CF's answer to the Black Death - is back with another sackful of game hints and tips.

GAMEBUSTERS 39

GameBusters

Yes, folks, its...

Wimps! Anyone would think I had better things to do than give away gaming secrets to cowardly incompetents like you lot. But I haven't, so read on and may your whole life be guilt ridden because you weren't up to the challenge

Antiques Pokeshow

[To be said in a patronising voice] "Ah yes, modern, a beautifully crafted little piece which I'm sure has given you much pleasure over the years, it is however considerably and utterly worthless."

Which the same can be said of the following cheats and POKEs, totally worthless but seemingly valuable. So dig out your old games and let a nostalgic tear come to your eyes.

REPLAY POKES

If you happen to own one of those natty cartridges like the Action Replay Mk. IV you can press the reset button, type the relevant POKE hex the selection below and restart the game.

If you don't have a cartridge, go out and buy one now, you'll wonder how you ever managed without it.

FORGOTTEN WORLDS

POKE 3240,165 -- Infinite lives

SOLOMON'S KEY

POKE 3270,165 -- Infinite lives

GREAT GIHANA SISTERS

POKE 3207,173 -- Infinite lives

THING ON A SPRING

POKE 22204,2 -- Infinite energy

ROLLING THUNDER

Okay so it's crap but this title game should

speed it up a bit -- POKE 33740 speed

Speed should be entered as a figure between

1 and 255, 1 being fast and 255 slow

SUDDY BOY

POKE 33662,76 POKE 33663,41

POKE 33664,158 Infinite time

PAPERBOY

A) Enter the following lines of BASIC:
10 READ Z : POKE 20100,A,Z : A=A+1 : IF Z
THEN 10
20 DATA 100,4,141,40,4,100,140,70,100,50,4,
100,200,147,70, 13,4,100,00
30 DATA 70,32,0,0

Followed by:

30 DATA 141,100,41 For infinite lives
40 DATA 141,107,40 For infinite newspapers

B) Type RUN

C) Type LOAD to load the first part

D) Type POKE 1013,70 -- RUN

The game will load and run with your selected changes.

SPACE HARRIER

Either press the reset switch or use the following

A) Type LOAD to load the first part
B) Type POKE 1511,144 -- POKE 1012,250 --
RUN to load and reset the second part
C) Type POKE 218,147 -- POKE 817,2 -- POKE
208,144 -- POKE 2087,250 2193 2081

TRIP -- POKE 2088,0 For a free per game
POKE 88 10,170 For infinite lives

POKE 8895,0 To make the landscape harmless

POKE 5545,0 To make alien bullets harmless

POKE 7080,0 For constant weather

POKE 5212,0 throughout the game

Type 2193 2128 to reset.

Cover Tape 1

It would appear that our debut tape went down a storm with all you game players, so we thought it might do a further success if we printed some games for the gamers on it to extend their lifespan even further.

REVOLUTION

Enter and RUN this listing to provide infinite energy.

10 REM REVOLUTION CHEAT BY H M PUGH
20 FOR S=0 TO 99 : READ Y : C=C+Y : POKE
S,Y : NEXT

30 IF C=999 THEN POKE 107,100 : GYS 97

40 PRINT "DATA ENERGY"

50 DATA 100,10,141,40,1,100,1,11,41,10,10,0

60 DATA 249,100,30,141,170,100,2,141,170,100

70 DATA 10,10,100,100,100,10,141,1,10,0

TAU CETI

Type an RUN for infinite everything, it'll also stop the invade-a-load bad-dies thing at you.

10 REM TAU CETI CHEAT BY H M PUGH
20 FOR S=0 TO 99 : READ Y : C=C+Y : POKE
S,Y : NEXT

30 IF C=999 THEN POKE 107,100 : GYS 97

40 PRINT "DATA ENERGY"

50 DATA 100,10,141,40,1,100,1,11,41,10,10,0

60 DATA 10,10,100,100,100,10,141,1,10,0

70 DATA 10,10,100,100,100,10,141,1,10,0

80 DATA 10,10,10,10,10,10,10,10,10,10,10

90 DATA 10,10,10,10,10,10,10,10,10,10,10

100 DATA 10,10,10,10,10,10,10,10,10,10,10

110 DATA 10,10,10,10,10,10,10,10,10,10,10

REBEL

Enter and RUN for infinite lives and infinite supply of reflectors since you've collected one.

10 REM REBEL CHEAT BY H M PUGH
20 FOR S=0 TO 99 : READ Y : C=C+Y : POKE
S,Y : NEXT

30 IF C=999 THEN POKE 107,100 : GYS 97

40 PRINT "DATA ENERGY"

50 DATA 100,10,141,40,1,100,1,11,41,10,10,0

60 DATA 100,10,141,40,1,100,1,11,41,10,10,0

70 DATA 10,10,100,100,100,10,141,1,10,0

80 DATA 10,10,10,10,10,10,10,10,10,10,10

Escape From The Planet Of The Incompetent Writer

A thousand apologies, last month's POKE for Robot Masters contained a small error, for one which rendered the thing useless. Line 20 should have looked like this:

```
20 GYS 8898 : FOR A=0 TO 99 : READ Z : POKE A,Z : NEXT : POKE 112
```

Castle Master

The complete solution - Part 2



A horse, a horse, my kingdom for a horse. All right, I'll give you a kingdom, but first give me a piece of the player for it.

Up, door right to Lobby, door beyond table to Courtyard. Unlock door on left-hand wall, in to Stables. Crawl under wooden horse and collect key from hole in belly. Out, halfway right to Wilderness. Stand on drawbridge and shoot rock into hole on wall next to archway to flip over wall into Chapel roof. Collect key at your feet. Shoot flag, look up, shoot bird. Jump off roof and go into Chapel. Crawl down behind pulpit into Cavern. Collect key from cavity in wall to your left. Over barrier, out. Left at junction. Left, under barrier, through, left, left at junction, through to Stairwell.



Inside the chapel you find that bewitching marriage services are as popular as ever but take a gony behind the pulpit.

Up roller steps, up first set of stairs, follow ledge round to second doorway. Crawl, shoot rat to left of table.

Door beyond table to Stairs. Strength potion on table can be used sixty-four times. Door left to Passage, ahead to Great Hall. Round hallway (Princess crawl under barrier) (Princess walk carefully along narrow ledge past barrier) to Passage. Ahead to Bathroom. Shoot spirit to your left, unlock door opposite, through to Passage, ahead to Guard Room. Drink



Your good walls and barriers you walked long enough for it? I think you have. Go on in and face the pain that on the other side - you've both earned it.

potion on table - you may now move through most doorways by throwing rocks at them. Unlock door to your left and through to Spirit's Abode, shoot three spirits. Return through Guard Room, Passage, Bathroom, Passage, Great Hall, Passage, Stores, Carpenter's and Stairwell. Through doorway on next level up into Passage, ahead to Barracks, shoot spirit to right. Door opposite to Passage, ahead to Bathroom, round balcony (Princess doorway will appear as you approach) to Passage, ahead to Corridor. Unlock first door, in to King's Balcony, crawl, shoot rat, out.

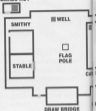
Unlock other door, through to Junk Room, shoot spirit. Doorway behind



Shoot the dragon in the food facility (this can be done just like Andy - incredible)

Block in right-hand corner to Passage, ahead to Magician. Shoot spirit, action button to your right. Return through Passage, Junk Room, Corridor, Passage, Bathroom, Passage, Barracks, Passage to Stairwell. Lock door and crawl across narrow part of ledge, unlock door, through to Dragon's Lair. Shoot head twenty times to destroy the dragon. Through barrier, into Magician, press button to your left to remove barrier. Action keyhole on door to open, in to Captain.

WIZARD'S HUT

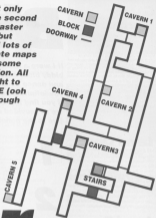


Castle Master

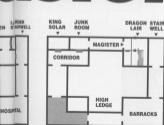
KITCHEN



Well looky here, not only have we printed the second half of the Castle Master complete solution, but we've also included lots of tantalisingly accurate maps so that you can do some gratuitous exploration. All this has been brought to you by **COMMODORE** (ooh don't they do a thorough job) **FORMAT**



Castle Master



Getting Started

First things first, it's advisable to invite a friend around, as the game is considerably easier with two players (unless you've got bullets, in which case you won't have any friends so you're not going to get very far anyway). Having said that, the one player mode isn't too daunting — just keep a cool head and keep those bullets flying.

You should aim to destroy an attack wave before it fills up the screen (just as they do), as moving around levels becomes a tad tricky. Also, shoot the static guns as early as possible — they're a pain in the proverbial. Another point to remember is greed, try to avoid running after money if it means crashing into the background — only pick up credits when it's safe to do so (normally the enemies which give 20 credits move very slowly).

Blood

If I were a rich man biddy biddy biddy biddy biddy biddy biddy bum. Don't make a song and dance about it, the following POKE gives you infinite amounts of money and lives, but if you find this cheating lark a bit distasteful we've provided a gaggle of maps as an incentive to the honest among you

Level One

Not a very nice level to start with! Almost all start points there are some particularly nasty alien foes, such as the shuttle type, and the thrusters (both requiring loads of hits). Most of the others (such as the walkers and mines) shouldn't cause too many headaches. The wheels are a real nuisance and it requires split second timing to get past them unscathed — practice.

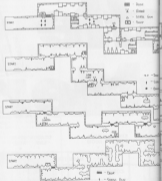
The guardian isn't too lethal, but he's fast! Just keep shooting the spindles in the centre, and dodge the bullets and rockets.

1

2

3

4



Level Two

Another frustratingly tricky level. Firstly, be careful when travelling through doors — it's very easy to lose energy unnecessarily. The enemies to be wary of include the jellyfish (this manipulates the screen), the snails (they're dead) and the snipers (they circle around you). Refer to the map constantly as you never can tell when a giant alien will pop up and pop you. Again, shoot the static guns as a.s.a.p. as well as the boulders which temporarily block your path.

Not one, but three guardians await you at the climax of this level! No tactics here, just shoot the head like mad.

The Weaponry

So many weapons, so little money. Essentially, you should purchase long range missiles and rear missiles first of all, as they're the most effective. Then as more money becomes available, collect the carbomb and skybound support missiles. Finally, extra speed makes staying alive a bit easier. If you've only got one life left then obviously you'll need to buy an extra one (especially before you reach the end of level guardians). Personally, I found the neutron bomb a little lack-lustre in operation (but doesn't it look pretty).

Money

If these more than adequate tips weren't enough to get you through, type in the following listing (tape users only) and FIRM 8. Then LOAD the game and you should have infinite lives and money.

```

10 REM Jim Buckler Infinite lives and money for C&A Blood Money
20 FOR J=502 TO 452 : READ I : M=I+1 : POKE J,I : NEXT I : IF M=5022 THEN STOP
30 SFS 62866 : POKE 127,126 : POKE 738,1
40 DATA 85,1,141,137,192,141,125,182,189,182,141,126,192,76,4,183,189
50 DATA 187,234,189,208,4,183,4,134,167,168,222,141,79,72,189,129,141,80
60 DATA 72,76,142,192,291,189,238,18,176,189,0,4,157,0,192,202,208,247
70 DATA 68,170,3,182,1,76,3,80,169,185,141,247,29,141,121,50,76,21,287
    
```

Disk users needn't feel left out either. If you own an action replay or Expert cartridge you can enter the following POKE and you'll become totally invulnerable.

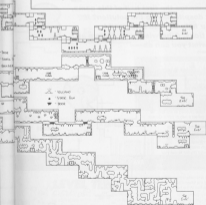
POKE 10794,108



Spand, spand, spand. You don't get internet for being penny wise and there's no chance of going anywhere either. So filling those shopping bags and that those who utter words.



Steering through traffic at such low level isn't always that easy even with a helicopter. By the way, I don't bring your much. How legs, please about the way it sticks everything that vaguely resembles a chopper.



Level Three

My favourite level, probably 'cos it's the easiest. The awkward enemies here include the asteroids (steer them rather than shoot), the rockets (aimed totally unpredictably) and the volcanoes (shoot a lot). Again, there is a pop-up enemy, namely the massive ice shards, which are guaranteed to surprise you.

The guardian here is a bit strange. Does anyone out there know what the hell it is? (answers on the back of a used ten pound note to Andy Roberts via Commodore Format...) Just aim for the critter (rather) and shoot a lot (the reaction bomb comes in handy here). The tail only flies in five directions, so you shouldn't lose too many lives.

Level Four

The final challenge! Well maybe not. There are no really terrible aliens to speak of - they're all fairly easy to dispose of. However, the background scenery has been awkwardly structured, which means that you will probably see plenty of lives (and there are only three shops, so be VERY careful). Oh and don't forget, there are enemies on every level that home in on you. Needless to say you should shoot first and think later. The final guardian is just a bit tricky and requires some slick manoeuvring. Simply shoot the middle things, then the bottom things, and then the top things (for want of a better thing, or word).

That's it. THANKS! Go back and watch the brilliant end of game...er...message? What an anticlimax.

LEVEL SEVEN

Proceed along the level going into each stop. When you find the magic shop buy ten footballs. Continue along the level. To kill the coin collector, stand in one position and stab as he comes towards you. Watch out for the blue-ghost at the bottom. Come-out from the coin collector after getting the item.

Continue right and enter the first door. An elephant will tell you what to do. Head back along the screen and watch out for a moving table, jump onto this and it will catapult you up into the clouds. Jump along the clouds collecting the bags of money which are to be found on most of the clouds (by entry one).

Now just drop off a cloud and you should appear in Phoenix Islands. Kill the crab and enter the door. Kill the Blue Knight as explained for the Red Knight before, and watch for the key (the red knight did not have one).

Collect the money and the key. Once you have left the room continue along the screen to the right, and climb up the ladders. You will play your flute automatically, whereupon an extra mansion will appear. Go into this mansion and visit the old man in the door above the moving table. He will give you the Charm of Star.

Come out and jump up the steps. Once up all the steps turn around and walk back to just before the edge of the top step.

Jump three times to collect a coin, a bag of money and a heart. Exit the mansion.

Once out, if you have your ceramic boots, jump onto the platform above the door to get three coins. Go back along the level, kill the mule and stab the Blue Ghost out of the way. Then enter the door and kill the Blue Knight again. Collect the money and the big boat. Leave the room and exit the level. You should now get a 10,000 point bonus. If you had not killed the crane and removed the ghosts before defeating the knight, though, they would have told you and then you wouldn't have got your bonus.



Wonder Boy Po

Be honest now, did you manage the first half of this game, or did you fail miserably despite having the solution? If you blew it in spite of our help then go away and try harder, you odious little ticks. Otherwise have a gawp at the rest below and see what you can do

**LEVEL NINE**

Use your Legendary Shield in the shop. After you have crossed all the lava, kill the golem and jump just at the edge of the lava to collect a bag of coins. Collect the egg timer and enter the cave.

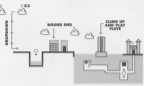
Follow the arrows along the cave and stop when at the end of the screen, where you come to land on a small platform with another small platform below and a platform in the centre with a single blue ghost. Jump over the ghost onto the centre platform, and knock on the wall.

To kill the demon — as long as you have enough energy — just run at him and keep stabbing. If you don't have sufficient energy (try not to use your potions) time yourself to get in, stab, and get out while he shakes out his feathers. Collect your Legendary Shield.

After you come out drop onto the lower small platform and collect a bag of money. Exit this part of the level.

On the next stage, jump onto the sinking table and collect three coins by jumping. Continue along the level and enter the door to the Mega Golem. To defeat the golem, it's best to jump over his shot and then stab him in the head. Collect the key and exit the level.





Key

	SHIELD		SECRET ROOM
	BAG OF GOLD		THRONES CHAIR
	WEAPONS		GEM
	LADDER		ONE OF SEVEN

LEVEL EIGHT

Keep to the top of the passage until you enter the town. Once in the town, the doors all appear to be shut. There is a bar on the first ladder platform.

The Wizard you must knock down the window is (at the large platform with broken doors top left and bottom right - this is the same as where Catherine was). To hit the Wizard, wait until he is just about to land then run towards him, jump over his shield and then stab him, he will fly off. Wait until he is about to land and do the same again. Repeat this until he dies, and collect the thunder flashes.

Enter the cave. Continue along the cave system and when you cross the central platform (above the lava) knock on the wall. This allows you to enter into Medusa's lair. To kill Medusa, try to use your sword and stab as she is about to land on you. If all else fails, use your recently acquired thunder flashes. Collect the money and key and exit the level.

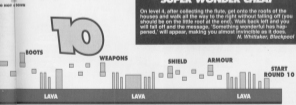
Part II



SUPER WONDER CHEAT

On level 4, after collecting the flute, get onto the roofs of the houses and walk all the way to the right without falling off (you should be on the little roof at the end). Walk back left and you will fall off and the message, 'Something wonderful has happened,' will appear, making you almost invincible as it does.

M. Whitaker, Blackpool



LEVEL TEN

On this level, make your way across the red hot lava by jumping from platform to platforms. Try not to fall in! It's not good for you! On each block, break to find any secret shops that may be hidden there. There are a large number of shops dotted

around this level (most of which are marked on the map), but they can only be entered once, so make sure to choose correctly. When you finally reach the end block you automatically enter the guardian's lair.

Key



LEVEL ELEVEN

Proceed until you come to the palm tree, jump where the palm tree stands and collect a leaf. Drop into the water and visit the cave. But the store then go back in - the Galfin will give you the Hero's Emblems.

Continue along the underwater part of the level until the screen stops standing, jump in the middle of the first step and collect a bag of money. Exit the underwater stage.

In the cave, walk along the level (you should get a coin as you do). Collect the egg timer on the platform while dodging the rain collector. Drop down into the lava at the end of the screen.

On the front drop, there should be a plant and a moving block. Kill the plant, then jump onto the moving block. Now jump onto the small platform in the top corner, stand at the edge and collect three bags of money.

Continue down the screen until there is a screen similar to the one where you obtained your Legendary Sword, but without a blue ghost. Drop onto the bottom platform, stand in the middle and collect three bags of money. Exit this part of the level.

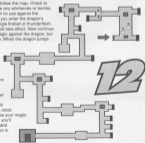
You are now in the Dragon's Kingdom. If you have not already obtained your Legendary Armour and you have enough

gold - 540 pieces - proceed along the castle knocking on the wall to go into all the other shops and buy your armour. Don't break on the wall unless you've got enough money, but go to the third door and kill the Silver Knight. Use the same method as for the Red and Blue Knights. Collect the money and key. Return to the beginning of the castle then proceed again knocking on the walls and buy your armour. If you need to, get healed. When you enter the last door, read the message and take the ruby. Exit the level.

LEVEL TWELVE

For this level, follow the map. Check to see if you have any whistlers or leeches as these are of no use against the dragon. Once you enter the dragon's cave, fire a single fireball or thunderflash. The ruby should take effect. Now continue to use your magic against the dragon, but use it carefully. When the dragon jumps into the air, move to the left and you should avoid his fire.

Once the dragon appears to be dead, move to the left-hand corner of the screen. The dragon will respond as a robot. Continue to use your magic. If you run out, you'll need to jump and attack the dragon in the head.



SUMMARY

ARMS

LIGHT SWORD - Level 3, after lava pit, knock on clear Vampire King.
GREAT SWORD - Level 5, after falling down the wall continue right. When a question mark appears, knock on the wall. Fight Giant King.
EXCALIBUR SWORD - Level 7, continue right until you come to a door surrounded by two small windows. Knock, enter and fight Gold Collector.
LEGENDARY SWORD - Level 9, fall down shaft. When you come to a screen with a ledge and a blue ghost. Knock on it and fight the cabin.

THINGS TO BUY

NAME	PRICE	LEVEL
Leather Boots	800	2
Light Armour	400	3
Knight Shield	1200	4
Heavy Armour	1000	5
Legendary Boots	2000	8
Legendary Shield	2000	10
Legendary Armour	5400	11

CHASE HQ

Special Criminal Investigation II



ANSTRAD
COMMODORE
SPECTRUM
GBR ARIGA
NEOS 32

TAITO

ocean

CHASE HQ II
Special Criminal
Investigation

- continuing where CHASE HQ

left off, The Arcade thriller takes you from
the bright lights of Paris to the rugged terrain of the Sahara.

Your mission is to track down, chase and apprehend the
dangerous criminals.

It's FASTER - explosive power sends you hurtling through

craggy terrain - hold the line or slough the foe!

It's TOUGHER

the criminals wield some heavy
hardware - but so do you! You can
shoot but you must dodge their fire...
heavy gunfire, trucks encroaching their
cargo onto your bonnet... it's the
nearest pursuit game to hit your micro

The show was officially opened by Esther Rantzen, a Teenage Mutant Ninja Turtle and Frank Bruno. Unfortunately, I didn't get any pictures of these celeb types at all. Ah, so what? You can't get Esther on cartridge anyway. I hope I've brought enough film...



And here we are outside the hallowed halls of Earl's Court East, Mrs... Sir, isn't it GREAT?



Lurking in the courtyard was Commodore's Proton Super-K (you see Microprose had a few year's before) which shows files of jet flights and stuff, while throwing you round an helicopter. You couldn't get near the thing by Saturday. GREAT!



Let's have a wander over to the Nintendo stand and... oh blimey - it's the cutest in the Mario suit. GREAT! Run away!

The Commodore stand was rammed to have got well into six figures, and very pretty it looked too. There were banks and banks of monitor screens with C64s and Amigas hidden under the woodwork, so you could play the latest games for your favourite Commodore. GREAT!

Games, games, glorious games - that's what the Computer Entertainment Show was all about. Stevie J packed a camera and lots of orange Lucozade and took a shuffy. We thought you'd like a peep at the latest pages from his photo album

CES Walk



Microsoft's stunning new F-15 Strike Eagle col-og was there in all its glory. Equations of polygons got speed and snazzy sound. See, see... let's have a go. Go on. Oh... SNAP!



I'll have a chat to Martin 'Tiger' Mills on the Microsoft stand. The poor chap spent most of the show piloting flight sims for massed audiences to watch on a video wall. Certainly looks the part, eh? SNAP!



See... there it is the CDTV. With some compact disks on string. Unfortunately it wasn't working, and the shiny 'Commodore' badge was concealed by glue. Oh well, the thought was there... SNAP!



A quick shuffle past the Microsoft stand and, well guess what - a real case TMENTIS. Oh well... SNAP!

The show was pretty much dominated by motor vehicles of varying sizes and descriptions with drag cars, Lotus and Porsche. However, the prize for most likable accuracy motor goes to US Sir's Lamborghini Countach. Mmm...

There he is, gals... (Whiffs mean 'Who?') It's Andy Daye (SNAP). GPs answer to Tom Cruise. Whole loads as nearly as to...



The Microsoft stand, where the team were busy showing off their Sims Of Thunder games. But - hold on, surely gorgeous Tom wasn't driving a super-slip Ford Capri...? SNAP!



Uh, wonder if there's any film left... SNAP! Whoooooowww, cliche. Oh. Yes there is.



The Granin guys were well kitted up, with a Lotus Esprit Turbo and this marvellous which, you may be interested to know, is the very same bike on which some American won the World Championship (or something). Gosh... SNAP!



It's a
Corker!

Rick Dangerous 2
© Commodore Format





TOM RICHARDSON

ONLY POOLS AND HORSES

Use a graphics package to edit expensive photographs of prize-winning horses for sale. Improve the clarity of writing on the pool or boat code labels for a better layout. The program has automatic error bars, screen draw, draw mode for drawing, mouse, touch screen and mouse, and the pool code labels. Screen draw, draw mode, mouse, touch screen, mouse, and the pool code labels. Screen draw, draw mode, mouse, touch screen, mouse, and the pool code labels.

Minimum payable £10.00 plus VAT 5.00

The game board on a computer. Using a graphics package to edit expensive photographs of prize-winning horses for sale. Improve the clarity of writing on the pool or boat code labels for a better layout. The program has automatic error bars, screen draw, draw mode for drawing, mouse, touch screen and mouse, and the pool code labels. Screen draw, draw mode, mouse, touch screen, mouse, and the pool code labels.

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F-16 Combat Pilot puts you at the helm of
- game of the month - The Game Machine

The mix between action and realism is terrific!
- PC user BC - Advanced Computer Game Review

F-16 Combat Pilot wins hands down
- 3 star game - New Computer Express

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, their warning - interceptors closing in! I quickly select dogfight mode and aim a Sidewinder. We both fire at the same time - cluff and a high-g burn out manoeuvre in his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Going hot and low, I turn my F-16 towards my target. Time to switch on the ground radar and aim the laser-guided Mavericks. I fire six missiles in quick succession. Lantim automatically locking on to each tank. With fuel burning around me I dial for course and head for home. Approaching base, I combat the laser and request a softdown for my night landing.

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F-16 Combat Pilot is a milestone in C64 programming - a true achievement
- BBC - The Computer



Veni, Vidi, Midi

If SID isn't powerful enough for your musical aspirations, why not learn to talk MIDI? JON BATES explains how...

(I came, I saw, I made music)

Almost every music facility that the C64 and Amigas can offer has, at one time or another, been written for the 64. Throughout the eighties a whole slew of programs were launched that created sound and music either with the SID chip or using MIDI interfaces and it will probably come as no surprise to find that the major music software houses nearly all put their teeth on the 64.

The dilemma for the 64 owner is: do you change your computer in order to further your musical interests or do you step around for the basement bargain? Since you've bought this magazine (streetwise and tight-fingered merchants step right here) we can assume that you have every intention of using the 64. So where do you start looking for music programs?

The major software houses stopped producing 64 music software about three years ago but that doesn't stop them turning up on the second-hand market and in bargain buckets. The main purpose of this article is to run through the software and hardware so that you have a handy reference for any products above.

First, they fall very roughly into two categories: those that use the SID chip as the sound generator and those that use MIDI.

Programs that use the SID chip are a nice cheap way to start. Whilst what follows is not a definitive list, it does point out the programs most often found. One of the earliest was a suite of AmigaWare programs called *Musical* which turned the 64 into a three-track sequencer and also allowed you to control the SID chip in great detail. Then in 1984 Commodore launched a silicon plastic keyboard that fitted over the qwerty keys, turning the beige box into a mid-price synth. The *Musio Maker* package that came with it included sequencing and mixing software. In addition to this there were one or two packages that offered a four- or five-octave keyboard together with mixing and sequencing software. They had names like *Microsynth 64* and *LVI Echo 1*. The superior version which Commodore launched in conjunction with *Musio*

Sales had a built-in device containing a Yamaha FM sound chip and in effect turned the 64 into a single keyboard with lots of voices plus rinky-dink rhythms and accompaniments to boot.

Other packages in this series allowed you to sample and play back sound, create your own voices with graphic display and take a three or six track real-time sequencer. These were all MIDI compatible to a certain degree.

The ultimate was offered by The Music System which had very superior graphics for it's brilliant sequencing, editing, score printing and sound creating software all on the one disk. MIDI compatibility was something of an afterthought, but Data Electronics are currently offering the package complete with their own MIDI interface and two cables for forty quid.

Sampling on the 64 dropped into two categories: the programs that merely played back sampled sound through the SID chip, and hardware that sampled and



Despite having fifty keys, the PE6190 "Workstation" incorporates as it least 16-board sequencer, 24-note polyphonic, 16-bit, eight assignable drum pads and bass-beat speakers. The beauty of modular synths is that so many of them, like this one, have built-in stereo speakers, which means that there's no need to spend yet more sums of money on separate amplifiers.

Sequencing software at a glance

Model	Real Time	Step Time	No Of Tracks	Editing	No Of Events	Song Chain	Interface	Date	Original Cost	Other Software	Remarks
SC-14	Yes	No	8	Fair	4000	Yes	SC1	1984	£100	Yes	Runs Based Software
JMS	No	Yes	8	Good	8000	No	JMS	1984	£85	Yes	Interface with DMS
JMS 11 Track	No	No	12	Fair	7077	No	JMS	1984	£100	Yes	
Score Writer	Yes	Yes	12	Good	8073	Yes	JMS	1986	£140	Yes	Continues of JMS on ROM
Passport 8014	Yes	No	4	Limited	5000	No	Passport	1984	£75	Yes	Interface via D10
Multi-	Yes	No	8	Good	8000	Yes	Passport	1985	£120	Yes	Improved Display
Multi-	Yes	No	8	Good	7000	Yes	Passport	1985	£140	Yes	
Multi Step	No	Yes	4	Fair	about 5000	Yes	Passport	1985	£90	Yes	Basic notation display
Real Composer	No	Yes	8	Advanced	8000	No	Real	1984	£80	Yes	Can use JMS interface
Real 10 Track	Yes	No	10	Not good	8000	Yes	Real/MSI	1984	£90	Yes	Wide range of software
Jarvis	Yes	Yes	16	Good	8000	Yes	Jarvis	1985	£200	Yes	Well designed package
The Music System	Yes	Yes	8	Good	8000	Yes	Music of IBM	1985	£40	No	Super package with 80 control
Pro 15 (Steinberg)	Yes	Yes	16	Excellent	8000	Yes	Steinberg	1985	£90	Yes	Super program interface 144
Trackstar	Yes	No	8	Fair	about 8000	No	SLamp	1986	£70 via interface	Yes	Simple version of Pro 15
11 Lab (Teppie-Walker)	Yes	Yes	10	Excellent	8020	Yes	Can use several	1986	£75	Yes	On a par with the best
Score	Yes	Yes	8	Fair	8000	Yes	Score	1987	£144	Yes	Interface with DMS

played back whatever you wanted into it. In this latter category there were some pretty expensive pieces of equipment which used the 64 as a controller and editor (ignoring the 580 chip completely). If this appeals to you then look out for the Musicwise sampler which sampled at high speed (MIDIx3 by 18 bit) and incorporated a 2,000-note-capacity sequencer using any of the 16 samples it could store. There was also a program known as SAMS for the aforementioned Musicwise 64 keyboard that employed 32KHz sampling and the hardware also incorporated MIDI interfaces so that you could play the sound back. In the latter category there was the delightful MovieType for E1 (9). A simple sampled from program, it packed a hell of a punch and has to be the

cheapest House drum machine going.

One rather dodgy note (A par, Ha, ha.) was sounded by Commodore when they admitted to variations in the filters on SID chips and advised all commercial sound programmers to avoid using this part of the chip as the setting for one SID may result in unexpected sounds coming from another. This may explain why your SID sounds a bit out at a point if you have copied a program that uses the filter.

One year after the launch of the 64 the concept of MIDI - Music Instrument Digital Interface - was tested on the open market. Without going into vast amounts of detail the idea is that all instruments - drum machines, synths, single keyboards, samplers, can communicate and where suitable, be

together. One year later (1984) and the 64 was voted the second best computer for music (second only to the BBC which had been around considerably longer). Over the next three years, the amount of programs that were issued was quite staggering and covered everything possible (piano, sequencing, video programming for various synths and time modules, notation and music printing). You will find a comparison listing which contains the most widely used 64 sequencing software on page 90.

Using MIDI requires two things. An external instrument and an interface. Obviously the instrument is an added cost but really your best bet nowadays is to go for one of the new single keyboards, these self-accompanying automatic affairs that often have multi-sized keys. Don't let this put you off too many of them have a wide range of sounds and sampled drums. They can also be multi-timed, that is they can play more than one sound at a time, and you can use the keyboard to input notes into the sequencing program. You can always use it as a stand-alone instrument as well.

Interfaces

One of the major headaches is that not all the interfaces are interchangeable. That is to say that if you buy certain interfaces you are restricted to the software that will run on it. Generally JMS and Real interfaces are interchangeable and some software like The Music System and the 11 Lab programs could run on a choice of interfaces.

Where the 64's limitations show up is not so much in the speed of operation but in the rather limited internal memory. MIDI and music in general is pretty greedy when it comes to memory space and routines that strip out unwanted data are a useful thing for software to be fitted out with. A disk drive is also fairly essential. Apart from speeding up things they come in handy as some programs will load up various parts of their operations from the disk as they need them, again saving an memory space. Some programs were only available on-disk anyway, another way round the memory problem was to have the software ROM based on a plug-in cartridge that also acted as an interface.

Keep the cheat handy when you skim through the adverts. It's the only way you will know what you are buying!

One of the very few comparers that still has a stock of 64 sequencing software are BMR. Their Performer is now available at £29.95 on disk and the interface will set you back a further £26.95. However the is only other program they have is a DCC video programmer and the BMR interface is not compatible with any other software. You can

contact BBN on 0782 330747.

If you know of any new music software for the 64 or come across something that we haven't mentioned then put pen to paper or finger to KP immediately and let us know at the editorial address.

MIDI KEYBOARDS FOR THE 64

If you are going for a MIDI set-up for your 64 then the main expense will be the sound-producing unit, the synthesiser. As mentioned elsewhere, the cheapest option is to go for one of the single keyboards that are MIDI equipped. By virtue of the way that they work they have to be multi-tracked - that is produce several sounds simultaneously - and obviously they have a keyboard. Well, the ideal combination for the budget MIDI system, lots of sounds and a keyboard is they come from. The market has plenty of these both new and second-hand and they are not too expensive either way.

The usual method in which they work for our purposes is that by pressing a MIDI Music button or similar you can access the sound chip simultaneously on about five channels or so, each channel will have a

separate sound and one may be dedicated to the drum department. If you get into MIDI you will find that you can change the sound from the software on the 64 for each of the channels by using program change commands and this will mean that every time you load up a song the sounds will be set automatically. It must be said that single self-contained keyboards are often the poor cousins to the synthesiser world.



having the technology handed down to them, there are nevertheless some pretty decent keyboards about if you look around.

Yamaha have recently launched two new miniature sized keyboards with advanced MIDI specifications. Although not velocity sensitive, the PD0990 and 790 each have 100 sampled sounds on board. The 990 has a four octave keyboard and 20 drum sounds whereas the 790 has a five octave keyboard, 30 drum sounds, vector synthesis piano, pitch bend and bass boost speakers. Both instruments are stereo and the asking price for these is a remarkable 149.99 for the PD0990, PD0990 and 209.99 for the PD0790.

Not to be left out, Casio have

Casio's MT-700 has 120 pre-set sounds and 115 sub-parameters among its many features but best of all it has MIDI IN, OUT and THRU.

the CT670, with 113 sounds and full sized keys for 220. The MT 790 has mini keys but a pitch bend wheel and full MIDI specs for 220. Roland have recently entered the market with their K series of synths and the fruits of the research and design have been passed on to their smaller keyboards. Look out for the PD000 for £199.99 that has a 61 note full sized keyboard, 100 sounds and a wide choice of percussion. The top of the range PD005, for 299.99, has extremely advanced MIDI specifications allowing you to create and store new voices, program the internal memory for new bass, chord and drum patterns all from your 64 as well as providing five channels of sound for you to go at. The sounds are a mixture of sampled and synthesised sounds and the FS range is definitely worth a look and a listen!

If you decide to try a keyboard second-hand, you will face problems. The main problem is that when these are advertised, the wording of the advert is about as clear as mud e.g. "Electronic Keyboard, Yamaha PSR, 40 keys, complete with batteries. Suit important. £75." This tells you very little. The important points you need to know are; what is the exact model number, has it been recently been used as a stabiliser or bass-booster and does it have MIDI ports? Armed with a couple of reference books you can easily find out its exact specs and original date and price. The books I would choose are either "Every Single Keyboard" available for £2.50 from Business Publications (01 443 3877) or "Keyfax 3" from Music Maker Publications at 09 85 0950 0950(77). Just as a matter of interest, you tend to get the greatest influx of second-hand single keyboards on the market around and just after Christmas. Time to go shopping I think!

'What's it do, Jon?'

A guide to music software jargonese

SEQUENCER

A piece of software that records the data of notes in pitch and duration. Playback puts that data back into the sound generator for it either 500 or MIDI instruments. Sophisticated versions will let you add notes, cut and paste sections and store sections together to form songs. Stop-Time means that each note is typed in individually. Real-time is more like a tape recorder; you play it in and the program faithfully records it. You can nearly always correct errors, either the software will do this automatically for you - called Quantising.

NO TATION AND SCORING

Usually an addition to sequencing software. It converts your tones into standard music notation and outputs this to a printer. The quality of the resulting print-out will depend on the software and the printer but don't expect too much from the 64. Home quality is easily possible but for the serious musician the 64 simply can't cope with all the refinements that printed music demands.

VOICEID SOFTWARE

Part of the MIDI code lets you talk to the sound generating chip directly and alter the sound. Since all synths do so the same it follows that a specific piece of software has to be written for each model.

The software should display the sound as a graph along with helpful numeric displays of the parameters. It makes sound creation or digital instruments much easier. Usually there is a librarian as well which stacks up banks of sounds to your liking, all ready to load into the instrument. Wave editing software for the 64 dates from 1984 to 1987 and the synths it caters for reflects the popular synths of that period, e.g. DET'S.

Voicing software can also refer to software that creates voices for the 64 chip, again using decent graphics to help you. In both cases, sounds are stored on disc.

JAMMING

A sampler takes a digital moving picture of a sound, stores it as binary code and plays it back. The sound can be played back at different pitches by an inputting device such as a MIDI keyboard or query keys. The sound can also be edited, looped and generally played around with thanks to the display of the sound in graphic form. Since it is a moving digital picture, the all important factor is the rate at which sampling takes place and the definition which that sound piece has. A rate of 42 kHz is pretty good but quality problems creep in with the 8-bit words that the information is contained in. The sound quality isn't superb but it is adequate for most purposes.



Last month's Inside information call for POKE routines met with an incredible response. Thousands of people sent in listings from all around the world. We had hundreds of listings from right across Europe... well, or dozens of listings from right across... okay, so we only had four listings. But they did come from places as far apart as Liverpool and Western Super-Mare...

SLOWER LISTINGS SCROLLING

Back in the Good Old Days of computing when the only computers in the country were to be found in universities and nuclear missile bases, there were very few monitors so most input to and output from computers was done on teleprinters — anonymous free-standing typewriters, with no power of their own, but connected into a central computer. Taking a listing was no problem as everything was automatically printed out (anyway, they were so slow that you could have written it all down as it was being printed).

With a monitor, the listings which go to the screen and the only way to read them is to interrupt the listing which means that you have to type LIST a

dozen times to read a lengthy listing. That is without Henry's truly excellent little prog.

The Listing
 0 REM freeze listing
 1 GET# BY Henry F
 10 POKE A=49150 TO 49170: READ B
 POKE A,B:NEXT POKE 774:0: POKE
 775,100
 20 DATA
 72,145,107,201,2,240,4,154,70,26,167,
 109,187,201,2,205,254,240,244
 The controls
 Pressing F6 will freeze the listing.
 Pressing F7 will continue the listing
 (after pressing F6)

Holding down the CTRL key will slow down the listing's scroll speed.
 Pressing the RUN/STOP key will interrupt the listing.

How it works — a hacker's explanation. This routine works by changing the list vectors (774-776) to a custom routine which is totally relocatable so long as there are 19 free bytes (change 49150 to your own address and the low and high bytes for 774-776 in line 10). How it works — the rest of us. When you LIST a program, the computer searches its memory for the list routine (a sort of mini program) that tells it what to do.

Inside

In the second of our monthly technical sections, resident tech head PAUL LYONS gets to grips with a few more of those prickly problems which curse you and your beloved 64...

A short history of the demo...

In the early days of the C64, before copy protection was very advanced and FAST was barely a gleam in the software industry's eye, more than a few people used to copy games and distribute them to their mates. As the software companies got wise to this and better copy protection was added, small groups of like-minded people got together to pool their talents and the Cracking Crews were formed. Games programs were cracked, compressed and packed in groups onto disk, with a short message boasting about the skills of the group. Gradually, as each group tried to outdo each other, the messages turned into full-blown programs — some better than the copied programs themselves — and finally the copied programs were dropped completely and the Demo was born. Much of the early demo stuff was done on the C64 by people who now program 16-bit machines for a living (a number of software houses keep an eye on the demo scene in the hope of finding new talent) and the demos for the C64 and Amiga are arguably the best 16-bit and 18-bit demos around (but what has this little history lesson got to do with this month's Inside Info? — Ed). What this little history lesson has got to do with this

month's Inside Info is that one of the first tricks to grace The Demo was The Infamous Scrolling Message and the second program sent in by Henry F does just that...

THE INFAMOUS SCROLLING MESSAGE

The listing
 0 REM The Infamous Scrolling Message
 1 REM BY Henry F
 10 PRINT "John & John's" N=1
 15 N=0
 20 M\$="SCROLL GREETINGS FROM COMMODORE FORMAT"
 25 M\$=M\$+" GOT A 947 081 A COPY"
 30 POKE 211,20:POKE 214,7:PRINT SC\$
 40 SC\$="MOUSEMUSE"
 50 FOR A=0 TO 120:NEXTA:N=1:N=8 THEN N=1
 60 GOTO 20

WHAT IT DOES

This listing can scroll messages anywhere on the screen without disturbing the rest of the display.
 N — the character the program will start scrolling from
 M\$ — the message. It can be anything you want up to 255 characters and can be continued in the way we have done on line 25. It must also end with a space (otherwise the

message junks up at the ends...)
 SC\$ — the scrolled message
 0 — the number of characters in the message. Our message has 40.

HOW IT WORKS

Line 10 clears the screen and sets N=1 to start the message scrolling with the first character. By pressing the shift key and the clear/home key together you will get and inverted cursor in the listing 0.
 Line 15 sets the number of characters in the message.
 Line 20 sets the point at which the scrolling message will appear. POKE 211 (0-255) for the horizontal position, POKE 214 (0-24) sets the vertical position by changing the last number. Line 30 sets the length of the pause between letters, to slow the scrolling down. By changing the number 120 you can change the speed of the scrolling. The 0 N=0 makes the message start again once it has all been displayed.

We Want Info!

If you have any questions you want answering, tips for the CB4 users, what's hot and what's about to come or BARGO listings or just any odd but interesting piece of info about the CB4 - we want it! Send your inquiries to: Inside Information, Commodore Format, 32 Brookmans Street, Bath, Avon BA1 2AP and we'll endeavor to provide you with your answer and solution. If you give us the goods - we'll do the best! There are prizes for the best letters, listings, tips or hardware projects sent in, so get busy!

Info

REJECT RESET

I've got tapes in them for tapes packed into 2 1/2" bins, and I'm sure to recall your CB4 about a reject cartridge. I recently took advice from a guy at school. He told me to connect 1 and 2 in the user port with a wire. In doing so I almost blew up my CB4 and had to get it repaired. The bill wasn't cheap and it would have been better buying a real cartridge. Unlike repair bills, reject cartridges only cost about a few, so don't use any other methods. CB4
Sewart Watson, Glasgow.

Ah, well Sewart. The problem here is not that resetting your CB4 without a cartridge is not possible, simply that it takes a bit of care. How many at school (sorry, your ex-mate) is right when he says all you have to do is connect pin one and pin three together. To reset a CB4 without a reject cartridge, all you need is a paper clip, or a 70cm piece of wire. Turn your machine around and look at the user port (that's the one that looks like a piece of circuit board with copper contacts on the top and the bottom). Put one end of the wire on the TOP MOST LEFT-MOST CONTACT and touch the other end (WEPL) to the NEXT-BUT-ONE TOP CONTACT. This will reset your machine. However

at Touch Pin 1 to Pin 2 or Pin 2 to Pin 3 and indeed, you will have a big bang, a dead CB4 and you might not do yourself any good either. It is not very good practice and if you use your machine regularly you should buy a proper reject cartridge for one of these amazing does-everything-but-make-the-tee cartridges. © THE COMMODORE FORMAT DISCLAIMER. WE DO NOT RECOMMEND THAT ANY READERS THEM OR IN THE ABOVE MAKE-UP IT STILL CAN DO MISTY THINGS TO YOUR COMPUTER. AWCMB BNC DOWS IS ON THEIR OWN (as is only telling you so that Sewart doesn't get any ideas) to make up for blowing up his CB4 - sorry Sewart, that was all your own work...)



Big letters

WHAT IT DOES

This program from Andrew Gale in Weston-Super-Mare, allows you to print characters on the screen, eight times larger than normal. Each character is made up of circles, although it is possible to use any other character from the Commodore font set by substituting its CHR\$ value for \$! in line 60080. The program itself doesn't do very much, it's designed as a subroutine - a mini-program you can put on the end of your own programs and use as you need it (POKE\$ means POKE 543ROUTINE).

- Q08 is the large character itself
- Q4 the horizontal positioning for the character
- Q2 the vertical positioning for the character

To use the subroutine, you could do the following:

```
10 Q08="C" : Q4=10 : Q2=10 : GOTO 60080
20 Q08="P" : Q4=15 : Q2=10 : GOTO 60080
```

which will print the letters C and P on the screen.



Big it fast - with characters eight times larger than those in the standard set

THE PROGRAM

```
60080  REM " LARGE PRINT "
60090  REM " BY ANDREW GALE "
60095  REM
60096  REM Q08=CHARACTER TO PRINT
60097  REM Q4=CHAR ACROSS
60098  REM Q2=CHARS DOWN
60099  Q0=ASC(Q08)
60100  IF Q0=31 AND Q0=34 THEN GOTO 60130
60101  IF Q0=33 AND Q0=35 THEN Q0=Q0+Q0/200/50/100
60102  IF Q0=36 AND Q0=38 THEN Q0=Q0-30/20/50/100/50
60103  IF Q0=39 AND Q0=41 THEN Q0=Q0+4
60104  POKE 5434,REM(Q0/255) AND 254
60105  FOR I=1 TO Q2
60106  FOR J=1 TO I
60107  Q1=REM(Q0/255)+(Q0/255)
60108  Q1=255-Q1
60109  IF Q1=Q1 THEN POKE 1024+(Q0/255)*10+Q1-1,REM(Q1/255)
60110  IF Q1=Q1 THEN GOTO 60095
60111  Q1=Q1*(Q0/255) THEN GOTO 60110
60112  Q1=Q1-1 : GOTO 60106
60113  NEXT J
60114  POKE 1,REM(Q1) OR 4
60115  POKE 5434,REM(Q0/255) OR 1
60116  RETURN
```

Tip temptation

Apart from printing all your tips, programs and letters, I thought that each month I'd set a little challenge. Nothing too hard, just something to get the brain ticking. This month, I'd like to see adaptations of Andrew Gale's program to print big letters: the basic program went on that it asks for a letter to be typed in, asks for a position on the screen for the letter to be displayed and then it prints that letter, not made up of dots as Andrew's program does, but made up of the letter itself (ie, it made out of A's, B made out of B's etc).

And just to get the brain ticking with letters, the best letter, tip, program or whatever of the month will get 25% worth of anything they want from our mail order list. This month's winner is Henry P, for the listings search and wordy message programs (if you're reading this Henry, give us a call as we don't have your surname or phone number...)



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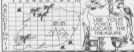
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The Gauntlet

So confident from last month's victory, cool jynxish judge Sibley returned glibly with swagger (actually, I'm making this up - he's really a desk horse, this one). "Rainbow Islands? says he. "Why didn't you come up with a game that would really put my right arm to the test?" Well actually, Kevin, we're into playing computer games here...

Arriving with him was this month's challenger, Chris Jordan, Chris, who looks like the level of lad who'd be cast as Watson in a young Sherlock Holmes movie, was the first to admit that he hadn't played Rainbow Islands before but he was suitably under-served by the plush surroundings of the Commodore Format office and his lack of experience



THE CHAMPION
Kevin Sibley prepares to defend his title

By the light of last month's loser soaked in oil, I bring thee tales of a new conteste. It be the Knight of Turrican, Kevin Sibley, who taketh on the masked stranger from God's good town of Brittol. And I think it's time I dropped the naff medieval accent and started telling you what went down in this month's Gauntlet...



THE CHALLENGER
Can Chris Jordan overcome the CF champion?

spurred into action. Chris agreed to play first (the tech heads downstairs had done our other machine so this wasn't going to be a head-to-head). The player with the highest score after a ten minute lullish would be the winner.

Five, four, three, two, one. Go! Chris dived straight in there and got off to a really good start. We'd given both contestants advice (just to avoid having to take note of the many games they might each have otherwise played during their ten minutes) but Chris played as though every life was his last. Kevin, who was watching closely, kept very quiet as his adversary set the pace.

The main challenge for both contestants would prove to be the screen in which the

glint spider has to be scouched before a time limit runs out and the water level rises. A player out of time gets dropped at this point and the psych-out stress could ruin their game afterwards. Chris nearly belted this late and the



Chris battles with the Quikstart jynxish - preferred playing impression of both contestants - with both hands...

wasn't making him nervous. Chris wasn't at a disadvantage. Kevin Sibley's own acquaintance with Rainbow Islands had been brief. The two of them practiced while a FORD was searched for that would allow them both to have infinite lives. They'd need them.

When the two victims - er, sorry - players were ready to meet their doom, the stopwatch was reeled out and a CF OS4 was



...While Kevin adopts a more casual, one-handed approach, Lucite cast - but it didn't do him any good in the end, snigger snigger!



The two contenders sit, completely unopposed in the proceedings: this should straighten for experience, this modern day arena of combat, this... edition of Gauntlet? Oh! Now watching that digital cast give **Blizzard** a lesson. Instead, Oh, I damn, you just can't get the help these days...

And this play just about says it all. Right... you were crap. (Everybody say 'Aah')



grim determination he had shown earlier began to show some signs of strain as the water level came perilously close to drowning his character. But with only a pool of land left between Mr Multicolour and the Deep Blue he saw the spider off and escaped with the treasure.

Making his rely up the platforms as deftly as a coin-operated whizzer car, Chris went into full swing with a cocking score to match. But time was running out and as the one-minute warning came, you could tell he'd given his best and couldn't keep it up much longer.

The ten-second count down and what a Chris lost a few lives in rapid succession.

Please note was punished and the



Chris went into full swing with a rocketing score to match

6000-1000.
1000-000.

Kevin came to the keyboard carrying the weight of his title as Gauntlet Champion. He had said that he wanted to go second. Now

he knew what was expected of him and he had the air of someone determined to get on with the job. He was trying to go through. When the stop-watch was read and he got the word it was unfortunate that he didn't get off to a very good start. He lost a couple of lives

very soon after the off and was visibly (and audibly) frustrated.

But by the time he was half way into the game, the champion was running about neck and neck with Chris (half the score in half the time), Kevin wasn't impressed. He

wasn't satisfied with the way he was playing and pushed forward harder and harder to make a gap between himself and his opponent. The trouble came exactly where everyone had expected it might. The spider and Kevin were destined not to have a good relationship — the archaic refused to die. As time ran out and the water came bubbling up, Kevin had to jump-up on to some of his rainbows, tossing his safe position at the bottom left corner of the screen, in order to avoid a premature watery demise and the unenviable task of facing the spider a second time.

He did it but it cost him time and something in the way of confidence. Our champion was suddenly under pressure. As time ticked away, it became more apparent that there was indeed a gap opening up between Chris and Kevin — but it was Kevin who was falling behind.

With the one-minute warning given, the situation was looking grim. Kevin had leached roughly the same point in the game as Chris had done by this point but the score didn't match. Kevin played doggedly

By the time he was half way into the game, the champion was running about neck and neck with Chris

as, right through the fear ten's second countdown, and clocked in a respectable 800-000. He knew what that meant.

Both Kevin and Chris showed real sportsmanship after the contest. They got drunk and sang rude rugby songs. He they didn't, Kevin took his defeat in his stride (after all, he had been a champion himself) and Chris was magnanimous (took it up) in victory.



Do you feel lucky, punk?

In Commodore Format 3 Chris will be coming back to take on another reader — this time is Monty Python's Flying Circus. Come back and see how the mighty fall next month.

If you'd like to take part in the ultimate gaming challenge, we'd like to hear from you. At the moment, we're looking for a challenger for The Gauntlet in Commodore Format 4 where the game will be **Wink Dangerous II**. We'll pay for you to come down to Bath and bath whoever happens to be the champion. What are you waiting for? Write now to the address below.

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Calling all the heroes

Here's a Rick Dangerous limerick we thought up in about five seconds flat:

There was a young man called Rick D
Who climbed a gargariser tree
He fell off the edge
Plunged into a hedge
And died when the impact caused his
boots to be thrust violently up
through the top of his head!

oy!
that's not
very funny

What has this got to do with Rick Dangerous if we hear you ask? Just the fact that this poem is totally crap and, well... the game isn't. In fact we liked Rick's new adventure so much that we've arranged a competition in conjunction with Microprose, the lucky winner of which will get a day out at that very same software house complete with lunch and a flight in their own private light aircraft (incidentally, it isn't very light at all because last time I tried to lift it I spent a week in hospital).

Excited yet? Not! Well you will be when I tell you that our Editor, Steve Jarvett, has agreed to be thrown from the aircraft at a height of seven thousand feet without a parachute or safety net (erm... I don't remember that - Ed). All you have to do is describe to us in ten words or less, what Steve will look like after he has careened into the floor at high speed. Any more than ten words and your entry will be void. Even if you don't get first prize, there's a T-shirt, badge and poster for 15 runners up.

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Even if I know it, don't tell me, it's on the tip of my tongue... Yes indeed, we at Commodore Format are proud to introduce the arcade quiz featuring your friend and mine, Emlyn Hushes! No, I'm wrong, but don't people usually talk like that when they've been kicked in the teeth by regional Hughes?

This time our squeaky-voiced guy is endorsing one of those pub trivia-type games — you know, the ones which immediately let you ask: "My to be quite interested, then ask you a string of questions about the outer Mongolian fossil fish (what sort of pub do you go to? — E).

a more intricate challenge than most



You get the right answer but it's too late! The screen moves from right to left and you're just been shown into the Loss Bar

The play area is a box flanked right and left by two bars reading win and loss respectively. Within the box itself is a maze of words made up of stepping stones. The type of stepping stone

may be questions, facts (for bonus winnings), cappers which allow you to destroy subsequent questions without answering them, super cappers which destroy everything visible on screen, tubers which shut you into a random adjacent square, blockers which move up and down to restrict your movement and invaders which temporarily confuse you by requiring the wrong answer before allowing you to proceed.

The aim is to travel across the maze from left to right collecting as much cash as possible, before moving onto the win bar. This would be a relatively simple task if not for the fact that the maze scrolls slowly from right to left so that, unless you plan your route carefully and answer the questions correctly, you are thrust

onto the loss bar (and) thus forfeiting the game completely.

When you complete a level by stepping onto the win bar, a sub-game is entered where in which you have to answer a question against the clock for each coin you have collected. In this respect the game makes a two-pronged attack on the greedy. Spending too long on the maze reduces your chances of reaching the win bar, while winning too many coins means you get asked more questions. If you get through unscathed, you can proceed to the next level, but only if you've collected enough money to cover the admission fee (a fee which gets larger with each subsequent level).

There are ten levels in all, at the end of which is a static screen completely full of question squares, the aim being to search out eight hidden diamonds within a set time limit. This is exciting stuff!

If you're a girls' wand and find it all a bit easy, you can always load in a trickier set of questions. On completion of the game, a coin is given which entitles you to enter a competition that Audiogenic is running. Yes folks — real prizes!

Visually, Squasher's Arcade Quiz is relatively pleasing. Each section of the screen is clear and functional, which is a blessing when everything is played against the clock. There's even a character for Emlyn which grows progressively more perturbed as you get closer to the loss bar! Sound is also well implemented, adding to the overall effect of a polished pub game. Where it all falls flat (as with most games of this type) is in the money department. The very nature of the game lends itself to winning real money and as there isn't any, it contains an amount of enjoyment is



The bonus section plays up the pressure with the addition of a time bar that counts down and psyches out all but the coolest players



Emlyn gets less and less cheery as the Loss Bar moves closer. Mind you, when you play like this, it's hardly surprising

that. This is partially redressed by the fact that there's an alternate set — but not quite enough.

If you enjoy trivia, you'll probably find this a re-rearing host.

Quiz

It is, after all, very competently done and has a more intricate challenge than most games of this type. Given solo contestants can enjoy this puzzle, but if fast trainwork is your bag, either give it a miss or try it first. Would you agree with that Emlyn? "Squasher" Test, quiz.

ANDY



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POWER RATING

THE DOWNERS...

- A money winning format with no copies reduces enjoyment somewhat
- Later levels may prove annoyingly tricky to all but the most polished trivia types

100

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73%

- Functional graphics allow for unobtrusive simplicity
- Appropriately sound effects add to the style of the game
- Scrolling maze leads to edge of card playing with interesting regularity
- Large variety of bonuses require strategic planning as well as knowledge of all things trivia!
- Additional question sets prolong the life of the game
- End of level cash game provides yet more variety

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As the teacher's voice faded on, young Jamal leapt back again on the creaky wooden legs of his chair, watching the cast fall on the school playing fields where a fifth year was pulling sleds on his trials bike, cutting fringe sleds in the oldest pitch.

Somewhere to the right, where the chemistry labs were, a huge puff of purple smoke drifted up into the sky, but the detonation was barely audible from this distance.

Masteron was reading *Commissioner Foman* underneath his desk. Up the front of the class, Dean was taking a big risk by stretching elastic bands across the room whenever the teacher's back was turned. Jamal's events was broken as one caught him on the ear: as he jumped, the chair legs slipped out from under him and he hit the ground with a crash. The class dissolved in fits of exaggerated laughter, then the bell went...

As he trudged home through the park, Jamal met an old chap walking his dog. Out of politeness, as he always did, he stopped and listened to the old fellow telling him once again how schoolboys were the best of your life, Mum. This evening he would miss Star Trek: The Next Generation as his parents confiscated him to his room to finish off his Maths homework. Still, his mum's fit would be sat there on the desk next to him and, with the sound turned down, he'd manage to kill a few thousand slugs before getting down to work...

DOWN WITH SKOOL!

There are only three things in life you can be certain of: that some day you will die, that if the meaning you will have in go to school, and that toast always falls butter side down. All of these are unpleasant because you can't avoid them. Not that everybody hates school but whether

you're still there or whether you're supposed to make your own way in the world, it's a pretty safe bet that the word 'education' is not calculated to grab your attention. Inevitably, education software suffers from this stigma.

Unfair. Let's say it now and get it over with. Some education programs are nearly as boring as my old English teacher, but others you would gladly task your little brother or sister up in the cupboard to get a go at. It's really like kids' programs on telly: the appeal of Play School tends to wear off before you learn to walk, but here at *Computer Fantasy* an episode of *Trapdoor* is watched with rapt attention (Oh no, it's that 'wibble leg pink thing again!) and our own dear Editor times his lunchbreaks so he can pop off home to watch *Seaside Street*. They call me the Count because I love to count...

GRABBING YOUR INTEREST

Whatever the technical wizardry of our modern 16-bit computers, it's on the 8-bit that most of the best educational software is still to be found. This is mainly because the standard computer used in schools over the last

seven or eight years has been the BBC. Fortunately, this means that a lot of the best stuff has been translated over to the C64 and is waiting to be grabbed.

If you're a parent, you may be interested in getting your kids to make a start on the computer before they go to school, or to keep them out with what they're doing when they are there. If you have a C64 and a younger brother or sister, you might want something to keep them occupied and find that it's also a feast of a lot of fun for you, too.

Over the months in *CF*, we'll be trying to give you a bit of insight into how computers are used in schools and what makes a good educational program. We'll also be

looking at new releases and keeping a careful eye out for the most entertaining and enjoyable stuff!

JOIN THE PROFESSIONALS

Best to start with a look at what software is used in schools - it can be quite a surprise to find out the real things computers are used for and the sort of things teachers expect the kids to get out of it.

The first thing that everyone is trying to teach is 'computer literacy'. This can be a bit of a vague concept, but it's based on the idea that in the modern world computers will become everyday objects, as common as pens and paper. The fear of computers that many of the older generation have will not exist in the next generation.

To this end, it is now a legal obligation for all schools to teach children on computers from Primary school onwards. As soon as kids start school at the age of five, they will



Pay Attention At The Back

You, boy! Yes, you at the back! Sit up straight in your chair and pay attention! I'm not going to continue until the whole class is quiet. I want to be able to hear a pin drop. Right, DAMIEN NOONAN will now tell the class all about educational software

be using a computer regularly. The idea is to make sure that no-one is afraid of the things.

By the time kids progress to Secondary school, the computer has already become a tool for working life in the modern world and the programs used are full-scale, professional business or graphics packages. You might use a word processor for writing English essays, a database for analysing information in the science lab, or computer graphics in the art room.

Even back at Primary school, the very practical computer literacy is being taught. There are special 'my first word processor' packages, which use large, friendly writing like a teacher's rather than typewriter-style letters, both on-screen and in print-out. This may not be what you expected of educational software, but it is only a small part of what goes on. Still, what it does tell you is never to underestimate the capabilities even of the youngest kids.

MAKE 'EM LAUGH...

Let's map on, then, and take a quick look at some of the 54 software around. In-depth looks at the programs mentioned here will crop-up in the near future. Remember this basic idea: that computers are the ideal tool to let kids explore for themselves, to find out for themselves. Nobody's going to explore anything unless they want to, so the first priority is to make it interesting and make it fun. Grab the kids' attention, then - aimed without them knowing it - slip in some learning. Got 'em!

The sort of thing that most people think of under the banner of 'educational' software is the kind that teaches basic reading, writing and maths. The aims are to introduce words and numbers as well as getting kids used to computers: and, of course, to make it fun. Mostly these are pre-school, but versions exist for older children too.

Fun School 2 from Database Software has been around for a while, but just released is Fun School 3. These packages both come in three versions - for under Fives, under Eights and over Eights - and each one of these contains several little games intended to introduce words and numbers as well as basic concepts such as shapes and colours. The Fun School series is extremely popular and successful, being both colourful and jolly.

MR STUPID GETS CLEVER

Certain characters that children know and love always help to make programs accessible, and the Mr Miler are no exception. Such stars of the small screen as Mr Grumpy, Mr Silly and Mr Forgetful participate in an amu-

sing and rewarding series from Microsoft that has rated highly in many independent assessments of educational software.

HEY, PLUTO!

Big news on the educational front is the release of several games created by Disney themselves and based around the antics of the ever-popular Mickey Mouse.

Donald Duck and Goofy, in Donald's Alphabet Class, Donald's nephews' alphabet pets, have escaped from the toybin - and Donald has to round them up, learning the letters of the alphabet and becoming familiar with the computer key-board in the process. Goofy's Railway Express helps children learn

about shapes and colours: as Goofy and his friends are travelling, every time the whistle is tooted shapes from the scenery come to life. Meanwhile down at Mickey's Runaway Zoo Goofy

has accidentally left the gates open and all the animals are loose, so Mickey and Goofy have to search for the animals in four different neighbourhoods, practicing the numbers 1-8 and then the numbers 9-9 as they go.

Mickey's Crossword Puzzle Maker takes a slightly different tack. Using Disney characters and art as backgrounds, children, teachers and parents can create, play and print coloured puzzles using words and picture clues. Children will build vocabulary and reading skills as they match

ADVENTURES

Surprising though it may seem, kids in school spend a fair old bit of time playing adventure games. Again, it may not sound much like education: but the logic needed to conquer these tricky problems is just the tip of the iceberg. Children working in groups to get through the game are involved in group problem-solving sessions, discussing answers amongst themselves and cooperating to come up with the right answer. It's actually one of the most useful forms of learning and it teaches invaluable social skills, too.

For older kids there are many established adventure games - such as Melbourne House's *War in Middle Earth* or *Lancelot's Quest*. Database Software's *Younger Kids*, though, games have been developed with a younger target. *Melbourne House's Mar in Middle Earth* or *Lancelot's Quest*. Database Software's *Younger Kids*, though, games have been developed with a younger target. *Melbourne House's Mar in Middle Earth* or *Lancelot's Quest*. Database Software's *Younger Kids*, though, games have been developed with a younger target.

For younger kids, though, games have been developed with a younger target. *Melbourne House's Mar in Middle Earth* or *Lancelot's Quest*. Database Software's *Younger Kids*, though, games have been developed with a younger target.

...AND MUCH MORE BESIDES!

Chemistry, Biology, Physics, Maths... there's a whole lot more out there than we have space to mention. Expect a lot of surprises over the next few months as we glance at just some of the stuff that's around. You may find some rather silly games that are supposed to be teaching numbers but are actually just good clean fun... you may even end up having a go yourself. Until then, there's just time to say that *Robot! Educational Media of Bromley* in Bromley (0880 571152) can send you a catalogue with details of most of the programs mentioned there.



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Electronic Zoo and Goliath have got **FIVE Club Edition** Subbuteo packs to give away to five winners of our competition (there, *told you so!*). These tabletop editions of the game have all the trimmings, and are really spiffs (that's one of them at the bottom of the picture.). And just in case you haven't got a tabletop big enough, the Zoo are also giving away 20 copies of the computer game to runners up. **Wowee!**

To stroll off with one of these summatarily prizes, all you have to do is take a long hard look at the ludicrous picture on this page. The blokey in the suit is Stewart Bell, head honcho of Electronic Zoo, and the other one is... **evens.** Well, what you have to do is think up a suitably witty and side-splittingly funny caption to the picture. Whack it on a postcard (or sealed envelope) and send it to:

Ooh! Give Me 22 Men And A Ball Compo,
Commodore Format, 30 Monmouth Street,
Bath, Avon BA1 2BW.

As long as you put your entries in by the 7th of November, they'll go into the grand prize-draw thingy. If you'd prefer to win the computer game, because you already have a Subbuteo pack, just say so on your entry, OK?

Please also write for Electronic Zoo, Goliath or Future Publishing any advice, and the fella's decision might be final.



20 things you never knew about Subbuteo (Well, 21 actually)

1. A week before the FIFA World Cup, Subbuteo held its own world cup in Rome with 20 nations taking part.
2. The game was invented over 40 years ago in 1947 by an Englishman named Peter Adams.
3. Top footballer Yang Jones likes to unwind by playing Subbuteo (as do many other leading players).
4. Over 100 different Subbuteo strips have been available since the game was invented (about 500 are currently available).
5. The name Subbuteo is taken from the Latin name for the Hairy Hawk - *Falco Subbuteo*.
6. The original Subbuteo men were made from cardboard, with plastic buttons for bases.

7. The most popular Subbuteo team is Liverpool.
8. The Subbuteo World Champions at senior level is from Greece and the Junior World Champions hail from Portugal.
9. The first Subbuteo sets did not include a pitch cloth. Instead, there was a piece of cloth and instructions for marking out the playing area on a table.
10. Bobby Charlton is the President of the 20 Subbuteo Associations.
11. The brother Jack Charlton is president of the Irish Subbuteo Association.
12. The full Subbuteo season can last over 4,000 tiny plastic operations.
13. The England team took several Subbuteo sets with them to Italy during the World Cup.
14. Over five million people around the

- world play Subbuteo.
15. There are over 200 official Subbuteo leagues and clubs in the UK.
16. There has been a Subbuteo league formed by Germanic name in Italy.
17. Well over 100 million Subbuteo figures have been manufactured since the game was first invented.
18. Subbuteo is said to have 50 celebrities.
19. There has been an eight-part BBC TV series about the game called 'Playing For Real'. It was first shown in 1984.
20. The longest game of Subbuteo lasted over four days.
21. Did you know that Electronic Zoo and Goliath are giving away **FIVE** tabletop Subbuteo sets, and 20 copies of the computer game to some lucky CF readers? Oh, *Yes, do!*

PUZZLING

The latest and greatest puzzle game to hit the Western World has now come to your computer. The best selling coin-op game has 44 levels of increasing complexity as you position the

blocks and make them disappear. Sounds easy!

The gameplay is completely simple - the computer will get puzzled and be prepared for many long hours of frustration and assistance.



van Iron Man? Stewart's Super Off-Road Racer — to furnish the game with its full title — is sort of the head man's version of Super Sprint. Gone are the smooth tarmac roads and sleek racing cars. This is Stockton Racing with dust, water, mud, hills and 4x4 trucks with big knobby tires.

The gameplay is more or less identical to the (labeled) cut-up of the same name (so, I'd never heard of it either), boasting simultaneous three player off-road racing action. The aim is simple: there are eight different courses, each messier and grubbier than the last. You race around these twice (once clockwise, the other anti) against three other competitors (computer controlled or with up to two chums) one of which is always old metal blocky Stewart. The idea is to win the whole championship by staying in front of the other guys. This fairly straightforward idea is complicated by the fact that the other guys are also after the championship, of course.



Keep your eyes peeled for Nitro. Drive over it to pick it up and then press the fire trigger to activate it.

Game	Iron Man
Maker	Virgin
Cassette	£9.99
Disk	£14.99



(Left) A favourite with all off-road racers is this course. The straight might be too straight but all the bumps make you see-ehh.

(Right) Pretty, isn't she? But if we could just have your attention for a moment, this shot shows how to lose custom skins.

(Far Right) It may get tricky out there and the instructions are a nightmare but don't complaining that a car wash is an integral part of the race track!



Iron

A racing game for the nineties — big wheeled trucks, dirt track courses, nitro-charged engines and the endorsement of a living legend. It's got reviewers revving their engines when they hear it mentioned. But just how many laps can you go with it?

Your truck comes fitted with nitro injection, and a quick jab of the fire button gives your vehicle a severe kick up the exhaust, sending it whizzing across dirt and potholes. You start with a set store of nitrous oxide but as you trundle around the course, you get the chance to pick up extra nitro. Bags of money also appear which are automatically stored into your piggy bank for later on.

If you come anything other than first, you're out of the championship. However, you do have two chances to continue in the form of credits which are worth a cool \$200,000 apiece (at this point I was tempted to call it quits and buy a yacht, but no... on with the truck-churning). If you're doing well, you can always choose to trade the credits in for cash, which you can then spend at the mid-level shop.

It's practically impossible for left-handed people to control the thing!



The appearance of random bonuses (like that dollar bag 'load!) on the tracks is one of the game's more considered features too, especially when you're playing with friends. It's fun to see who gets to it first (I bring out the several Sunday driver in everyone)



Man

Big wheels of industry

Iron Man was probably the last C&A game to come from the hallowed halls of the famous Softgold team.

Originally formed by Andrew Braybrook and Steve Turner, Softgold has been responsible for some of the best C&A software over the last few years. Titles like *Paradise*, *Orion*, *Shadow*, *Manana* and the conversion of *Rolling Islands* helped make them a household name (well, in households that own a C&A, of course).

Unfortunately, with the arrival of the 16-biters, the programmers at Softgold have found their attention away from C&A, MD and VIC, to the fanfare of PCs, Amiga and the all-powerful 68000 of the Amiga. Shame, that...



a quick jab of the fire button gives your vehicle a severe kick up the exhaust

Space Invaders is used to customise your truck with extra acceleration, a higher top speed, improved shock absorbers, and better tyres. Each of these features has a rating which can be increased to a maximum of five. You can also buy extra turbo injections if you're a bit heavy-handed with the fire button. Once your shopping bag is full, it's pedal to the metal and over to the next starting line.

The truck's sprites are really tiny but are nicely animated (if a bit over-zealous). Unfortunately, though the tracks are varied in design, all a rather dull track brown - no prizes for exterior decoration here.

Control is via joystick for players 1 and 2, while player 3 has to crouch over the keyboard. The commands are simply steer left, steer right, accelerate, brake and fire to kick in the turbo. Generally, I find keyboard controls more effective than the joystick with these types of games (since I'm a bit of a spong with the old 'stick') (I've always wondered what a spong was - *Stop! It!* but Iron Man's keyboard control layout isn't so hot. With five keys to get your fingers on, it's practically impossible for left-handed people to control the thing! It's often difficult to steer precisely because the trucks are bouncing all over the place; you can't quite tell exactly what direction the thing is pointing in. Another real niggle is the fact that the computer-controlled trucks

are able to knock you all over the place, but carry on regardless, while your Axel goes bouncing all over the shop. On several occasions they ganged up on my truck and knocked from first to last place.

Amazing or what? **MANNA** is nicely put together, good to watch and great to listen to. There are a couple of great soundtracks to jolly you along - including a really funny

Dukes Of Hazard-style city - plus a few effects (although some sound, throaty roaring racours't have gone amiss).

Playing with mates is good fun, but the auto-brake might not get too many shells. Recommended, but strictly for race fans.

STEVE J



In this course you drive counter clockwise, which is...uh...that way!

POWER RATING

THE DOWNERS...

- Small manually-cabbing sprites make steering a bit tricky
- Sprites control is a challenge to beat
- Initially based towards the computer-controlled opposition

100

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65%

- Three player option really makes the action special
- Once the starting is mastered, play is fast and furious
- Simple load for cassette users
- Track customisation adds an extra level of challenge
- Way track options are neat and well presented
- Easy soundtracks help generate a suitable atmosphere
- Bonus collection helps keep you on your toes
- Clever course design stop the action from becoming stale

...AND THE UPPIERS

... it's dynamite!

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800012	800013	800014
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- PRG 014 - Full disk level format software & data
- PRG 015 - Including complete printer code

POWER RESET



Over the years we have had many users who have found the Power Reset button to be a great help. The Power Reset button will reset the Power Reset button. The Power Reset button will reset the Power Reset button. The Power Reset button will reset the Power Reset button.

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Commodore Business Machines were originally in the boring old cash register and typewriter business (the same business that IBM started out in) until, via a few bits of fate, Commodore happened to invent the personal computer and the whole leisure computing business in one fell swoop. Let's dig through the layers of dust and have a rummage through the archives...

In 1974 after 20 years of making electronic typewriters, cash registers and the first hand held calculator, CBM bought a firm called Micro Office Systems. This drove gave them access to a new range of high tech products. The reason for this was that the founders of MOS were erstwhile silicon chip designers. Hi-ho!

In 1975 the MOS boys looked at their most successful product, the 6802 chip, and had a brilliant idea. They figured they could improve on the design and instead of having lots of separate chips, like arithmetic units etc, they could have all the components for a computer on one chip. The product of their labours was the now world famous 6601, the so-called 'computer-on-a-chip'. This chip was to form the basis of all the most popular computers of the last 15 years.

CPU ON A CHIP

As well as the 6801, MOS designed a special chip called the Versatile Interface Adapter or 'VIA', which enabled them to make the first real personal computer, the Keyboard Input Monitor or KIM1. This was to be the last unit of the PET series. For ease of use the KIM1 had a power supply, cathode ray tube and keyboard all in the same case and not only that - it was the first machine ever to have Basic language on ROM, so was ready to program from bootup.

The design was so enthusiastically received it prompted two young chaps called Wozniak and Jobs to build their first computer, the Apple. Fellow business machine gurus, IBM, were also interested in producing its own personal computer, or IBM PC.

Soon after, at the CES in Chicago 1977, Commodore launched the Personal Electronic Transactor, the now famous PET computer, to a rightly expectant world.

THE PET

But let's go back a step or two, to around 1976, when a certain P South was in college learning computing.

You could never see if you'd typed your tape correctly

This consisted of writing programs down on paper forms, typing them onto tape on a paper tape puncher, and then running the paper tapes through a teletype linked by phone to a CDC System 10 mainframe in Halford. A laborious and tricky process, especially as you could never see if you'd typed your tape correctly until it came up on the teletype you got back from Halford. This was no way to develop programs I realized and so the idea of having my own computer at home began to germinate in my woolly school brain. Unfortunately for me the home computer didn't exist as yet. In fact I had to wait a couple of years until, one night on a famous newsstand, I saw my first PET.

The C64 Story

The 64 has a complex lineage and in some form or other has been with us since the story of home computing began. PHIL SOUTH digs through the archives to find out how, why, when and where it all started and what Judith Hann had to do with it

The old style script font C64, whose design springs from that of the VIC 20 (basically, it's the same keyboard moulded twice). This model looked far more like years before changing to the light beige, slim-line model - a redesign made to fall in line with Commodore's much rounded but ultimately deemed C64.



Judith Hann was showing off Commodore's new baby, saying that the use of a computer in every home had arrived and pretending that the computer could hear what she said. In 'response' to what she said ('hello' probably) the PET was printing things on the screen like, Hello Judith, My name is Hal. The computer was in trendy one-piece attire, with the monitor and keyboard built into what was by late 70's standards a very futuristic cabinet. (By inverted standards it looks like a Dr Who prop from the 60ies.) All you needed to add was a special computer driven tape recorder to load and save programs to and from it. Other than that the whole unit was sealed and ready to go for

its systems, so you had a word processor, spreadsheet, database and business graphics all ready to go every time you booted up. The machines costed miserably, not because they were essentially bad machines, but just because the marketing of them was so low key that nobody noticed them. That (and the fact that people wanted more memory in their computers not less, and both the C30 and the Plus 4 featured lighty non-standard cassette, joystick and video ports.

ILL FATED 128

Finally cottoning onto this trend of more K for your money being a 'good thing', and in order to keep up with the 64 owners who already had a few years' software under their belts, Commodore launched the C128 in 1985. The



The 128S. Older Commodore launched it as the replacement for the 64, but just before the Amiga starting to make an appearance. People preferred to wait for 16 bits and the 128 died.

C128 had a futuristic look, 100K, a new OS and Basic Version 7, a built-in 64 mode, plus a fully fledged OPM computer all in the same box. By giving the people these three computers in a box the folks at Commodore hoped to please all of the people all of the time. It had the 64 compatibility problem solved, a business computer in the shape of the OPM machine, and better graphics in the shape of the 128. The reception of the 128 was mixed but interest grew and Commodore's sales by funds together as it looked at a rosy future. Needless to say, the 128 and the subsequent Amiga look-a-like the 1280 were never as successful as the 64 and so were dropped fairly shortly afterwards.

Commodore was, in spite of the partial success of the 128, destined to falter and almost go under, due to well documented and much-mooted financial problems. After many aborted launches of possible successors, including an interesting LCD screen

Even a machine as respected and established as our wonderful 64 has its embarrassing side. As we were on a big down memory lane anyway, we couldn't resist having another look at some of the worst cases to which the 64's memory has ever been put. So Commodore Forum proudly present ...

The All-Time Top Ten Naff C64 games

OR

They don't make 'em like they used to (thank God)

- 10 **EXPLORE! (1987)** This amateur offering from Electric Dreams was the epitome of greed for the most under-stated title ever. You had to recover 50 objects from a number of locations. Okay, how many locations do you think there were? Ten hundred? One thousand? Answers around forty billion on a peaked plane is...
- 9 **THE DOUBLE (1987)** Doubt if you'll see this name anywhere now. You might have done a few years ago when, for some reason, they released The Double - a football team management game that was so ill-conceived that it spent nearly ten minutes printing out attendance at all the grounds after a day's matches had been played. Very authentic (yawn...)
- 8 **OPPEL'S 9 (1988)** Players who bought this game were asked to defend the mother planet from psychotic invading aliens but most of them had a 90 or full away before they accomplished their task. Surprisingly, it wasn't the fact that this game had been done a hundred times before that killed it. It was just that the previous hundred versions had all been playable. Oppehl's screen completely disintegrated whenever it tried to scroll.
- 7 **LEADER OF THE AMAZON WOMEN (1988)** The name says it all really. The only thing the game had to offer was instant evasion. It attracted more than its fair share of attention at the time thanks to some equally fancy type.
- 6 **RELLANDER 82 (1989)** Probably why this released this cutting title number only three and a half years after an island bearing no resemblance at all to the one in the game was the scene of some very fancy goings on indeed. The habitat, called "Apertener" in the game, was easy to defend, so everyone could enjoy it.
- 5 **ONE (1987)** An early Mastertronic budget game which started out some digital graphics, usable platforms and a plot on brackets it has to be remembered with some fondness. The cover spoke for itself: "You won't rub us this time... you **DUSS!**" Gulp.
- 4 **SHIPPY GARDEN (1986)** Despite an idiosyncratic sound plot, name, in which the computer rule and get their own back on humans, this game was appalling in every respect. It might have only cost two quid from Mastertronic but the same amount of opinion at the time was that less money would be better spent on a better tape. Nobody was surprised that the title was twenty years past its safe selling date.
- 3 **LUCK CHARLOTTE'S MATCH STREAK (1986)** Another case of The Name Says It All Gaffe. The best thing about this ill-fated game from the equally ill-fated Alligator was the advertisement's deprecatory quote from the name himself: "I believe Martin Fiddling brings a whole new meaning to computer entertainment." How true, Jack. How true...
- 2 **BERTIE GOOSE (1988)** Bertie Goose could be... conveniently ignored at the bottom of the screen in this game, but faced by a "bird" which was inevitably what you had been trying to achieve in the first place. But what you were doing playing this meant to computer games is difficult to imagine. This complete lack of logic went to more 90 from Boston. Poor old Bertie, the was crap.
- 1 **ONE BYE TOO DEEP (1988)** Just to prove that Bertie wasn't a flake, Bertie followed it up immediately with a game that used the most obnoxious power graphics (graphics) system and heavily drawn images were never so well matched, sound and gameplay (fortunately they asked 10 for it, so for us, that makes it a winner.

If you put a handle on something, it's suddenly portable, even if it weighs 14cwt

laptop along the lines of the Plus 4 (What happened to that one?) Commodore retraced its steps in early 1986, going back to the tried and tested C64/128 technology with a new style 128 called the 1280. The 1280 was a variation on the 128 design with a built in disk drive and separate

keyboard. It looked not unlike the as yet unfinished Amiga would look a year later. The 1280 gave it a brief respite, selling well to the education and small business end of the market. By this time Commodore was already into business computers, with the release of the PC clones, the PC16 and PC20, in 1985. But it wasn't until the Amiga came along that it would repeat the kind of success it had with the PETs and CBMs.

It took nearly three years to get the present, and the C64GS. Commodore confidently predict we'll be celebrating the 64's 10th Anniversary in style, with booming sales and more interest in this grand old computer than ever before.



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Does the name *Clive Barker* mean anything to you? Not? In that case I won't bore you with a long winded review of *Night Breed* then. **SLAM!** Ah-ha. I'll assume from that



meaning that the Ed just fired at me that

writing this review may in fact be quite a good idea after all.

Mr Barker is a San Francisco/Barkley writer of considerable talent, imagination and generally sick mind. He has, in recent years, been associated with a plethora of films including *Halloween 1 to 10* and *Night Breed* and has written a host of interesting books like *Weyrworld* and *Cabal* (which, incidentally, forms the basis of the film and game of *Night Breed*).

The plot of his latest outland stomach-wrencher goes thus: The hero, Boone, has had a disturbed and thoroughly rotten life, and now he's got it all his doctor has committed a series of murders and convinced Boone that he was actually responsible. Having become rattled off with the whole sordid affair, Boone decides to go off in search of the legendary *Night Breed*, a race of shapechangers who were themselves once persecuted and now live in the mythical city called *Midian*, a place where all sins are forgiven completely unlike the Commodore-Forever offices. On arriving in *Midian* however, Boone discovers that he has unwittingly been followed by a rather unscrupulous bunch of humans, calling themselves the *Sons of the Free* who are committed to the destruction of the *Night Breed*. It has become Boone's task (as leg-

One of the scariest film releases of the last two years has just been made into a lavish computer game by Ocean. Come with us to *Midian*, the city of legend where all things are forgiven. Or are they?

Night Breed

the Fatman attacks by vomiting poisonous bile at you

and forest), as always) to become initiated into the *Breed* and ultimately save them from a fate worse than death - well, death itself actually. I think you'll agree it's a stunning plot which beats the crap out of most game storylines. But is the actual game up to scratch?

The first point to make (and it can't be stressed enough) is that the game must be

mapped, as the layout of the screens is phenomenally confusing. The screen is viewed horizontally, like a boat-aim up, with exits on the left and/or right hand sides. There are, however, exits in front and behind of the player at various points and, because of the 2 dimensional layout, it's difficult to relate the various locations to one another. So with paper and pencil at the ready you can begin your quest.

Three major levels represent ground level, upper *Midian* and lower *Midian*, and you'll hopefully agree it could do it with my eyes-but task (it's) *Planet of the Apes* - *Ed*) is to travel down through all these levels and win the ultimate battle against 'The Beast' who just happens to be the leader of the *Sons of the Free*. In order to achieve this somewhat spacy aim a number of keys must be collected (a number which makes me at the moment) from each of the levels.

Various opponents are strategically placed to get your back up, many of which are *SLAM!* members who wield a variety of weapons such as hand guns machine guns and flame-throwers. These bouncers can be defeated by being put at the receiving end of a series of punches (or bullets if you're lucky enough to have found a gun). A larger threat (*Slanty*) is posed by the vicious members of the *Breed* who, prior to your initiation, see you as a threat. There's *Fatman* who sports a rather pleasing head on his stomach and who attacks by vomiting poisonous bile at you. Flying *beats* threaten to knock your brains out and *Demons* punish you senseless with their rather well-trained bats. One of my favourites was the evil eye - a giant, flying, eye-shooting eyeball which only turns you if you're facing it - a nice touch if ever I saw one. There are other enemies too numerous to mention, so all I'll say is that there are over thirty.

A breed apart

The monsters in *Night Breed* are the kind we all used to have nightmares about. But, in fact, though Barker's are the usual sorts of the most grotesque make-up ever worn, the creatures are not that frightening, since you're not over the way they look (and let's face it, you don't usually see too many people looking like this beast). The idea is that the city of *Midian* is a refuge for people who would otherwise suffer ignorant humiliation by people like you and me because they look different.

Though the *Breed* each have special powers, such as mind-reading, they are just people and one of the things that comes over to the film is the fact that they express emotions, desire, hope and just struggle to keep going. If there is a moral to the story, it's "don't judge by appearance". The special effects are beautiful and the story keeps people on the edge of their seats. But it's the humanity of the "beast story" that sets the film apart from the recent mindless spate of splattergun movies.



Setting up the snare for the Breeders.



BEHEMOTH



VELV EYE



MOUSE THROATERS



The entrance is well defined, but upon a first look you see a rather dim, and perhaps temporary, and ended up looking like this.



Stems is definitely going across the main floor game before (you've) wanted to show great computer games in the sky by the look of it.



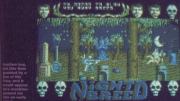
Stems has other than to be (you've) shown for get stems ahead for (you've) got. And, just enough to avoid those repetitive types.



Look at the size of that wooden base. Well, it looks like it's for easy to find it out. As long as you don't have the game looking like, the powerful way (you've) have you.



It's the main screen, and get a look of that story world. What things (you've) spread on the left is, in fact, one of the best. (You've) the main, and the most (you've) to you.



Another look, but this time (you've) pointed by a lot of the (you've) used to avoid (you've) pointed on the (you've) early game.

Game	Night Breed
Maker	Ocean
Cassette	£3.99
Disk	£14.99

When you reach lower Mitan you must defeat The Mask. Then, and only then, can you be helped by the Breed's God Ephemera, thus making you one with the shapechangers and able to assume a different, more powerful form yourself! It is then time for the meat and potatoes part of the game - namely, surviving the Bloodstar chamber, beating the Breed and defeating The Mask for the last time. (Phew!)

At the start of the game there is an option to create a key from a selection of files, which means that if you've played before and know what the keys look like, you can skip levels. It sounds like a real coffee doozy: it's 100! And it's 100! The only way I can describe Night Breed is a magic vessel of an opportunity. The plot is astounding (Frank, Clive) and the series of games in the game are inspired with neat touches (like the heads which turn into skulls as you get weaker) but the gameplay is seriously sub-standard. The graphics have been designed to such an other-worldly degree that they're atmospheric (but there might have been a lot, and play is made confusing. The static screens have been a major disaster. The controls are also awkward to say the least. Battling opponents is primitive, involving punching them repeatedly until they fall over or slice stiffly off the screen.

Who knows, the bravely social graphics and the strength of the story may save this game for some people, but I feel a golden opportunity has been wasted.



ANDY

POWER RATING

THE DOWNERS...

- Limited graphics make game play confusing
- Poor character control is very frustrating
- Over simplistic fighting technique leads to repetitive play
- Overused graphics obscure action which is painful during vital battles
- Simple game design dressed up as a scary monster. It doesn't add up to much of a challenge

100

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55%

- Excellent storyline forms strong atmosphere and provides a good foundation
- Good basic game plot provides a clear series of environmental goals
- Despite basic effort on play, the graphics (especially) are very good indeed

...AND THE UPERS

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No, not a scorching simulation, silly. The show of the life refers to cocaine, the drug Robin "Mark" Williams once called, "God's way of telling you you're learning too much." A motor in congress to declare war on the drug business has been defeated. Fed up with the politicians' inability to crack down



Here's your buddy in the control room. The radar display shows the two friendly airplanes, and the price taggy target you've got to destroy.

on these villains, the military forces decide to take the war into their own hands. Time to scramble your F-14-LB Coercion jet fighter, take to skies, and waste those evil-doers!

However, prior to all this scrambling and wasting business, you have to log onto the Screenshot computer server. After entering your name and call sign, you can select your co-pilot, choose the weather conditions (a bit of a luxury, this), your difficulty level and a specific mission from the box on offer. Taking off from an airstrip in the carrier USS Epps, you can launch your very own strikes against enemy carriers, drug transport ships, convoys, cocaine refineries, drug warehouses and even a drug laboratory.

Once you've decided your own fate, it's time to take a look at the control room. This section is very smart with a working radar and an anti-missile station officer, who you direct to the different buttons to bring up information about the local weather, status of your own jet and the deployment of the enemy forces. Right. Now you're all geared up and ready to go. Still those checks and you're up, up and away (ie... as long as you turn the engines on and the brakes off).

The cockpit is very techy-looking, but dead easy to use. All you really need to watch out for are the radar and your altitude - one to make sure that there aren't any bogies on your beam, the other to make sure you're not flying to

fly underground. It's this simplicity that makes the game fun. The interface is very reminiscent of flight simulators like the F16 Strike Judge and Ace, not terribly realistic, not very complex, but loads of fun to play. This is definitely aimed at people who like to get in to the air without hussling through a 500-page manual, and like the action to come thick and fast.

And speed is definitely of the essence, although the graphics have suffered slightly because of it. No amazing tiled 3D graphics here (although the close-ups of ships and buildings are pretty fancy) but there's just enough ground detail to give the impression of strafing around in the air. There's even a hill or two.

Combat is pretty straightforward, relying upon radar to show where the opposition is, and cockpit visuals for the fire hit. None of the fast-moving-kill-ten-thousands-of-miles-away rubbish - this is seat of the pants stuff, with visual lock-on missiles

Sno



this is seat of the pants stuff

and good old-fashioned cannon fire (and very much it sounds too). You have craft and those to confuse any incoming hardware, but should you take a hit, it's best to bail out.

One with ejection seats, and there's a target spot of parachute position before being rescued (hopefully) and restarting the mission from base.

If you manage to down the barrels, you get the chance to destroy your prime target (this is where the Fury Air-To-Surface missiles come in to action. Line up your target in the crosshairs, press fire - and hope. Most



The view from the cockpit before taking off from the carrier USS Epps. There's forward, brakes off, nose in the air and - off... Maybe I should have gone faster here too.



[Misses]... sorry to hit bits of air. Right, no more minor air gag, it's time to launch the anti-air missiles (that's them - the little red envelopes at the bottom of the screen)



After a couple of minutes in the air, you get your first target - ah-hem! Targets at the ready. For a while you waste several hundred rounds of cannon fire, trying to down the barrels...

[Shooting him...] you'll have to take our word for it, the plane shot. How we've missed the concepts of load-out rules, and have just launched a Fury AT-S missile at that big ship that with nearly drops. Not high-explosive, either!



Downstrike

Topical or tropical? With the US government failing to take action against evil Colombian drug barons, the military decide to go it alone. As an ace pilot, you take your F-14 on a raiding mission against enemy drug carriers and coke factories. Bombs away!



Several direct hits on your F-14 and one premature ejection later, there you are, floating gently down to earth beneath several miles of wiring and some shit.

It's a gray and stormy day (hence?), but the tear-stained air battle against the drug barons continues. Your job won't be over until every coke-peddling dog-don drops the underground!

Large targets require multiple hits, and with a limited stock of AFlEs you have to be pretty accurate. With another set of duggies chucked up, it just remains for you to cruise home, kill a few more wandering fighters en route, land safely, and there's no cockpit-assisted landing on the C&A version - you're on your own! And wait for the medals to be dished out in your direction!

The game has a lovely front- and Joe-er), with smart intro screens, and an equally smart outro - though you'd rather not see this too often! There are loads of different options, including practice fights and the in-game camera for recording sections of your flight (so you can play them back later on!).

Successful missions can be recorded on disk, allowing your character to be used in later missions and a pilot's log to be built up (medals and all).



Oh dear! Was your spot which was yours supposed to be? Shows on a postcard marked 'The coffee table, our friend...

And that's about it. Snowstrike is simple, straightforward aerial combat, and something of a relief in these days of stupidly complex flight simulators. It's entertaining and not too much of a strain on the old grey cells. And remember - just say, 'No' to drugs, anyone.

★★★★

Game	Snowstrike
Maker	US Gold
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNS...

- Disk edition is quite heavy in between missions and for the control room.
- Limited ground features on the CD-ROM version reduce the scenery's
- Even with the missions, the action remains fairly constant.
- Great range-valor could be better.
- Simplistic aerial combat won't be up everyone's flight path.

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69%

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- Intense air combat provides some adrenaline-pumping action.
- Easy and entertaining experiences are very nicely done.
- No medals, but great sound effects, slow-motion action and realistic camera feel.
- Arcade-style controls mean even a novice can chalk up his first kill very quickly.
- Useful character save option.

...AND THE UPERS



MONTY PYTHON'S FLYING CIRCUS

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INCOMING! With no less than 16 new games heading straight for the CF offices, we're having trouble keeping a track on them all! In our special five-page briefing, we give you the full spec on the latest inward bounders...

TOTAL RECALL



Arnica's acting ability seems to be in inverse proportion to the amount of money his films make these days. *Total Recall* is his latest effort (as if you didn't know) and the rights to this rip-roaring blockbuster had been picked up by Orion (as if you couldn't guess).

The film's convoluted plot would be practically impossible to recreate as a playable C&A game, so the main chase elements from the movie have been pieced together to follow Doug Quaid's adventures from Earth to Mars.

There are six multilevel levels, including a RoboCop-style scrolling shoot 'em up, and some Spindizzy-style driving action. Sorry about the Amiga screenshots but at least now you know what to expect! C&A pieces coming soon (and



"Meet back and sides, please." "Certainly, sir." "Would sir like his mind completely re-written?" "Sir does have a mind, doesn't sir?"

probably a spiffing review, too). If you're under 18, it's a good chance that you haven't got had your papers based on the ultra-stupid *Total Recall* film.

Here's a (very) brief synopsis: Doug Quaid (Arnica) keeps having dreams about Mars. To get rid of them, he goes to Rekall — a company that implants memories of holidays, so you can enjoy a vacation

without actually going anywhere (spoof!).

While they're fiddling inside his head, the Rekall technicians discover memories which have been implanted there by someone else. With these memories activated, Arnica wakes up, freaks out and decides to visit Mars to find out just what's going on. (At this point we'll miss out about five hours of film, lots of chase, several hundred deaths and a fair amount of vital plot.)

Eventually it turns out that Quaid is actually a Martian agent, who only thinks he's Doug Quaid! The whole thing is a massive (and extremely complex) plot to make Doug lead the battles to Kwebo, the rebel leader of the mutant mine workers.

In the end, Arnica decides that he prefers being Quaid, fakes the rebels instead and turns on a big alien machine which turns Mars into a blue and pleasant planet. But was it all a dream...?



This view from the Bridge section shows the first side-scrolling level, where Arnica has to battle his way through hordes of badguys



Having climbed into the Antennae, Doug (Arnica) eventually comes his way through the Martian mining complex

WRATH OF THE DEMON

EMPIRE



And what's this that quietly sneaked into the CP office without as much as a press release, news item or an ad? Only one of the most impressive rolling demons we've ever seen, that's all!

Wrath of the Demon is being coded by the Canadian ReadySoft team (the people who did the 15-bit versions of *Dragon's Lair*) and they set out to create a *Shadow of*

Red cold steel, greenhell! One of the fantastic monsters from one of the fantastic scenarios in *Wrath of the Demon*. Feast your eyes on these massive options!



"How shall you die?" One of the classic poses that starts before being kicked into purple kingdom space by a certain heroic spell.

NAVY SEALS

OCEAN



Wup! All barrels are no match for a Navy Seal who drinks five gallons of coffee for breakfast, and eats four Beta bars.



Never meet a Duke who takes in the shades. Take an award for it, the post-mortem mid-die dark graphics are genius!

Continuing *Ocean's* string of film licenses comes *Navy Seal's*—based on a film so new we know very little about it. Charlie Sheene and Michael Biehn (the mad Seal officer from *The Abyss*) are the heroes, and... um... it's probably very good.

The C64 version is cart-only affair and, judging by Andy's glowering when he returned from a trip to Cotan, it sounds very promising indeed, with loads of incredibly realistic animation and some gorgeous graphics. The scenes lift and grip bits of the scenery with the visual clarity of an Olympus gymnasium. The backdrops are detailed and atmospheric, with the enemies gradually materializing out of shadowy doorways, and light playing artistically off the brutally textured architecture of modern-day war-torn Beirut. Poetry in pixels. We just can't wait (but we're going to have to, dammit!)



As a Navy Seal you certainly have your work cut out for you, as these excellent titles witness prove.

The Seal-style beat 'em up— only better.

Again, the finer points of the gameplay are still sketchy, but it involves guiding your character through horizontally scrolling scenes, battling large (and we mean large!) monsters and even riding your horse across a landscape, with 128k levels of smooth parallax scrolling!

We have no idea how good (or bad) the gameplay will be, but it'll certainly look great. The backdrops are beautifully detailed, and all the characters are massive, nicely animated and smooth moving. You can bet you'll see the first review right here. Well, 'cept in a couple of weeks' time, that is.

E-SWAT

US GOLD

Following our sneak peek at Gold's Sega coin-op conversion, last month—here's another one! If you're unfamiliar with the arcade *E-SWAT*, tough. Naah, only kidding. You (and a friend) get to play the part of cops on the City of Liberty police force, trying to earn promotion into the hallowed ranks of the *E-SWAT*, the Cyber Police.

This four-way sprayer takes you through the urban jungle of Liberty City

DRAGON BREED ACTIVISION

BREED those wonderful coin-op people who brought us *El Type 1* and *El*, and *Spokane*, have recently been doing the bit with *Dragon Breed* and the CBS version is currently being furiously coded by the number-crunching team at Activision.

You control King Ayax - a humanoid-type from the Agamen Empire - who rides a great dragon in this side-scrolling shooter. Ayax can fire in five directions, and the idea is to keep him alive by using the segmented dragon as a shield. In a similar vein to *St. Dragon*. By watching where the attackers are positioned you can beat place the dragon's body to soak up the enemy fire. A manoeuvre worth perfecting is where you wrap the dragon up into a circle with Ayax safely seated in the middle!

At points throughout the game, Ayax has to dismount the dragon and progress on foot. Here the dragon simply floats above him, acting as a large, green, friendly against the rain of enemy fire.

The CBS version suffers slightly due to the huge amount of sprites on screen. Rather than sacrifice the number of segments in the dragon's body, they've kept the number the same but succumbed to a case of the flickers. Hopefully, the gameplay has remained intact; in any case we'll soon see!



Not for those who suffer from vertigo - Dragon Breed's famous multi-segment monster. Ride it and win. The challenge awaits.

NARC OCEAN

NARC is based on the activities of the police narcotics division, DEA (Drug Enforcement Agency), tracking down drug pushers and their underworld drug Lords. This one or two player scrolling shoot 'em up is a Rolling Thunder-cum-Double Dragon affair with plenty of pistol-peckin' action and a high body count, as you work your way through urban landscapes en route to each boss.

The Williams coin-op was the first machine to be endorsed by the American anti-drugs campaign, with the slogan 'Winners Don't Take Drugs' - a sentiment fully backed up the CP team (as long as it doesn't refer to beer as well).



Not those partners, but that hardware. Track down the drug barons. You've got the NARC! That's it, you're fixed - Ed

on the trail of gangland thugs. After dispatching their lowlife lackeys, you get a shot at the title - defeat the head honcho, and you move up a rank and onto the next level.

Head one through the first three levels (attaining the rank of Captain, Assistant Chief and Chief along the way), and then you get to don the exaltations and mega-hardware of the E-SWAT. From here on it's death and destruction all the way as you follow the trail of similarly attired cops to the final showdown in the ultimate heady underground hide-out.

If all the action, mayagony and 15 levels are in there, this could be a goodly!



Get another sunny day in Liberty City and just another day's work for the hard-working folk of E-SWAT

JUDGE DREDD VIRGIN

This is one dude who needs no introduction... but we'll give him one anyway. Ladies and gentlemen, please put your hands together (so we can 'uff' you) for the self-appointed guardian of Mega-City 1, Joe 'I Am The Law' Dredd.

Oh, we all know who Judge Dredd is - hell, there are undiscovered peeing titles in South America who follow his exploits every week - but did you know he's about to bring law and order to the streets of your CBET (the finest) get too many assid details about the gameplay (See novel) but the action takes place across the elevated highways of Mega-City 1, and includes Dredd, his like the Law Master, and various puns from 2000AD such as the Fettes (with supporting forty wheats).

Snook! Will it be scrolling - so... or... or-parjot? Watch this space, junks.



JD makes the high-level climb in DC1, on his ever-scrolling search for puns, assidues, slips and other city-named wags.



Watch out - fettes behind! Oh, subtleties, didn't you know being that heavy is a crime? It's the law codes for you...

GAZZA EMPIRE

"Paul Gascoigne is bigger than Teenage Mutant Ninja Turtles," said the Gazza fan recently, and so it comes as no surprise to see Empire's new soccer sim with Gazza(TM) stretched all over the front of it.

This is pretty much a Kick Off look-alike, with a smooth eight-way scrolling ground, pitch radar and all the usual soccer refinements, like fouls, throw-ins, corners, crying players when they get sent off, all that malarkey.

On the off-chance that you don't actually own a footy game (and you desperately want one [even assuming that Gazza(TM) could be worth waiting for...]



Looks like a foul to me. Well, if Gazza's involved, it's all in a team.

ATOMIC ROBO-KID ACTIVISION

Anyone who slotted most of his pocket money into the original SPL coin-up should see this as a way to recoup some money (it only costs about the same as 50 pence on the machine).

The Atomic Robo-Kid has graduated from the Universal University of Space Combat and is taking to blast the planets out of some deep space adversary. His first (and probably last) mission is pretty straightforward: travel through 21 levels of alien territory and destroy every thing in his path.



Atomic Robo-Kid blasts his way through the hexagonal hell, to find how a graduate could be better? Yeah...



A somewhat precocious situation for anyone to be in, even if they happen to be wearing a rocket-powered backpack.

Atomic (as he's known to his pals) jet-packs around, moving horizontally and vertically through the eight-way scrolling alien complex. All manner of enemy creatures have to be negotiated, and while physically they just get in the way (don't it also not to die on contact?), they do fire bullets which are capable of turning Atomic Robo-Kid into Radioactive Dust Cloud.

By blasting the right objects, Robo-Kid can collect up to four weapons, with the Atomic Bomb being the most important. These are then individually selectable, depending upon what the situation calls for.

Every third level there is a "terrifying" end-of-level-guardian who needs a good dose of death before the 'Kid can carry on. (These large cutters have actually been slightly improved upon, because the programmer thought they looked "unfused" in the original.)

Success against these monsters sees the 'Kid enter into a one-on-one duel with a similar-looking robot. This futuristic sport gets increasingly difficult as you progress through the levels.

Atomic Robo-Kid just missed out on a full review this issue, so he'll definitely be making an appearance next month. Fingers crossed, it'll be worth the wait!

PLOTTING OCEAN

Blimey, we've got puzzle games coming out of our ears at the moment. This conversion of the tello coin-up features a small boat-like creature whose sole task it is to get rid of a variable mountain of little colourful blocks, each of which contains one of four different icons. All our globular hero has to do is shoot the currently held icon at an identical one and they both disappear, sending the next one in line back to the player. You can fire directly at the pile of blocks, or released fire from the roof or bits of the scenery, if

BADLANDS DOMARK

The newest release on Domark's Tengen label is Badlands - a conversion of the Atari coin-up. This is another Super Sprint affair, only set in a post-monster future where the Department of Transport has fallen a bit behind with the old road repairs (and is, well, really).

As with its predecessor, races takes place across eight different single screen courses, all set in the various realms known as the Badlands. There are four competitors, two of which are controlled by the computer; the other two can be steered by you and a cheat (or themselves).

In true Mad Max style, the cars have evolved into armed and armoured vehicles, so this is no longer a race to the finishing line. This is a race to the death! (Rather like negotiating the one-way system in Bath's town centre.) Extra missiles can be found among the debris and are found only by shooting at the scenery, which then crumbles away to reveal the hardware!

Super Sprint opponents are still in evidence, which can be collected and then swapped for upgraded equipment at the between-stage shop for extra acceleration, shields and weapons.

The old Super Sprint was slightly buggy, and wasn't that hot. Let's hope Badlands gets things right!



BARBARIC BARBARIC! Never has taking an advanced driving test been so much fun - or so deadly for that matter!



Put on those shades! Phlebotin's New Age looks aren't the only thing it has to offer. The gameplay will have you clanking your fingers off you're feeling a particularly clever. Keep on repeating this process until the last block disappears and the screen is cleared. Then guess what? You start another one!

As an added bonus, two cubes can play at once in split screen mode, and if you get terribly bored by it all there's even a screen construction kit so you can set puzzles for your mates... or something, it's colourful, fast and promises to be a really little whereas.

PANG OCEAN

This strange little shoot 'em up hails from the Mitchell cut-up of the same name — and no, before the CD-i show, we'd never seen it either.

The gameplay is really dead simple: you take control of a small character who



blinks being funny. Blinks. Blinks will make good games. The background are fantastic, too. Just like being there... with balls

scrolls across the bottom of the screen while large, coloured bubbles bounce around the screen. Your blokey fires a vertical beams which only disappear once they hit the 'roof'. Every time a bubble is hit it splits into two, smaller ones. This keeps happening until the smallest bubbles finally disappear altogether. At this point, you've cleared the level, and can move onto the next.

Sounds a bit easy, so it is. Well, if your character gets hit, he loses a life. Also, the bubbles get out all sorts of things onto the floor, which you must either collect — or avoid like the plague.

SUPREMACY VIRGIN

Probe are currently coding the crazy on the 64 version of this original deep space science fiction strategy/combat game thingy. As the central decision maker of your one-planet race, you have guide your civilization's forces and resources in an attempt to spread across the galaxy. Terra form planets, settle colonies, fight wars and keep a tight reign on your people to form an empire on which the stars never set.

The game has four difficulty levels, in which you have to gain control over an increasing number of planets. However, on the far side of each system is your opposite number, a strong alien with similar intentions to your good self — and this universe isn't big enough for the both of you. Only when one race has gone the way of the Dodo does the struggle for supremacy come to its climax. (Dropping stuff, eh?)



Now that's what I call alien races. Lovely all the computer games, please about the entire problem. Mr Karpovitch has in the ultimate Supremacy opponent. Guess he took the part



Now don't see one of these in your high school above room. 0.07L. In fact number 0.0001 necessary make last, hey, stars if you're fast!

The Amiga version is currently winning awards a-plenty (and it's fab) and there's a rumour that the C64 version could be on cartridge. If this is the case, there's a strong chance that we could soon have one hell of a game on our hands...

Later levels have lots of fast moving bubbles, platforms which get in the way and, oh, all sorts of things to make your life not quite so easy as it once was. The Amiga version looks quite spiffy, and there's no reason why the C64 version shouldn't be just the same.

(Oh, and by the way, Steve takes full responsibility for calling it 'Pang' on the cover. What a dork!)

to be united simultaneously (which when you consider that only one block can be moved at once). There are countless opportunities to trap yourself into a no-win situation.

There are eight levels in all, subdivided to provide 144 different puzzles. It's all played against the clock and so as well as straining the brain, it also tests the reflexes. Not 'round, eh?

Right then, make this before breakfast. Well, that was game... erm... no, not there! Yes, there, right. And erm... that erm... erm... There up!

PUZZNIC OCEAN

Puzzle game alert! Yep, yet another catch-up conversion, and this time it's a cross between Amoria and Phlebotin, involving block manoeuvring on a mammoth scale. Blocks with similar looks must be dropped next to one another so that they vanish in a puff of pixels. The difficulty sets in when there are more than two blocks of like looks which have



Right then, make this before breakfast. Well, that was game... erm... no, not there! Yes, there, right. And erm... that erm... erm... There up!

NINJA RE-MIX SYSTEM 3

This one's really for all those who haven't enjoyed the many delights of System 3's early last Ninja classics. Based primarily on *The Last Ninja 2* (which is no longer available), *Ninja Re-Mix* boasts a new movie-style animated intro, re-mixed music (on all seven levels) and a redesigned information panel.

The game itself remains pretty much the same as the original, except (nearly) and is well worth a purchase.



No wonder the dude in the corner of the screen has got eyes popping out of his head. This is gonna be a profile if the screen shots are anything to go by.

THE LAST NINJA 3 SYSTEM 3



This has all the makings of a good pub brawl - Ninja style.



Some more gorgeous scenery and graphics violence.

Not content with the new look *Last Ninja 2*, System 3 are about to release their third Ninja game - and it looks all set to be the best of the bunch.

This is System 3's first cartridge-only game, and has been two man-years in the making. While retaining the arcade adventure/beast 'em up gameplay, it incorporates huge advances in the music and graphics, thanks to the memory available on the cart.

Peep your eyes on those huge screen pools, and their walls with baited breath for the exclusive

review - only in *Commodore Format!*

Some additions have started going on here.

Remember folks, if someone follows you across over the street, then



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