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GAMES

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ARCAD



ARCAD



ARCAD



ARCAD



ARCAD



ARCAD



THE ARCADE
SMASH!
COMING TO





Here's a nice play from the Sega coin-up Phantom Dancer - which is something of a 'one Shinobi and his dog'. And why are we telling you? Well, US Gold are doing the CD version, that's why.

NOW, A SHORT (EATING) ITEM

America's cult cartoon The Simpsons is going to be turned into a computer game by Ocean. The Mancunian licence mongers have snapped up a deal on the show, made famous by quotes like, 'Eat my shorts, man,' and the fact that the entire Simpsons family are - well - look at the picture...

Currently, the only way to watch the antics of this unusual lot is to grab a Sky TV satellite dish but in the middle of next year all you'll need is your Commodore.



SHOPPER SHOW UPDATE

Last month we mentioned the Computer Shopper Show 1990 which runs from December 6-8th at the Westbury Conference Centre and we told you how much it would have to offer for C64 users. Well, the organizers (God bless 'em) have decided to let us print this voucher, worth up to £4 off a family ticket to the show! Cut it out quick - before Roger Preece finds it.

COMPUTER SHOPPER SHOW '90
 Being held at Westbury

Only one voucher per person

Photocopies not valid

50p OFF

Or alternatively worth £4 off a family ticket
 Thursday 10am - 6pm, Friday 10am - 6pm
 Saturday 9am - 6pm, Sunday 10am - 6pm

NETWORK 64

WIC-WAC ATTACK!

If you've been waiting for the moment when you can get your mitts on one of Commodore's stunning C64GS consoles, hold your breath no longer. There out there in the high street as you read this, Dixons are stocking the console and, in an unusual move for the hi-tech retailers, they'll be stocking cartridge software for the machine as it becomes available.

The first cartridge games to be released since International Soccer, six years ago, is here. You can read the reviews of Chase HQ II and Plotting (both from Ocean) on pages 16, 19 and 20 of this issue. And start looking for our new cartridge logo, which will tell you at a glance if a new game is console compatible.



US Gold continues its Sega licensing deal with the stunning aerial daylighter, D-LOC (Less of Consciousness due to Gravity). This 'B' Beauty out-After Burners After Burners and should make a nice case of Burn 'n' Freeze (a green)

SNIPPETS

QUICK PLUG

The Sticknibit plugs into the M joystick port and allows you to have both a mouse and joystick connected at the same time. By clicking on the mouse or the joystick, you tell the Sticknibit which one you want to use. An LED on the interface confirms your choice by lighting up, and you're on your way.

Sticknibit Ltd are on 091 521 2282



Keep your mouse and joystick plugged in at all times with this awesome handy gadget!

CALLING ALL THE TECH HEADS

Developers take note of this new package from Digizak software for the C64. Called D-term, the package was originally intended to be used for games, but the developers have gone the whole hog and made a brand new full scale operating system which is much more versatile than the standard one. Check out a Future Issue for a review.

TAKE 3

With all the new cartridges about to come out, it might be time to think about a Data Electronics three-way motherboard (just what you were thinking, right?) for your C64. Assuming you had three cartridge games bought (like the one that comes with the C64SD), you could make up to 12 games available at the press of a button because the motherboard sits in the cartridge port of a C64 and provides those sockets of its own. Heeee, yum.

TAKEAWAY TEN THOUSAND

Commodore Australia has just made the largest single sale of personal computers ever. It's about ten thousand Commodore 64s to the Chinese government. Maybe it's about time to start distributing Commodore Format to China!

CHECK OUT THE COMPETITION

It's only taken us three issues to finally lose our readers completely (and I said it would take at least until someone tried to use the word 'shareable' in the next page). You want five years' worth of Marvel comic book covers? Fine. Turn to page 73. You want George Lucas's paragraph on one of his film posters? Yes, the George Lucas. Just steer your way in the direction of page 48. You want to see if you're even any of our previous competitors? Oh, at right this. We've hidden the winners on page 82.



A HOUSEHOLD GAME

It's funny how 1987 (1987? — E!) Well maybe it isn't. But one of the biggest selling board games ever is about waging war on a massive scale — and now it's coming to the C64. Milton Bradley's Stratego game will be released early in 1991 for £16.99 on disk or £9.99 cassette. One player takes on the computer in a game of 'capture the flag' using special pieces like spies and bombs. A campaign of up to five games can be played on the computer version and there are cut-tem boards, sound effects and three reinforcements soon. Hold the line until then.

TIME FOR A NEW JOYSTICK?



Keep your mouse and joystick plugged in at all times with this awesome handy gadget!

Spectravideo, who've been making joysticks almost since the dawn of time, have just released The Mega Board. It consists, primarily, of a joystick. But in addition to that it contains two stopwatches which can count both down as well as up. The idea behind this is that two players can accurately compare how well they do in a given time limit (rather like players running The Gauntlet) or a single player can try to beat his best times. Not content with that, Spectravideo have also incorporated a slow motion function to make games more difficult and variable-speed auto-fire.

If all this makes it sound like a prop from Star Trek: The Next Generation, take a look at the one we've got pictures here. The Mega Board costs £24.95 and should be available by the time you read this.

Yes, it's not the shuttle's robot arm controller, this is the Mega Board, latest joystick from Spectravideo, complete with LED timers and 80k for battles!



DOING DICK TRACY

The long awaited Dick Tracy game from Disney's new software division is very close to being released by Entertainment International. We've been seeing mouth-watering advertisements for a few months but now some details about the game itself are available.

You play the part of the ace investigator in a snappy scrolling arcade adventure as he tries to track down Big Boy Caprice and his gang, the mob who have sworn to kill you. The game boasts 60 levels with referees close to those used in the film's 'comic book' style and the developers say it closely follows the crime scenario. We'll be closely following it, not assured.

This
Christmas,
there's a
little bit of
Commodore
in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new **Amiga 1500**. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software... *Battle Chess*, *Popolotl*, *Sim City* and *Their Finest Hour*, the incredibly realistic *Battle of Britain* simulation.

Then, in an instant, it can switch to a serious business machine with *Platform Works*, everything you need to work from home. Or to

your own design/animation studio with *Deluxe Paint II*. The **Amiga 1500** comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £749.99.

Of course, the **Amiga 500**, recently awarded European Computer of the Year, is still the most covered computer for kids of all ages. The **Amiga 500** takes you into a fantastic world



The Commodore Amiga 1500 - £749.99

"Now, let's see if I can..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 80's - First Steps' pack with 500Kb of RAM Expansion and a whole range of educational software; *Deluxe Paint II*, *Pro Write 3.5*, *Infofile*, *Music Mouse*, *Let's Spell at Home*, *Amiga Logo* with *Talking Turtle* and *BBC Emulator*. 'Class of



The Commodore Amiga 500
Expansion Games -
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"Yes, I'm learning fast..."

the 90's) includes 30 free diskettes, mouse mat and introductory video. At just £399.99 it's a great price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Games' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie: Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confusion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64, Mindbenders and Night Moves - £399.99*



"I'll give it my best shot..."

the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Sly and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £399.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose - having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with analogical joystick and four fun-filled games. When you've mastered Klax, International Soccer, Fimble's Quest and

Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.



The Commodore 64 Games System - £99.99*

"I knew I could do it!"

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 **Commodore**
1984

Right. Before we get started, some of you might have noticed that last issue we promised you a few things which aren't exactly on this month's tape. Notably the demos of Chase HQ II and Circus, Oh, and the full game, Beyond The Forbidden Forest. Oh dear.

We're not going to apologise, 'cos we reeked the tape (in its brand new spiffy box with real inlay) as easily as good as the one we planned (if not better). But just in case you're interested, here's what happened...

Chase HQ II is a cartridge-only game. Someone at Ocean promised us a demo, not knowing that it would take weeks of work to rewrite the cartridge code and slap it on tape. *Midnight Resistance*, on the other hand is a tape game, so we simply replaced Chase HQ II with the whole first level of *Midnight Resistance*.

Next, the programmer of *Circus* went and wrapped his motorcycle round a wall (or something equally painful) and has busted his coding arm. The full game is gonna be a bit late now and although he had a demo, it was buggy and there was no programmer to fix it, so it's on hold for a while.

Since Electronic Zoo were giving us both the *Circus* demo and *BDTP*, we felt it was better to wait and slap them both on the tape together. To make up for it, we've got a review of Chase HQ II in this ish, while *Circus* and *BDTP* will make their tape appearance sometime in the not-too-distant future! (There, it wasn't so bad after all, was it?)

POWER PACK

Prepare your 64 for overload with this month's Power-Packed CF MEGA-tape!

SPLIT PERSONALITIES

Joystick in slot 1, slot 2 - or keys if you prefer...

To get rid of! Great exercise for the grey cells and the Digital Whizz you start, the picture on the right shows the completed

This is a classic game from Dullard, in which you have to rearrange the faces of some well-known politicians, royals and otherwise notable (but you've always wanted to rearrange someone's face). Originally, Dullard wanted to call the game *Spitting Images*, but the General Television Spitting Image team wouldn't let him.

It plays a lot like one of those plastic lobby puzzles in which you slide square sections around to fit up a frame and make a picture. This one's more high-tech, though, with bonuses to collect and bombs



K = Left
J = Fire
P = Pause

L = Right
I = Down

And if this bit doesn't meet with your approval, you can always go and redefine the whole lot by pressing R. Super.

SPIDERMAN

DEMO

Ram your 'stick in any old port

The old web-slinger swings into action in this demo especially written for Commodore Format by Empire. Guide Spidey

round Mysterio's lair in an attempt to rescue Mary-Jane from his clutches. Fortunately, Spiderman sticks to walls and ceilings, and can fire web material to swing around on.

With standard animation, neat action and a vibrant

palette streak, the demo alone should keep you swinging up for a while!

Before the full demo loads, choose your control and then press X to kick off. Spidey has a whole range of whizzo moves before you can cut

on gushing left and right makes Spidey walk left and right, but if you push up, Spidey jumps vertically, and if he's close enough to a ceiling, he'll stick to it. Likewise, if you push up/left or up/right,

As a thin man makes a diagonal jump and can cling to walls. Experiment with climbing over things and jumping around.

To shoot threads and go swinging, press the fire button, and then push the 'stick in the direction you



Well, it's good odds that your girlfriend hasn't taken to wearing a Spiderman one yet, certainly so that need be Mysterio!

want to fire. If you fire upwards, loose the fire button and push up to climb or attempt a swing.

To solve the demo, you have to find Mysterio's inner sanctum and release Mary-Jane. It's a waagner, so good luck!



Be what it says, Mary-Jane's reputation is at stake! And remember, Spidey's only mode better. Don't try nicking people's hearts!

BADLANDS

DEMO

Plug yourself into either port, or tap some keys.



JOYSTICK A

- Left - Rotate car left
- Right - Rotate car right
- Fire - Accelerate
- Down - Fire missiles

JOYSTICK B

- Left - Rotate car left
- Right - Rotate car right
- Up - Accelerate
- Down - Brake
- Fire - Fire missiles

KEYBOARD CONTROLS

- Left - D
- Right - F
- Up - P
- Down - A
- Fire - Space Bar

Converted from the Atari/Tengen coin-op, *Badlands* is a two-player race game very much in the *Super Sprint* mould. The situation is this: it's a post nuclear wasteland world, where the ravenous region known as the *Badlands* plays host to sprint races between armed and armoured cars. Not only is this a race to the finishing line, it's also a fight to the death (well, nearly). Steer your motor around the desolate desert course and if anyone gets in your way - blast 'em to smithereens!

After selecting your character-control method (joystick or keys) it's time to start the aggro. There are three races on the track, two of which can be played by you and a buddy. If you're playing with joystick you can select



Every sane driver would love to do a ramp run but who also would make your dreams come true other than Commodore Format? Well, it's not the real thing but it's a damn sight better

your own 'joystick', depending on which control method you prefer. With joystick B when you have accelerated to maximum speed, the car doesn't

decelerate until you pull back on the 'stick. With 'style A, the car slows down as soon as you loose the fire button. So bare some rubber.



Oh, yeah, it got it. It's an... eh, what's his name? *Yuz* falls, used to be a former member - the *Block Legend*

King of the larger character. The coloured spiny object is your career - wobble it around a bit and get the hang of the control.

Right, go to the top of the screen, push left into the block with the arrow, hold fire and push right. If you've done it correctly, some blocks should come whizzing out. Now move the cursor over one of these blocks, press fire and pull down. The block should now go whizzing down the screen. Get it? Blocks are brought on via the gate at the top left and are moved in a straight line; they only stop when they hit the walls or other blocks.

This time is to bring on blocks a few at a time, position them, and gradually build up the picture. When you place the cursor over a block, a small white square appears on the complete picture, showing exactly where that block goes.

The gates which open and close can be used for spawning blocks that you don't need, such as bombs or unwarmed bonus

blocks. When these pass through the gates they disappear forever. However, if you spend a piece of the puzzle, it simply goes to the back of the queue to re-appear later.

THE BLOCKS

Each level has several items which are associated with the person you are busy trying to piece together (such as the 'Gemini' and bonus blocks for *Thalita*). If you push these together you get a bonus score. However, push the wrong ones together and they are destroyed and the bonus points are forfeit.

1. A *Block Legend* appears. Push it out of one of the doors before five seconds elapses, or it blows up and you lose a life.
2. If a water tap appears, slide it against a beam to defuse the device and get yourself a 1,000 point bonus!
3. If you push two diamonds together, your time limit is extended by up to a minute.



Oh, it isn't him, is it? He reminds me of... it's on the tip of me tongue... Bah, I thought these people were supposed to be famous

4. Make sure the fuel and match blocks don't come together - they'll explode!
5. Smash the pistol and bullet blocks together to double your bonus points.
6. Throw the hammer and ice blocks together, or the cream and cup of coffee blocks together for a mystery bonus!

You get three lives, which are lost after an explosion (oops, or if it explodes) or if the countdown timer at the bottom of the screen hits zero before the screen is completed. Sounds fair enough, really...

GUTZ

Stick du joy dans port deux

A giant space monster is bearing down on planet Earth - and it's got for a 'big plane' with humans to get - you folks, it's a *berserker* all round! If you don't get in there and kill the thing, it... You mean go in there? Don't worry, you're an *infinite* again, so get inside the *berserker* and kick some *infinite* intentions. What an odd situation (green).

Your mission is to scurry around the *groggy*, *gooey* boards of this moon-sized *megaplanet* and destroy its major organs: *kidneys*, *heart*, *lungs* and *brain*. To do this you must explore the *gungy* maze of *arrestal* *ducks* and *holes*, find the organs in question and blow them away. Yes, you're an *organ grinder* (double *green*).

Oh, the way you'll need to collect: **SPACE HELMETS** - *Prohibit* fire and a *ball* *muscle* *protection* against *bullets*, *gas* and *specific* *creations*.

KEYS - Enable you to open the 'Super



In this screenshot showing a maze you have already the first of the 'super weapons'. Look, it's a good game, but don't expect it to help you with GRCO Strategy - much.



OK, good, a map - a sort of briefing screen. You've the intro back up top. That's a key in the bottom right corner and the black dots are enemies - the going to throw at you 'weapons' don't hidden in each of the main organ rooms. CRYSTALS - Hold enough energy to give you three minutes' rapid fire, or set an 'main organ' explosion. MAP - Provides a plan of the immediate area, shows items on the various inhabitants and in the best method of killing them. BOMBES - Contains the pieces of the 'To-Puzzle' weapon you need to force open the 'main organ' vessel door.

So here's the plan. To start off with, you'll need to get some killing hardware.

Move up to the blisters on the fleshy walls and collect the weapons that lie within. Next, you'll need the map. This is usually located. Collect the three To-Puzzle sections which are scattered around the first three mazes and open the vessel chamber door in the fourth maze. Get the Super Weapon from the blaster on the wall and destroy the main organ.

Then what do you do? You do it all again for the next three organs!

UP - ;
DOWN - /
LEFT - Z
RIGHT - X
FIRE - RETURN
PAUSE - HOLD DEL
ABORT MISSION - LEFT ARROW
MAP - SPACE BAR



VIDCOM 64 THE VIDEO ART PACKAGE

**Joystick in port 2 (and
try a trackball or mouse
if you've got one!)**

If you've been looking for a good art package but couldn't find one (or were too stingy to ask for the disk) here's one of the best! Used by many programmers and artists to create their game graphics, this little beauty takes some beating!

Unfortunately, there isn't enough room here to explain all of Vidcom's many features. You can probably hack your way through it with some experimentation and the brief manual that follows, but if you want the full low down (over 4,000 words' worth!) please send a large envelope and a cheque of postal order for £7.95 to cover handling charges to: Vidcom Instructions, Commodore Format 50 Stonecroft Street, Beth, Essex S61 2BR. You'll get a manual into ahead, with words on paper. So don't expect much, just the basic facts. OK, all you budding Bob Stevenson's, here we go...

Initially, you have to select which graphics mode you wish to enter. To select multi-line mode, press F1; to select standard colour mode, press F2.

DEFINITION MODE

Accessed by pressing function key F3, this area control from the panel cursor to the graphics cursor by pressing CTRL.

Centres around the manipulation of very low user-definable graphics, namely sprites, characters and fill patterns. You are provided with a set of nine selector keys, to the left of which there is also an image of the current definition with its number displayed below. The following explains each of the available functions in DEF1...

MAGNETY DEFINITION (MAG DEF) - Allows you to change the image of the current definition, horizontally, vertically, or both. Point at the selector and press fire repeatedly to step through each setting. ANIMATE - Allow you to cycle through the individual definitions. Single step or press

MIDNIGHT RESISTANCE DEMO

Stick it in port 2

You need the review last bit - a new play the game. This smart demo of Crow's latest shoot 'em up plays through all the first level



Top, we agree. It's an excellent little reviewed one. The only problem is that it's an excellent little reviewed one driven by someone who wants to kill you.

and includes the weapons select shop so you can check out the latest killing hardware before going on the next page again!

The idea is pretty straightforward. All you have to do is wander onto the wall, at which point you can enter the weapons store and change some nice new weapons - and start from the beginning again. To guide your soldier, use

the normal set of up/down controls to get him to walk left and right, jump to a higher platform on his stomach. Like Robocop, you can fire in any of the eight joystick directions by

holding down fire and pushing in the direction you want to shoot.

When you shoot the orange badies, make sure to collect the keys they drop (in other words, shoot 'em 'til they're as you can



This screen in Midnight Resistance takes place in some really beautiful scenes, like this one, but there's no time to stop and admire it

enter the store. When you enter the Weapons 'N' Us shop, jump up and collect the weapon you fancy. Then it's back to the beginning to try out your new-found glory!

and hold down the the button to run again quickly through them.

SPRITES EDIT (SPT EDIT) - Gives access to the sprite definitions. Up to 50 sprites can be defined.

CHARACTER EDIT (CHR EDIT) - Gives access to the character definitions. Up to 254 characters can be defined.

PATTERN EDIT (PAT EDIT) - Gives access to the fill pattern definitions used by the Pattern Fill function. There are 30 pre-defined patterns available in each graphics mode. Any pattern may be user-defined.

PATTERN FILL (PAT FILL) - This is just like Mega-Fill except that the chosen area is filled using the current pattern definition instead of graphics from the alternative graphics screen.

PRINT DEFINITION (PRN DEF) - Transfers the current definition to the graphics screen like an elaborate point brush. The Enhancement Window displays its top-left corner. Each time you press Fire, an image of the current definition is placed.

GRAM DEFINITION (GRM DEF) - Reverse of Print Definition, used to "erase" any type of definition directly from anywhere on the graphics screen. Set the type and number of the definition you wish to define, and shift user-control to the graphics screen. Each time you press the fire button, an image of the current definition type is erased from the screen.



Commodore logo:
This simply toggles the Master Control Panel on and off enabling you to view the entire graphics screen.

CTRL + WIDCON actually has three independent cursors - two for the graphics screen and one for the Master Control Panel. Pressing this toggles user-control between them.

RUN/STOP: Generally terminates certain graphics operations and/or reset incorrect option selections. If in doubt, give this a tap.

INPUT/OUTPUT MODE

Accessed by pressing function key B, if you are using a disk drive, it enables you to read the Error status when things go wrong, as well as a Directory. Press RETURN to initiate commands.

FILENAMES - When saving or loading graphic data you may need to specify a suitable filename - especially if you are using a disk drive. In V0 mode you'll find that the Commodore's keyboard behaves as normal, enabling you to type out a filename up to 14 characters long.

DEVICE SELECTION - The two large, light-red coloured selectors are self-explanatory. One is for people using Cassette Tape Recorders and the other for people using Disks.

DATA TYPE - Four light grey selectors indicate which type of graphics that you wish to load/save. Left to right: graphics screen, 32 sprite definitions, 128 character definitions and 30 pattern definitions.

10 MODE SELECTION - Four light blue coloured selectors are used to indicate the required V0 mode. Left to right: load data, save data, verify data and replace data.

NOTE: "Replace data" is only available to users of disk drives.



Using the Master Control System



- COORDINATE READOUTS** 1 and 2 show coordinates of the currently selected pixel.
- RESOLUTION WINDOW** Shows the selected area of the graphics area.
- SCREEN SWAP (FOR INFO)** Toggles between the current screen and the graphics screen.
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using the direct tape indicated by the current Pattern Selection.

10. COORDINATE READOUT (CHR) Shows the coordinates of the currently selected pixel. Press the coordinate readout button to see the coordinates. Press the screen swap button to see the graphics screen.

11. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

12. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

13. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

14. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

15. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

THE BETA SUBROUTINE
The following menu appears on a new BetaSub routine after one of screens of any type. Press and hold the fire key once and then release the screen swap button and you will see the beta sub routine. Press the screen swap button to return to the graphics screen.

11. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

12. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

13. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

14. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

15. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

16. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

17. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

18. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

19. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

20. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

21. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

22. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

23. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

24. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

25. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

16. COORDINATE READOUT (CHR) Shows the coordinates of the currently selected pixel. Press the coordinate readout button to see the coordinates. Press the screen swap button to see the graphics screen.

17. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

18. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

19. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

20. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

21. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

22. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

23. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

24. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

25. SCREEN SWAP (FOR INFO) Toggles between the current screen and the graphics screen.

Oh lordy, me tape won't load!

There are few feelings more frustrating than the one you get when you take the tape off the cover of the mag and it won't load. Sorry, but we pretend as many that a few facilities do find their way into readers' hands. But all is not lost if your CP tape is giving you grief, send the little beast complete with an S&S in CP Tape 3 (S&S) Release. Mike Lunde Video Ltd, Harrow, Middlesex HA1 4, Future, Magazines 997 488 and 999 send a replacement as fast as we can!

Awesome Fire-po



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WOW!! CP'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 Jarrett

Well, yes he's old isn't he? In fact he's so old that he's worked on just about every Commodore ever. He's been a proud 64 owner 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...



Sean Masterson

Sean's done a fair bit of an other computer mag. He got so hooked on games generally, he ended up editing Future Quest, the IPO mag. Now he's

returned to Earth and says that when he grows up he'd like to be a freshly prepared salad. Amen, yes...



Andy Dyer

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

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



Gordon Houghton

Enough to blow out the world as Granite Man. So, this man is the meanest Commodore games player you

ever did see. He makes short work of shoot-'em-ups, platformer platform games and annihilates all kinds of arcade adventures. Is it true that bullets fly off him?



Kati Hanna

Kati is another computer games mag editor who knows her Commodore. In fact she's got a Commodore 64. Darn, this girl's as cute as pie 'n' 'n' as milk...

Sports a dodgy sports miles off. Maybe this is why she prefers brain-burning adventures to break about savvier 'sneaker' death. Mind you, they don't call her Kapable Kati for nothing...

GUTTER ARTS

These four ugly mugge get dropped in every issue in a write to be called for their opinions on one or two of the games we review. They're all uninvited 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 us hard-boiled 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 about writing this bit but they summarise the main points (good and bad) at the end.

CF RATINGS



- When you get to the end of a review you see an of these bytes left. This is a Powermeter and in a an all these summarised good and bad points
- about a game. Think of it as a well 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 well bit. Bad points push it down again. Where the two parts meet, we put the rating. The highest 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 80%, it's a corker! And if you don't go out and buy it, you're plain stupid.

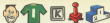


ICONS

To make things nice and easy, we've knocked up some 'tell-at-a-glance' icons (things as you can tell at a glance what standard features each game

contains. They are:

- FACE** - Number of players: the more heads, the more players there can be.
- KEYBOARD / JOYSTICK** - Control: keyboard, joystick or both.
- MOUNTAINS** - Tell you that you can choose different difficulty levels.
- OCTOPUS** - Multiplot: if the octopus is here, the game's in bits.
- FOOTBALL SHIRT** - Save options: if there is one, it gets the game's shirt (all obvious, that one).
- BLOCKS** - This means you get the chance to play by putting your name in a high score table.
- PAIRS** - No, there's a game mode (gross).



The Mayor's daughter has been kidnapped and was last seen heading north in a red Porsche. What do you mean you're all busy. Is anyone free? Oh no, not those two. Aren't they the ones who gratuitously shoot up their cars and criminals alike? Oh David, I suppose they'll have to do...

And that's where you come in. You take the role of a couple of tough streetwise cops, whose role it is to save three unfortunate kidnap victims, one of whom is the Mayor's daughter. To achieve this glorious aim you are equipped with a large red car which has been specially designed with only two gears (programmed 'top-out speed') and untidy speed capabilities. Oh yes, and you have a handgrip.

That said, it's time to hit the road, Jack. Push forward on your shaft of give (if I think the means justify - EOL) and your car will eventually fly there's no tomorrow. Once you're up to top speed all that remains is to stay on the road. This is all very well on the straights but turns prove a little more tricky. In these cases, careful use of the brake (pulling your joystick back) is advisable. Mastering this skill is notoriously difficult as the car seems to have little or no steering capacity when cornering. What's more, it would appear that the kidnappers have chosen to permit their destined deaths during the rush-hour, as the volume of traffic is starting. This car prove hairy on bends but on the straights, good fun can be had bumping innocent folk off the road.

At the bottom of the screen is a view raster containing one blue dot and one red dot. The blue one is you and the red dot is the enemy.



Typical - you set off early enough to avoid road-hog and already there are two bikers giving you a hard time. Time for a quick overtake

Special criminal obliteration

The investigative expertise of Chase HQ agents has been called into question recently, following an investigation by Commissioner Patricia Bart (which reveals that)

Approximately 20 innocent road users die during the course of a routine investigation

Used bullets outnumber questions asked by 4000:1

Out of 90 cases studied by CP, 90 of the arrests were made in violent circumstances

The questions CP want to ask are, 'Is it really ethical for cops to act in this manner and, more importantly, would you buy a used car from them?'

CHASE HQ II

Racing along the fast lane from Manchester is Ocean's first cartridge release. It's just skidded into the car park, in fact. But just how long do you think it will take before you drive it into the ground?



The distance between the two represents how far away the opponent's car is.

At the start of the game you have five boosts available which can be used at any point in any level by pressing return. This simple key press will send your vehicle hurtling along at ever higher speeds than before. Handling is no worse during a boost but the real benefit of using this feature is on the various straight sections, centralise the car hit return, and the kidnappers will come into range before you can say, 'Pull over, creeps.'

About midway through each level, a helicopter passes down and drops a weapon which one of your characters has to catch. Unfortunately, this item only has a limited life span, so if you're too-close to the enemy when you collect it, the chance are it'll disappear before you reach them. But it's fairly easy to dispose of the badbies once you've got a feel for the controls.

In the early part of any level your opponent's motorcycle cut-outs weave about the road and make life difficult for you. But after a few minutes of bikers you will, with luck, catch up with the kidnapper. Drive up along side the car and drive very carefully, even if you slow down as this point you won't lose it. However, go too fast around a corner and you'll crash. By the time you get going again, the crash will be long gone.

To complete the stage you need to repeatedly



This is more like it. Get the world by its tail. The goal being about visible hillsounds in they drive you down when you lose the road...

shoot and run the enemy vehicle. A meter displays the damage done to the enemy car. When it reaches 100%, success is yours and a static screen at the end is displayed.

What next? Much of the same really. Your boss informs you of your next mission which is to see a female kidnapper victim. The only difference is the scenery, the kidnapper's vehicle and slightly more difficult gamplay.

Well, the C64 cartridge age has dawned and all we can do is breathe a sigh of relief. SOCRATES is an instant and easy-to-use, screen and menu takes several moments to appear. This is a real bonus as far as the game goes, for reasons I will come to in a moment. Visually, SOCRATES is real fast. The graphics are fast (very, very fast) and incredibly smooth. Hills and dips are very slick, and the tunnels have a realistic and disorienting feel to them. The landscape range from city skylines to orange mountains, which scroll smoothly as the road bends and turns.

Send your vehicle hurtling along at even higher speeds than before



These are the culprits. The pan pushers back at Chase HQ do earn their salaries. Now I know what I'm looking for, it's time to get out on the road do something about getting one mayor his daughter back. And if it ain't, I don't wanna see a parking ticket again.



Reading south, and why the hell are they doing that. They got a heck out of being stuck on the M57!



Time to hit the backstreets, Chase but with go on for miles and later highways from trying shoppers - but not from me.



Sometimes are really pleased to spend in. You can't see a board till it's within your view. Still, if that's the way it has to be, then that's acceptable. In any case, see you, see you, what!



There is a light at the end of the tunnel, it won't be long before an arrest is made. Another wrong put right (humph)



Told you so. Game over, except. Now there's just time for a 30-sec and then it's time to start all over again.



Beyond the city smog, into the hills, this is the stuff our adverts are made of. Hope this thing's running on lead-free.

When it suffers, it is the playability rather. Control of the car after - something just isn't reliable enough. It's almost as if the computer takes over, or rather restricts, your movements, unless of course, you crash.

Furthermore, there just isn't enough control over the range of your speed, it's either too or go blamin' fast. And although the graphics vary between levels, the gameplay doesn't. This is a great shame, because at other aspects of the game are extremely polished. I strongly suspect that the fact that this is cartridge based may well have to blame. If it were a cassette- or disk-based multi-loader it just wouldn't be worth the wait.

If the phrase 'to before you buy' was ever applicable it is here. If you're a fan of this sort of thing, the more than competent graphics and the lack of loading times may well outweigh the limited gameplay.

ANDY



Game Maker SCI
Ocean £19.99
Cartridge £19.99

POWER RATING

THE DOWNERS...

- Lack of variety between levels may curtail (and so) the desire to participate
- Controlling is abysmal, which may prove frustrating

100

—

—

74%

—

—

—

—

—

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—

0

...AND THE UPPIERS

That Death Adder... he's a bit of a lad, innit? Not content with stealing the legendary Golden Axe of Turla (stealing the poor peasants at the mercy of campaigning knights) he's also gone slumping around, killing people for the fun of it. Just ask the goo-sucking dwarf, Olliv Thunderfoot! — Death Adder bumped off his brother. Or the gorgeous, large-breasted amazon, Tynis Flax, who lost both parents to the wrath of the Titan warlord. Or the beautiful Ax Battler, whose mother got in the way when the anti-social Mr Adder came to town. It's not surprising then, that these warriors all have an axe to grind (groovy) with

Come back with us to a time of dragons and ogres, of fierce warlords and oppressed peoples, of blood and combat. A time for warriors, a time for heroes, a— (Er... OK luvvie, that's super. Could we go again, but a bit louder this time?) Sure. Ahem... COME BACK WITH US TO A TIME OF DRAGONS



GOLDEN A

of Death today. They want him dead, the people of Turla want him dead, just about everybody wants him dead... so what are you waiting for? There's no good pretending that you don't know what comes next: select your character, press that fire button and go kick some butt!

The only way to free the land and people of Turla from the vile clutches of Death Adder is to pay a visit to his temple hideaway — and kill the gods. Easier written than done, though, the journey to the temple is a hard slog from your home in the forest, through Turtle Village, across Eagle Island and up to Death Adder's front room.

War! Must have gotten out about your intended meeting with Death — his cronies are out and about and after your blood. As you tread the treacherous path to DAA's domain, you'll confront all manner of assailants: ogres with clubs, soldiers with



No action or action in this game, this screen lets you choose your character to be Barbarian, Barbarian-kid or Dwarf!

spiked maces, Amazonian warladieses and/or fearsome fire-breathing dragons, giants with warhammers, skeleton soldiers, huge armoured knights and, of course, Death Adder himself. Phew!



Take a heavenly flight from Turtle Village to Death Adder's temple, but watch out for the trap-barbarian barrier!

The journey



Your quest is set over five days, and progress across the land of Turla is represented between levels by a map. Starting from the scenic woodlands of the Forest, you yomp through to the Turtle Village — aptly named as it happens for it resides on the back of a giant turtle which carries you across the river to the Friend's Path. This takes you onto the back of a giant eagle who flies you to the last, sorry your final destination: Death-Adder's temple abode.



To protect yourself, you have a number of back-in-play moves at your command: at close quarters it's simply a case of hammering that fire button to trip, slash and kick your opponent! The more athletic combatant can also opt for the flying kick, the spectacular jump-to-slash or the downright show-off 'jet driver' — leap into the air and stab your enemy through the top of the head!

They'll be feeling very poorly after a quick dose of lightning bolts

Of course, but even so effective. You can also mount one of the sleeping dragons you find lazing about, spruce them into action and breathe fire on your attackers. How'd you like your ogres? Fried or roasted?

This party march sets the scene for the rest of your crusade. Unlike the original, you only have to contend with single opponents at a time (which is fine by me), but hacking through the army of skeletons on the final stage does prove a bit tedious — especially as it



I took three... to the Bastion' - DROWNE, Et... excuse me, but I appear to have lost an arm. No matter, 'tis but a scratch. GRIMM! What! Another limb gone again, then! Well I've had worse. Come back, I'll take you down!

AXE

axes, heads and tails of his to actually defeat each other. There's no running away from this battle either: you still can't continue until each adversary lies dead at your feet, and the flashing 'GG' symbol signals that it's time to move on.

The land of Yuria is nicely represented by a smart landscape which scrolls smoothly past as you march your way through the enemy. The scenery has very nicely drawn and the palette is switched as intervals so that the colour scheme remains faithful to the original, at the very least, you are treated to some wonderfully low key, atmospheric and downright spooky backdrops.

Your character starts off with five lives, each of which is made up of three blocks. Every time you're downed, a block disappears. Once all three have gone, a whole life is lost. However, there's a continue option and you can steal some extra life force. Blue and green-clad thieves scrouge on all intervals, clutching bags of magic potions and food. Give these guys a swift kick in the rear or swipe of your blade and they'll drop their booty and slurry off.

When you're in need of assistance, smash the space bar to unleash your elemental powers on GAI's drums. If they aren't killed outright, they'll be feeling very poorly after a quick dose of lightning bolts, dragon fire or mushroom cloud explosion!

Other than the single player one-on-one gameplay, Golden Axe has survived the conversion fairly much intact. The battles are still big, fast, and as vicious as ever. Death Axler doesn't know his treats are any more

A lesson in slicin' and dicin'



Easy: press the fire button and touch that point!



Golden Axe's combat moves have been tailored for use with the joystick and only one fire button. Here are the full complement of manoeuvres, ably demonstrated by our heroes, Tyrin and Gillis. Take it away folks 'n' losers...



Fire button for sword slash 'n' swipe and blocks



Press fire and push up to jump into the air. Then press fire again for a devastating mid-air slash.



Tap and hold left or right to start running, press fire while running to jump-kick or headbutt your enemies.



Push up and fire while running to perform 'big jump' down and fire during big jump for 'giga driver'

How d'you like your Ogres Fried or roasted?

Food adds another segment to your life meter, while potions go to boost your magic powers. A counter displays the number of potions collected and, correspondingly, the power of your magic.

When you're in need of assistance, smash the space bar to unleash your elemental powers on GAI's drums. If they aren't killed outright, they'll be feeling very poorly after a quick dose of lightning bolts, dragon fire or mushroom cloud explosion!

Other than the single player one-on-one gameplay, Golden Axe has survived the conversion fairly much intact. The battles are still big, fast, and as vicious as ever. Death Axler doesn't know his treats are any more

but he's still pretty sharp when that chopper! There are some nice sampled screams and the converted Sega soundtrack sounds better than ever!

If you fancy a taste of cold steel on warm feet, cool yourself in the sea with a fork... or... no. Better still, buy Golden Axe.

STYL

POWER RATING

THE DOWNERS...

■ Single player only and let the one player die time

■ User control grows pretty negative

THE UPPIERS

■ Amazing animation on all the characters, especially the huge giants and the dragons

■ Clear joystick control

■ Almost completed screens and a ripping soundtrack give the landscape a real feel

■ Supporter arcade-style presentation, with turbo graphics, character selection screen and battles-level animated map

■ Gorgeous sight effects

■ Beautifully detailed coloured and smoothly scrolling backdrops

■ As accurate a conversion as possible - a definite plus point for fans of the original

... AND THE UPPERS

Game	Golden Axe
Maker	Virgin
Cassette	£10.99
Disk	£14.99



Give the original heroes a good kicking and collect the blue magic potions they drop...



... Then when a battle is making hopeless advances, let them have it!



*"As expected,
a brilliant game..."*

Frost Breeding



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Programmer: J. MOULT



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WILL MILLS

ROGER FRAMES

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Thank you very much, now let me see, though I love my Roger dearly, it must be said that at times he can be a tad miserly, so it is with pleasure that I can give good spending advice to all you kindly readers out there. Andy (he's such a nice young man) will review each game and then I'll send my pearls of wisdom at the end.

MRS. F

OUT RUN

Kixx £2.99

Mention the name Out Run and everyone should immediately know what I'm on about. If not, where on earth have you been? Out Run was originally a coin-op that took the arcade by storm. This was due in no small measure to the fact that the graphics were astounding (at the time) and the steering wheel had extremely realistic feedback. It even put



like to stress that the phrase 'transparent telly' should in no way be seen as a sexist comment, rather that it attempts to convey a complimentary description of one of the game's characters - Ed!.

When the starting lights turn green, shift into first gear and put your foot to the floor (this will do nothing whatsoever, so you'd be well advised to push the joystick forward instead). When the rev counter turns red, shift into top gear. All that remains is to negotiate the various tracks and complete the course. This is made difficult by the sheer volume of traffic and the undulations of the road, which sometimes prevent you seeing approaching corners.

Out Run does have its faults and left an accurate conversion but then again anyone who thought it would be as out of this world, it's fast, playable and looks good. What's more, it's a paltry £2.99.



I think possibly we should have turned left out of Mountain View and straight on at Mountain Viewend.

done! If you strayed from the road, when this monitor was converted for the home it was given a steering wheel, looking back, was a bit unfair. Proper's hopes were too high, mistakes. How that is a budget title it really does represent pretty good value.

The idea of the game is to drive through one of five courses - each of which contain five sub-stages - armed only with a Ferrari, your skill and a piece of rampant telly in the passenger seat (Commodore Format would

We have good news and bad news for you. After Roger's appalling behaviour last time around, we managed to talk him into coming back this month. He has however now gone to camp outside Lewis's in order to be first in line for the January sales. But don't worry, we managed to find a last minute replacement in the form of Roger's mum, Edith. Take it away Mrs F...

THE GAMES - WINTER EDITION

Kixx £2.99

Many a multi-game Edition has been celebrated by Eggs in the past. How they're getting a new taste of life via Kixx. The events in this one are as follows (to be followed in a Ballgame sort of fashion):

EGG ONE! The Laser speed test is an unbelievably fast two-sided. Vigorously guide your sled around this convoluted track to get the fastest time.

EGG TWO! Figure skating: choose the music, select the appropriate moves then get on the ice and make like Janya Tonilla. Use your moves too quickly and you'll be left scudding your thumbs on the music benches.

EGG THREE! Speed skating: waddle your stick off left and right in order to prevent yourself landing the back at great speed. Rhythmic movements make it more a test of timing than skating.

EGG FOUR! The downhill position the four skaters strategically around the course then slam as fast as possible to the bottom of the course. You can use the 'back' manoeuvre to gain speed while constantly forcing your ski poles around to prevent a monumental head-first dive into the snow.

FRAME RATE...

It reminds me of Sundays when we used to take a drive in the country - Lovely pictures (we call them graphics, Edith - Ed). Yes this one gets 100%. N.B. The early adjusted rate for this game is:

75%

DELTA

Kixx £2.99



Don't be fooled by the screenshot, this game is well tricky. The graphics may be simplistic but their complexities and speed mean they make up for it.

Delta was previously a full price and was quite a mackerel. It is, as I'm sure you already know, a very fast and very polished shoot 'em up. It's fairly straightforward but playability-wise it comes up trumps.

First, your homeworld, it is deadly peril from the ravages of the Haffler Khantate due to the fact that you incorrectly translated their name into something that meant 'war nothing better left'. As a result of the 'war' misspelled, you must destroy as much of the enemy fleet as possible.

The enemy come hurtling toward you at a crushing rate of knots and each wave must be completely destroyed in order to obtain bonuses later in the level. Seven floating items appear, some of which turn blue, depending on how many alien waves you wiped out previously. Only blue items can be collected.

The icons represent various bonuses: extra speed, multiple fire bullets, weapon, super shield, protector

and the enigmatic (look it up) 'oh yeah'. Anyway, they all become important later on. For example, huge columns encountered later in the game can only be avoided if you have collected extra speed. The 'oh yeah' weapon, which is collected from the amphibious planet of Zed, will make your life a lot

easier. (Just don't ask, okay?)

The end of each level provides a large question. Though they're easy to get to annihilate early on, they become just-slightly more difficult later. The graphics are small but beautifully animated and fill the whole screen. The border has been cleverly used to store information such as your health status and the number of lives you have left. This makes the game very impressive looking.

The only negative points are that it can at times be a bit too difficult and some stages are rendered impossible because of missed bonuses. That aside, Delta is an admirable piece of programming and at budget price it's a game that most definitely should not be missed.



It's a Corker!

FRAME RATE...

There's something wrong with this one. My little flying things keep disappearing. It's rather boring a life game - Oh but it's happened three hundred times! (Good Grief, leave this one to us dear.) I feel a Corker coming on, if you hate shoot-em-ups then steer clear but this one really does the business.

90%



And now courageous Cassilla will perform a tumbling stance. (It's Andy, this is figure skating - Kit Barry, my little stars, green)

WIN FIVE! The storm-carrier down the slopes and daffy slip between the gates as you go. Alternatively, completely loose control and miss every single one.

WIN SIX! The old jump, carefully position yourself as you plummet down the ramp, take off and move your arms to maintain level flight, then assume landing position - smooth coast!

WIN SEVEN! Cross-country skiing, rhythmic joystick movements should ensure victory over the pathetic computer opponent. This event is a simple spirit how affair.

FRAME RATE...

Three moments ago we were playing lovely summery games and now we're slumped straight into winter. I blame Chernobyl. Well, it does give me a lovely warm Christmas feeling, so it can have 90%. Happy New Year, everyone! N.B. Green, this is the winter of our discontent, for... argument's sake let's give this one

55%

CALIFORNIA GAMES

Kixx £2.99

California: a place renowned for having inhabitants of almost God-like beauty and sports of almost unbelievable variety. It is these 'games' that have been bundled together in California Games from Kixx, and include such classics as skateboarding, surfing and football (football?).

You can practise the events or choose to compete in all or any of them. If you choose to compete in all of them, each one is loaded in turn; results are displayed at the end of each event and summarised together when you finish a session. You can also choose the number of teams against whom you compete. Either play alone or with up to seven friends.

The first event involves skateboarding through a half pipe. All you have to do is show back and forth across the 'pipe' performing flips and airborne turns without falling in a messy heap of the bottom. Good fun but incredibly difficult.

Event number two is the ergonomic boat bag. Obvious it may be, but it's a real find, too. Just keep the little bag in the air by repeatedly kicking or heading it (a lot like practicing football skills with a bean bag). It's also possible to let the seagulls occasionally fly past.

The third event is probably the most enjoyable of the lot. Surfing gives you a ticket to perform mindboggling leaps across the waves with the casual outcome being an groggy plunge into the watery depths. This one is hard to beat.

Next comes the roller skating, a straightforward sport on wheels in which you have to jump obstacles and perform stunts until completing the race in the quickest possible time. Think it's easy? Think again.

One of the penultimate events which is (B&B) like sailing. The aim here is much the same as with roller skating. Complete the course as fast as possible and as stylishly as possible by pulling obstacles and jumping darts.

And so to the grand finale, the flying disk. By manipulating your character's arms and setting the power bars at the bottom of the screen, you must attempt to throw the dis-



Swellsurge, surf's up, rippest, glimme a look. Don't those beautiful surfaces make you sweat? Don't so, there's surfing's a real find!

ks as accurately as possible to the catcher at the other end of the screen.

Each of the events are superbly done. The graphics are very pleasing and the gameplay can't be faulted. Where California Games falls really flat is in the moderate amount of time it takes to beat each event. As a cassette game it just doesn't work at all. How about a cartridge version, guys? It's really the only way to get away with this sort of game. As it stands, it can't be recommended. (Dear well clear unless you have several days spare to spend loading it in over mind playing it.)

FRAME RATE...

Wise as you feel this takes me back a few years. (Have you been to California then? Don't! - £2/40, it just reminds me of our summer holidays in Great Nainauts out, sand and a liberal helping of the Whippy's FF's. Be because it's made me so happy I'll give it 55%.

N.B. Insurance companies employ loss adjuster's, so have to employ loss adjuster's. The adjusted figure is

55%

Others too numerous to mention

Else have also given us the re-release of *Barbarian II* as a budget title. Furious hack 'n' slash action as your character (either male or female) attempts to destroy the evil *Braxx* and all his minions once more. A polished game let down by frustratingly difficult game-play - 71%.

Mastertronic have this month released *Rugby Manager* on the unsuspecting public. Choose your squad, buy and sell players and watch each match unfold before your very eyes (not very entertaining to be honest). A real game but simplistic and won't hold your interest for long - 40%.

Players Premier have also released *Armed* this month. A decidedly average shoot-em-up, which the cassette inlay describes as 'an incredibly realistic gunner simulation'. Ignore this and you have a fairly worthwhile shoot but nothing to warm the cockles - 50%.

OPERATION HANOI

Players Premier £2.99

Hands up all those who find *Operation Wolf* I thought as much. Loads of you. Is that because you're all sick, mentally perverse war-mongering psychos with murderous intent? No, me too. In which case you may find this title of interest.

Your role in this game is to control a team of stealthy commandos whose mission it is to battle their way through three levels of frantic military mayhem and slaughter the hostile forces and obstacles in your path. You've got to survive to the end and in order to destroy the super tank at the end.

The background scrolls smoothly from right to left over which appear a variety of adversaries; foot soldiers, close up and distant, armoured cars, planes (which are smaller than anything else for some reason we can't figure out) and attack boats on the purple waves.

In order to dispose of these beastly things, you have for your own personal use a machine gun and a smattering of grenades. To let fly with these wonderful toys, position the on-screen crosshair over the lighter you



Wow, I should like this. Just look at the size of that plane. That means the parachute contains fuel oil, about 10 quids

want to waste and press either the for bullets or the space bar for grenades and keep blasting until there's nothing left.

Occasionally a small parachute descends, bearing gifts such as extra bullets, grenades, first aid, gold, franciscoms and more. It's not announced about the last three - £20. If you have any intention of staying alive these should be collected at every available opportunity. You get enough bonuses to keep you going but, later on, you're usually down to your last round of ammo before it runs up. Not letting stuff, eh?

Operation Hanoi is by no means spectacular. The graphics, while competent, are nothing to write home about but the game is very playable overall. Although there are only three levels, the difficulty more than compensates for the absence of more murder zones - without being annoying in itself. At budget price, *Operation Hanoi* has got to be worth a look at the very least.

FRAME RATE...

How delightful, when I put this little pointer over those little men they start waving at you and then fall over with gas. I really can't understand why people complain about slow-down in games so much. This one also gets 100%.

N.B. Oh baby, take 40% of £200's value, please. The truth is that this one's worth

60%

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

FULL PRICE GAMES

Back into the top spot comes Shadow Warriors, backed up by Microsoft's Back to the Future 2. The increased interest in Platform Wars seems to have a real companion, as climbing back up to number five. Meanwhile, the repeat-topster has advanced 11 places and could be out of the running for good – until it reappears in the budget chart when the second title, breaking into the lower levels, are two of our new. Time Machines and Lords of Chaos – they both managed to do well, bubbling under a Electronic Arts' followed. What will C64's charts look like?

1	(2)	SHADOW WARRIORS Ocean
2	(20)	BACK TO THE FUTURE Minds <i>CF PowerRating 95%</i>
3	(1)	TURRICAN Rainbow Arts
4	(15)	EMILY HUGHES INTER' SOCCER Acadlogica
5	(11)	ROBOCOP Ocean
6	(10)	FLIMBO'S QUEST System 3
7	(3)	CHASE HQ Ocean
8	(7)	MANCHESTER UNITED Chrysalis
9	(17)	WORLD CUP SOCCER '90 Virgin
10	(-)	TNT Compilation Gulfmark

11	(8)	F16 COMBAT PILOT <i>digital integration</i>
12	(4)	FOOTBALL MANAGER W' CUP <i>additive</i>
13	(78)	GAZZA'S SUPERSOCCER <i>Empire</i>
14	(-)	DRAGONS OF FLAME <i>US and CF PowerRating 87%</i>
15	(9)	KICK OFF <i>Amiga</i>
16	(5)	OPERATION THUNDERBOLT <i>Ocean</i>
17	(1)	TIME MACHINE <i>additive CF PowerRating 87%</i>
18	(4)	VENDETTA <i>System 3</i>
19	(6)	INTERNATIONAL 3D TENNIS <i>Empire</i>
20	(1)	LORDS OF CHAOS <i>back software CF PowerRating 95%</i>

BUDGET GAMES

The Codes have got the budget scene pretty stuffed up – especially since you can all rush out and buy any old book, even when we give it a pathetic 10%. The ones I care tell you... 7 new entries include Quattro Super Hits, Hung King Phoenix and Deluxe. This month's all-the-bit-better releases include Action and The Temple Of Osiris, increasing Blazon (and a version of Sport) beyond measure (the movie is better than a 100-room movie house which makes a rapid descent of 10 places) and where else to the charts scene.

1	(-)	QUATTRO ADVENTURE CodeMasters
2	(15)	QUATTRO COMBAT CodeMasters <i>CF PowerRating 95%</i>
3	(5)	SALAMANDER Hit Squad
4	(-)	GUARDIAN ANGEL CodeMasters <i>CF PowerRating 95%</i>
5	(-)	RUN THE GAUNTLET Hit Squad
6	(2)	RASTAN Hit Squad
7	(3)	QUATTRO SPORTS CodeMasters
8	(6)	PAPERBOY Empire
9	(4)	FANTASY WORLD DIZZY CodeMasters
10	(8)	PRO BOXING CodeMasters
11	(-)	QUATTRO SUPER HITS <i>CodeMasters</i>
12	(12)	ROAD BLASTERS <i>Empire</i>
13	(7)	DALEY THOMPSON'S OLYMPIC <i>Hit Squad</i>
14	(-)	HONG KONG PHOENIX <i>Hit Squad</i>
15	(11)	4X4 OFF-ROAD RACING <i>Empire</i>
16	(4)	RUFF AND REDDY <i>Hit Squad</i>
17	(13)	PRINCE CLUMSY <i>CodeMasters</i>
18	(1)	OUTLAW <i>Empire</i>
19	(10)	YODI'S GREAT ESCAPE <i>Hit Squad</i>
20	(9)	MATCH DAY 2 <i>Hit Squad</i>

CHART TALK

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, while the 'n' sign means it hasn't moved, and 'f' means it's a new entry (or it has re-entered the charts, jamming things). These games lucky enough to have been reviewed by the CF team have their PowerRating next door, so you can see how it scored – and whether it deserves to be where it is!



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

THE COMPUTER GAME

RETRACE
THE STEPS
OF DICK TRACY,
THE WORLD
FAMOUS
COMIC STRIP
DETECTIVE,
IN THIS SUPERB
COMPUTER
CONVERSION
OF THE BLOCK
BUSTER MOVIE.

- 40 LEVELS OF NON-STOP ACTION
- STUNNING MOVIE STYLE SPECIAL EFFECTS
- SUPERB 3D ANIMATION
- SUPERB MUSIC INSPIRED BY THE FILM
- REALISTIC FILM AND COMIC STRIP CHARACTERING

Developed by:



TITUS
SOFTWARE



While this is a turn up for my trousers. Instead of some cute 'R' kiddy or dinosaur or wobbly baby, we've got a cute 'R' robot-type, complete with teeny 'R' blasters and a wobbly 'R' airway of death-dealing madness. Um... well, maybe he's not that cute after all.

This particular hero into all things robotic centres around a Derry Bin-type character called Atomic Robo-Kid, whose simple task it is to blast his way through 21 levels of aniseed shoot 'em up mayhem. No well-meaning plea in this one (talk to girls to save or skeletons to skip, just a wee robot - nearly graduated from the University of Space Combat - and enemies à-plenty).

Each of the levels vary immensely, both in length and content, the first level being a straightforward left to right blast. Later on, though, levels also scroll vertically and often



He's small, dustbin-shaped and runs on Uranium 236. Straight out of University, it's his first job. But will it be his last? Take a skid with the 'kid. He'll blow you away!

Atomic R

Robo-weapons of destruction

There are four weapons available:



Three-Way Fire - green



Five-Way Fire - blue



Big Fat Laser (Andy Dyer Corp Names Inc.) - red



Atomic Bomb - yellow



They may look like a gun turret but they are in fact slow to use levels. Move, decisions decisions...

take the form of a simple maze, requiring careful manoeuvring of 'bot' as many hazards aren't visible until it's almost too late.

In total there are 20 levels, of which 21 are featured in any one game due to some levels having a choice of more than one exit available. Within this framework there is a fixed pattern of play: shoot your way through three levels, then attempt to destroy the massive (and by massive we mean of comparable size to Star Wars' underpants) end-of-level guardian. These monstrous thugs are large metallic objects of varying shapes and sizes who have attached to their persons a number of gun barrels, each of which must be destroyed before a large red eye appears. Shoot this several

times and the beast disappears in a puff of - well, not much really. It just sort of disappears. This method of destruction is simple in itself but is made more difficult by the presence of large wading tentacles and enemy fire. Job done. Er... not quite.



The enemy may be pretty tall but you can't afford to stand around admiring it.



Put that destruction away indeed, this is the first end of level guardian. It may look big and mean but, believe it or not, it's a whop!

After polishing off each gangbuster guardian a head-to-head battle screen is entered in which you appear on the left, confronted by a similar mini-level on the right. Predictably this mini-mocky takes its after your blood on all as the case may be and so a quick shoot out is called for. Flaming up and down the middle of the screen are two moving asteroid belts which come only to hinder the destruction of you or your adversary. The aim is simple, kill or be killed (I personally slumped for 'be killed' as I found the kill option to be far more difficult).

If this all sounds a bit too destroying, later levels there are a sprinkling of different weapons to be collected and utilised as you see fit ('see fit' - blast like crazy). You start off with simple bullets, and can collect Three-Way Fire, Five-Way Fire (which only has limited range), a Big Fat Laser (I can't quite recall its real name) and the Atomic Bomb which is arguably the most powerful one as it destroys enemy fire as well as vapourising the enemies themselves.

Occasionally a small metallic thing resembling a moth appears and when shot

The aim is simple, kill or be killed



Yes, looks like a boss... (BURN) So that must have been a boss attack



If you go down in the woods today you'll probably end up mutated!

Robo-Kid



Come on man we're brothers, we should make peace not war... FURIOUS! Ouch, you little git... (BURN) (BURN)

releases a pulsing orb. Stead the orb and it changes colour, representing a different weapon and allowing you to collect only those weapons you haven't already got. Once these delights are in your possession, you can select which one you wish to use by hitting the space bar.

Unlike some shoot-'em-ups, each weapon comes into its own in different parts of the game, a good example being in level two. This section takes the form of a simple maze in which there are an obscene amount of little wall-based worms which fire at you. In order to get through the narrow corridors unscathed the 'Big Fat Laser' is a must. One



The blue and the little grey insect releases an orb which gives you extra life-power...

final note about the weaponry is that whenever you lose a life, only the currently selected weapon is lost, so if you feel a bout of death coming on... quickly select the weapon that you least want to lose. A delightful option if ever I saw one.

All in all, Atomic Robo-Kid's a pretty strong game, in fact it's *A Clinker* (though only just). The sound is gorgeous with the theme tune courtesy of Martin Walker (see CP1 for a feature on the man himself). Graphics, too, are a pleasure to behold. Almost all of the 28 levels are different graphically and super-size is made of the 64's colours in the background. All the spaces are well animated and the end of level guardians are both massive and wonderfully detailed. Watch out for the giant spinning turbine fan, it's a real visual treat. Some of the larger sprites flicker badly when the screen gets busy but is dead on this would be to make a mountain out of a molehill.

Playability? There's tonnes of it. The game is not annoyingly difficult but without random and acquired technique progress won't be forthcoming. A particularly good feature is that some of the enemies actually kill you on contact - only their weaponry causes



...and vice versa, there's that orb. Different colours mean different weapons

you harm, which means that when you die it's because you've been a total berk, hanging around the opposition instead of blasting them to pieces.

All that remains is to say, grab your Robo-Kid, extract a healthy dose of Photo-Disk and rush out and Photo-Disk it now.

STEVE

It's a Clinker!

Game	Atomic Robo-Kid
Maker	Activision
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

■ Rather flicker on busy scenes

100

90%

- Varying structure of each level prevents a complacency on the part of the player
- Variety of beautiful backdrops considerably enhances the game.
- It's as pretty as it is fun.
- Only enemy fire is harmful, it's no less difficult, but it isn't frustrating either.
- 100 levels? Pleasant!
- Don't get me wrong - it's a great bonus.
- Huge end of level battles test your tactical ability
- Choice of weapons is not excessive. A careful choice of which to use or lose can - and often does - save the day

... AND THE UPSERS

0



TWINWORLD

Apparently there was this secret smelter that was stolen by the evil druid, Manku. And legend said that the last surviving Clarkian, who went by the name of Ulooa, would retrieve the smelter thus restoring peace and prosperity to the land. So Master used up his remaining power in trying to destroy the smelter but only succeeded in breaking it up into twenty-three pieces. So Ulooa has to reassemble it whilst trying to

of one which behaves in different ways when you throw them. Deciding which type to use in a given situation is what most of the game is about.

Monsters are not impressive in their abundance but each type performs a different kind of attack and has been positioned to serve a very specific strategic role. In many parts of the game it is vital to know a

Not so much an evil creature as a spiky bringer of haphazard death

creature's attack method and how to counter it, in order to progress through a sub-section which might otherwise be missed. There are eight creatures in all: the Goblins which simply plough into you, the Green Golems which is much more cunning, the Argos which can fly around randomly or make a bee line for you, the Gobo-Hoboches which are, in effect, assassins, the Othems (not so much an evil creature as a spiky bringer of haphazard death), the Garmis which fragments into four pieces when shot at, the armored Hlobatoh which leaps from trees and frosts the floor, a large fire snake who breathes menacingly then bites you to death. Four biological hazards include: fire pits, vertical flame rivers which threaten to toast you from below, and large statues which kill you for no apparent reason.

Each time you kill one of these social animals, a bonus item appears. Most of the time it'll just be an extra credit but now and again you get extra lives, springs to make you jump higher, extra time or fuel. Piles are used to transport magazines, who can tell you items that only be of use in

exchange for the credits you've picked up. There are other bonuses available which we have still to discover for ourselves. Don't you just love a mystery?

Twinworld gets more and more complex, requiring a huge amount of puzzle solving and map-making. The sprites are excellent. When your character changes direction, he



Well, you get plenty of ammo left so it's not what happens when it hits a couple of bouncing rats off the edge. However!

steals to a half-Chaplin style, lurch around then cartwheels on his way. The disappointment with Twinworld comes from the lack of variety early on. Whilst you travel through complex castles and underground levels later on, the first eight sections are all much the same. That said, Twinworld is a highly playable and highly recommended game.

ANDY



Well, what big boss you have in Twinworld! It's better to go through this doorway to save it's another session.

evade the druid's vile minions. And that's where you come in.

The game is divided into five level segments. After four levels is one scenario type a bonus level.

appears in which you can collect extra weapons and credits. This continues until each piece of the smelter has been collected. Then not only that do you get to travel through the heartland to do battle with the evil druid. If by the time you reach the stage you have not assembled the maximum amount of weaponry, the fight against evil will be all but lost.

Initially you have three very similar weapons at your disposal in the form of spikes



Well it's nice and warm in here - and a hell of a lot better than the other. But I'm not exactly being made to feel welcome.



Also - a split level arrangement. My head must have swelled twice to hit that door. (Thanks about the world's press...)



How this to my kind of place, lots of peace and quiet. If I didn't have an evil druid to seek out... I could happily settle down here.

Game	Twinworlds
Maker	Ubi Soft
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Early levels are similar graphics
- Insufficient bonuses in difficulty but few levels

100

83%

- Excellent animation, especially on the main character
- Small number of strategically designed and placed enemies makes the puzzle element fairly boring but not repetitive
- Layout of levels means you'll be pushing over some of them for a very long time
- Wide variety of collectable bonuses means you never get bored of the challenge
- Movement of character and generally addictive game play ensures a long lasting interest
- Well varied weapons

...AND THE UPERS

TEENAGE MUTANT HERO
TURTLES™



**THE HEROES IN A HALF SHELL™
ARE COMING TO YOUR COMPUTER SCREEN!**

**THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA,
ATARI ST, C64, SPECTRUM & AMSTRAD 464.**

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Image Works, Inc. Home, 100 Southland Drive, London SE1 8NL. Tel: 01-491 4014. Fax: 01-491 4015.



Meanwhile, somewhere in the city, a dramatic scene is being played out in a contrived stage. And it has a familiar cast.

PP: Peter Parker, spy, retiring back-room who in his spare time is more often than the real-life-sleazy

superhero, Spider-Man.

PT: Flash Thompson,

the high school jock.

Big-headed,

talking and obnoxious

son of our friendly

neighborhood web-slinger

JJ: J. Jonah Jameson, arrogant editor of the Daily Bugle whose Peter Parker is a

photographer. JJ is a hater of all things spider-like.

Scene 1: The sidewalk, outside the offices of the Daily Bugle. Peter Parker (also the Amazing Spider-Man) jumps into his old school colleague Flash Thompson...

PT: Why the long face, Parker you whimp?

PP: Old Jameson told me not to give any more coverage to Spidey. Says he's old news and a menace to society.

PT: Why that old fool, it's about time he realized that Spidey is the best thing that ever happened to this city.

That's my hero he's insulting, why I oughta write his s---

PP: (Thinks -- It's only for those that give Peter Parker as it really is the Amazing Spider-Man -- the shock would kill him.) I take it you disagree with JJ then, Flash?

PT: You bet your ass I do, and so do most other people in this city, or else why would Empire be writing a game based on the guy?

PP: Really? (Thinks -- How I've heard of it.) Tell me more.

PT: Get your head out of the sand, Parker! Everyone knows about it. The paper takes the role of Spidey and can do all of these really neat moves that the big guy himself can do. Y'know... crawling across walls and ceilings and stuff.

PP: What about the web-slinging, can you do that too?

PT: Are you kidding? Course you can. You can shoot a line in eight directions which lets you climb up to the roof or going from web to web. It takes a bit of getting used to but when you do, geez, it's just like the real thing. I guess...

PP: So when it's time to do them?



Not a maze. You can see Mystério's room only early in the game but can't actually get to it... Deal and double deal

Mystério is a master of illusion and has rigged up a whole lotta traps to trap him



The Amazing SPIDER-MAN

Bitten by a radioactive spider, Peter Parker now exhibits the strangest of habits, like walking on walls and wearing blue and red together! Does this man have no dress sense? Our fashion correspondent investigates



Does whatever a spider can?

In a shock expert, CP decided to ask some probing questions about this so-called "spider" man, who claims that he can do whatever a spider can. Or can he?

- For instance, does he eat flies? We think so!
- How many legs has he got. Not eight, that's for sure.
- And eyes? Just the two, it looks like.
- When was the last time you were able to take a bath because of the large blue-and-red patterned figure crawling menacingly over the plug hole?
- And the clothes? Does he go in and for criminals to walk into his web, so he can suck their insides out? Eh... nope.

We leave you to it. Proof that Peter Parker is a fraud. Or is it? If you want to know more (and we think the people should be told) check out the Spidey demo on the CP PowerPack tape. It's a stunner!



Such a crawl! Spidey beats all spiders. And if the fire alarm's later you burn, the game ends with this is where your web field comes in handy

PT: Well, y'remember Mystério?

PP: (Thinks -- Go I ever?)

PT: That weird dude's scarred and kidnapped this piece of skin called Mary Jane and taken her to his hideout. You'd think it'd be a piece of cake for Spidey to get her out but Mystério is a master of illusions and has rigged up a whole lotta traps to stop him.

PP: Sounds like Mystério's style might.

PT: What?

PP: Oh, nothing.

PT: Anyway, each level is like in the style of an old movie. There's monsters, riddles, spaceships, that kinda stuff

and Spiderman only has limited energy.
PP: (Thinks - Don't know it!)
FT: If the big 'S' touches any of the numbers or hazards his energy drops. It's his zero, it's too long Spidey. Traps.
PP: Sounds kinda tricky. What happens if you lose a bit of energy early on?
FT: Well these guys at Empire ain't stupid - at the end of each level there's a room with a giant slapper board in it (you know, like in the movies). On the floor there's a band of flasher

accessible that wasn't before. Please!
PP: (Thinks - Not a bad description here a beautiful high school Jock.)
FT: And that's not all. Sometimes Mylarite has discovered how to block

Amazing SPIDER-MAN



staff and if you stand in it long enough it'll put you back to full strength. Clever huh?

PP: Not bad. Tell me more about the traps.

FT: Mylarite may be mad as a prairie dog but ya gotta hand it to the guy he knows how to make the difficult for the web-slinger.

Some rooms are fairly easy; press a button there, shoot a web there, but later on the rooms are filled with buttons and

locked passages - not to

mention bad guys. Sometimes you gotta press a certain button, travel several screens, press more buttons, then when you get back to the room you started in you'll find lots

Some walls have slime that yer just can't stick to and other walls simply aint fer scalin' that's cracker up to be.

J&J: For one the graphics are almost as gory as you. Okay, so the main sprites are well animated and the Spider-sig's moves are great, but the backdrops are fairly weak.



So that's what Mylarite meant when he said some sound and see my puppies. Er, nice dappin' that, waff' Hopt



sliding in a box, remember them? That's what you'll be doing if you don't press those buttons in the correct order

J&J: Yeah sure. The puzzle would keep me busy, but slow Spidertrain, but it can get kinda repetitive later on. And with no save game feature it can really rattle your cage if you die and have to go through the whole damn thing again.

PP: So you don't think much of it then?
J&J: Let's face it, Parker, anything with that web-slinging laser in it is a non-starter.
PP: (Thinks - I'd prefer to die that this is a pretty good game but slow down its death.)
So then, J&J, any chance of a pay check this week?

J&J: Parker, when you give me work I'm not saying for. It's consider it. Now stop waffin' my time with that webbed head and get on the job, sheesh! Amateurs.

PP: Superheroes. Who needs it?
ART

Game Maker	Spiderman
Cassette	Empire
Disk	£9.99
	£14.99

POWER RATING

THE DOWNERS...

- Lack of save game option makes the task long and tedious
- Poor graphics aren't over-appealing

100

79%

- Animation on Spidey is great - you'll believe a spider can walk on walls!
- The fantastic puzzle element is well thought out and very nicely implemented
- Mylarite's complex is nicely mapped, so budding cartographers will have a field day
- The single level is a boon for newcomers
- The simple control method means that Spidey is responsive and easy to manoeuvre
- The mix of arcade adventures, puzzle play and detective dead legs is very entertaining

...AND THE UPERS

0



WARNING! That's not a profile after dinner betch, it's wonder ball for 'I eat spiders before breakfast' folks!

SOMEONE HAS STOLEN MY **DM** MIND

SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

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YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY. YOUR MISSION IS NOW A JOURNEY OF DISCOVERY ACTION, STUNNING MESSAGES, FURBUSTIC VEHICLES AND A SHAKING REALITY OF WEAPONRY ALL CONTROLLED BY SUPREMACY BLOODING DREAMS AND A GAME PLAY THAT COMBINES THE SUCCESS OF THE

YEAR'S TOP MOVIE

A NIGHTMARE
JOURNEY INTO THE
21ST CENTURY

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ocean



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

Yes, folks, its...

GameBusters

Yes, believe it or not, CF has actually stayed in business for a third issue! Not only are we still around but it's getting better and better - and the tips pages are no exception. Just flick through the next eight pages and see if you don't agree!

BLOODWYCH

Our beloved Editor suffers from haemophobia, a fear of blood (AAAAARGH! - Ed), oops... So from now on we are unable to mention that word and will replace it with the word, er... sand. And so, it is with great pleasure that we present part one of the complete solution of Sandwych.

PIG TALES

Stop wriffing for truffles and have a butcher's at this. A map of the Tam Thug game brought to you by me, Fishbasher by Steve (all names) and both of them were lovingly drawn by our very own small but perfectly formed Lam Tang.

- M** MYSTERY BOULDS
- P** PAGE PANEL
- S** RANDOM SCORE
- L** EXTRA LIFE
- B** BOWLD PANEL
- K** KEY



Don't worry we've not dropped the PORKS this issue, they've just been moved. You'll find them scattered throughout the next eight pages, and these with an 'P' in the corner can only be used if you have an Action Replay cartridge.

£100,000 Must Be Won!

But not in this way. Never mind, we might not have lots of cash but we can always find goodies for a deserving cause. Now we consider GameBusters contributors to be a deserving cause - and that could mean you. But we don't want any old rubbish for our glorious GameBusters section, ah no. So as an incentive, each month we'll give away some sort of 'prize' to the best submission. It might be a T-shirt, a game, mail order vouchers or, er, oo... well, anything we happen to find in the damp and dark recesses of our Editor's computer really isn't - lol. So get PORKing, writing and mapping as best you can. Scrummy prizes are just waiting to be popped in the post with your name on 'em!

Key

- Path
- Gem
- Up
- Down
- Door
- Pits
- Wall
- Pad
- Button

THE KEEP



LEVEL 0



LEVEL 1



LEVEL 2

SERPENT TOWER



LEVEL 0

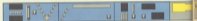


LEVEL 1

RUBBIS

And to continue with the Pig Tales tips, here's a full map of the route taken by Rubbishman, with all the blocks, switches and traps. It's best to plan your route and then get someone to shout directions as you go!

ZONE 2



ZONE 3



ZONE 5



ZONE 6



SHMAN

ZONE 1



end of
zone 1



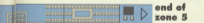
end of
zone 2



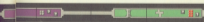
ZONE 4



end of
zone 4



end of
zone 5



end of
zone 6



LEVEL 2



LEVEL 3



STAGE 2 LEVEL 0



STAGE 2 LEVEL 1



STAGE 2 LEVEL 2

Hocus-POKEus R

See that little 'R' in the corner of the box? It means that the following games can only be used if you own an Action Replay cartridge (if you haven't got one, ask Peter Christie for one, they're brilliant). All you need to do is press the reset button, choose the POKE option from the menu, type and enter the POKE or POKEs then restart. Keep a look out for that R in future issues, when we'll be printing more Action Replay POKEs. And by all means, send us some of your own.

RAINBOW ISLANDS

POKE 20535,100 - Infinite lives

BARBARIAN II

POKE 35441,100

POKE 37302,100 - Infinite lives

BURBLE BOBBLE

POKE 1240,100 - Infinite lives
Operation Thunderbolt

DOUBLE DRAGON II

POKE 46327,173 - Infinite lives player 1

POKE 46333,173 - Infinite lives player 2

DELTA

POKE 15834,173 - Infinite lives

POKE 23662 - No weapons lost

SPACE HARRIER II

POKE 11787,173 - Infinite lives

FIRE to start playing. Then hit FT and move your joystick up and right. You will now be transported to level three. Finish this and with any luck you'll be on the final level.

FIGHTING SOCCER

In Fighting Soccer, shoot from the penalty spot to beat the goalie every time.

NEW ZEALAND STORY

New Zealand Story is getting up your back, press shift and the left arrow key which will allow you to skip levels. But remember, you still have to kill the end of level boss.

Here's a couple from someone who is obviously as mad as a balloon, as he goes by the name of M C Wicket and comes from Basildon

CHASE HQ

While playing Chase HQ, hold down the fire button and type GARDNER. Then when you play the game press T to reset the timer.

FIGHTER BOMBER

Apparently, a cheat made in Fighter Bomber can be activated by entering your name as Wicket on the high score table (capital isn't FT).



STAGE 2 LEVEL 1



STAGE 2 LEVEL 2



STAGE 2 LEVEL 3

DRAGON TOWER



STAGE 1 LEVEL 0



STAGE 1 LEVEL 1

THUNDERBOLT

should aim to complete this level without losing a life.

LEVEL 2

Remember, the enemies' bullets cannot harm you if they're on the opposite side of the screen so concentrate your fire on the far edge of your own side.

LEVEL 3

This level is almost impossible without using the continue option. Tanks are lethal because there are so many of them. If things get crowded use a rocket. You only need one bullet to destroy a mine or ground to air missile.

LEVEL 4

Accurate aiming is vital to rescue the hostages. If a hostage gets in the way, shoot him. The heavily armed officer is not so tough as he looks. Be prepared for him coming from the right. Hold the fire button and follow

him around till he dies. Also, try shooting him in the head.

LEVEL 5

Same rules apply as for level 2.

LEVEL 6

The men hanging from the top are lethal so move from end first. Don't be afraid to use your rockets and move to the end of level officer appears, shoot him in the head.

LEVEL 7

Same as level 3 again.

LEVEL 8

This one is a test of reflexes as the opponents come rushing towards you. Keep an eye out for the grenades as they move very quickly. In the final shoot-out, stay to the left of the hostage, hold down the fire button and lead the spray of bullets over to the boss man's head.

DRAGON TOWER



STAGE 2 LEVEL 0



STAGE 2 LEVEL 1



STAGE 2 LEVEL 2



STAGE 2 LEVEL 3



STAGE 2 LEVEL 4

LEVEL 1 - BRAVE BUBBLE!



LEVEL 2 - BOUNDERSVILLE

MISSION IMPOSSIBLE

LEVEL 3 - SPOOKY CITY



LEVEL 5 - YOU'RE DOING GREAT!



Ta Daaa! Thanks to Andrew Roberts, we have here some exquisite maps for Mission Impib-bisubble, Mission Impassisillub ah... Mission Insomninibble, er... I think you know what I'm trying to say



M - MUSHROOM S F - SCROLL

(Number indicates order in which to collect)

BUBBLE

MAPPED BY ANDREW ROBERTS



LEVEL 4 - BRAVE BUBBLE



✦ - TELEPORT ☺ - YOUR CHUM START - START/FINISH



LEVEL 6 - YOU CAN MAKE IT!!!

CHAOS TOWER



STAGE 1 LEVEL 0



LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4

It may not be scary but it is bally good fun so here's a small whoop of maps to get you started

BLINKY'S SCARY SHOOL



STAGE 2 LEVEL 0



STAGE 2 LEVEL 1

ZENDIKS TOWER



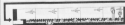
LEVEL 0



LEVEL 1



LEVEL 2



The rest will follow next month, so please, please, pleaseee come back...

STOP THE HACK ATTACK

Sometimes when setting the last month's issue they could stop other users from loading into their programs and falling on changing them. I don't think it much though until I saw excellent tips from Glenn Bailey at *Macintosh*, *Claris* appeared on my desk...

```
POKE 774,250  Disables LIGHT command
POKE 400,250  Disables RUNSTOP command
POKE 900,250  Disables the RUN/STOP &
                RUN/PAUSE combination
POKE 900,220  Re-enables the RUN/STOP &
                RUN/PAUSE combination
POKE 814,250  Disables LOGON command
POKE 814,248  Re-enables LOGON routine
POKE 814,252  Disables LOGON routine
POKE 814,257  Re-enables LOGON routine
POKE 888,0   Closes the keyboard
POKE 888,50  Re-enables the keyboard
POKE 75,250/POKE 77,250  F0/F01
```

OLD FROM NEW

Before the screen, you've just started typing in a long program. You feel you should get typing in a secondary mode of compensation you type **NR** and go to **NR** (RETURN, SPACE, HOME). All that each goes, however according to different amount from (they say) it is not lost. To recover from **NR**, hold **COMMAND** use the numbers, and type each line (old press return).

```
POKE 200,64
SYS 40291
POKE 45, POKE (77)
POKE 45, POKE (77)
POKE 47, POKE (77)
POKE 48, POKE (77)
POKE 45, POKE (77)
POKE 50, POKE (77)
```

Then press **SHIFT** and **CONTROL** and type **LOG**

There you have it, your program is no longer no more. Remember, this will only work if you have **NEW** and not typed another program over the top. It will not work if you turn the computer off or load another program.

NOTEPAD

Have you ever been on an Apple Macintosh computer? Apart from **OS/2**, **CTDB** and **OS/2** it's the only computer allowed in the Commodore Format office where it's used to design and print **OF** stuff. One of the best things about the Mac is that it's possible to run more than one program at once, such as a word processor and a graphics program. The thing I use most on my Mac is the Notepad, which allows me to leave my work and type notes that I can come back to later. So I was absolutely gobsmacked when I received a program from Ben Bland in Dublin that gives the 64 the same kind of Notepad.

Notepad is a short program that is loaded into memory before anything else. Pressing **F3** takes you to the Notepad, which gives you a full 64 screen to type notes on. You can move around the screen using the cursor keys. Pressing **F1** returns you to whatever it was that you were doing before. At any time you can press **F3** again and go back to read or add to your notes. Pressing **F5** will change the colour of the border of the Notepad, pressing **F7** will change the colour of the screen.

```
POKE 44,151/POKE 4024,0/POKE
SYS 7145/255
```

Before typing in the program type the following line and press **RETURN**.

This ingenious little routine works by changing the area of memory that the 64 thinks holds the information about what is on the screen. When you think it's the Notepad, the screen shows a different part of memory from normal.

```
POKE 44,151/POKE 4024,0/POKE
```

```
20 SYS 7145/255
21 SYS 7145/255
22 SYS 7145/255
23 SYS 7145/255
24 SYS 7145/255
25 SYS 7145/255
26 SYS 7145/255
27 SYS 7145/255
28 SYS 7145/255
29 SYS 7145/255
30 SYS 7145/255
31 SYS 7145/255
32 SYS 7145/255
33 SYS 7145/255
34 SYS 7145/255
35 SYS 7145/255
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39 SYS 7145/255
40 SYS 7145/255
41 SYS 7145/255
42 SYS 7145/255
43 SYS 7145/255
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91 SYS 7145/255
92 SYS 7145/255
93 SYS 7145/255
94 SYS 7145/255
95 SYS 7145/255
96 SYS 7145/255
97 SYS 7145/255
98 SYS 7145/255
99 SYS 7145/255
```

After you type in the program, save it to tape (or disk). When you load it back type in:

```
POKE 44,151/POKE 4024,0/POKE
```

Then load the program. Run the program then type:

```
SYS 7145/255
```

(Remember **F1** to return to the normal screen, **F3** to go to the Notepad)

FONT FEVER

While we're on the subject of the Macintosh, the greatest thing about it is the way that I can change the font that I type in (the shape of the letters) at the press of a key. I can even make my own fonts (I pay £400 for the right program). However, courtesy of Shane Jolly from Hull, we at Commodore Format can bring you a program that lets you change all the letters on your keyboard at the extra cost.

The more perceptive readers out there may well have noticed that the 200 codes for **CC=1 TO 8** and there are 8 lines of code. This is because Shane has already defined the first nine letters of the alphabet, so examples, if you wanted to do the whole alphabet you would just change that line to **FOR CC=1 TO 26**, and put in 26 separate lines of data, one for each letter.

But wait, I hear you ask, how do you work out which DATA comments means what? Simple. Draw yourself a grid of squares, eight across by eight wide, 64 in all. Number across the top from right to left **1,2,3,4,5,6,7,8** and **1-8**. Now shade in the squares to make the pattern you need to assign to a key. Read across each row adding up the numbers of all the shaded squares in that row and write the number at the end of the row. Do this for each row. Now if you read down the side of the squares, you should have a list of eight numbers. Put DATA at the front, separate the numbers with commas and volts, you have defined a character. Remember these characters don't have to look like letters, they can be anything you want.

```
0 SYS 7145/255
1 SYS 7145/255
2 SYS 7145/255
3 SYS 7145/255
4 SYS 7145/255
5 SYS 7145/255
6 SYS 7145/255
7 SYS 7145/255
8 SYS 7145/255
9 SYS 7145/255
10 SYS 7145/255
11 SYS 7145/255
12 SYS 7145/255
13 SYS 7145/255
14 SYS 7145/255
15 SYS 7145/255
16 SYS 7145/255
17 SYS 7145/255
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54 SYS 7145/255
55 SYS 7145/255
56 SYS 7145/255
57 SYS 7145/255
58 SYS 7145/255
59 SYS 7145/255
60 SYS 7145/255
61 SYS 7145/255
62 SYS 7145/255
63 SYS 7145/255
64 SYS 7145/255
```

Please, please help me! I am typing this letter to you in sheer despair. I am now the proud owner of a Commodore 64 but, like a lot of new people, I am experiencing programming problems with my programs not running because of typing mistakes...

Is there any sort of de-bugging program on the market that would help me out of my difficulties and search and find any errors within my typed in code? If so, how much would this cost me, and where could I obtain one from? As it's getting close to the stage where I am becoming very stressed to find my programs not working, and only getting an error message such as "SYNTAX ERROR".

Many thanks I have enclosed an SAE for any reply from you.

C W Lobb, St Austell.

Unfortunately, I've never heard of such a thing, marvelous though it sounds. A thorough de-bugging program would be a serious piece of work, but something that would examine a typed-in program and check the syntax, pointing out where the typing mistakes are, is surely not beyond the abilities of inside this readers, in which case, I'm going to make the task this month's Tip Temptation. That means C64 to anybody who wants me a listing.

BY THE WAY...

Although we will answer as many questions and queries as we can in trade letters (there are three pages this month), unfortunately I simply can't have the time to answer all the letters I get individually. So save those SAEs.

WE WANT INFO

If you have any questions you want answering, tips for other C64 users, small but snazzy chunks of code or BASIC listings or just any odd but interesting piece of info about the C64 - we need it! Send your requests to: Inside Information, Commodore Format, 38 Monmouth Street, Bath, Avon BA1 2BN and remember to provide us with your name and address. If you give us the goods, we'll do the same. There are prizes for the best tips, demos, listings or hardware projects sent in, so get busy! (But remember, we can't reply to your questions personally (even if you send an SAE) so please don't ask us to.

VIDEO GAMES

Q. What can load a game in three seconds and store a thousand games in one place? A. Your video

Hands up, anyone who thinks that games on cartridge are a good idea? If you've just spent 20 minutes waiting for *Revenge of the Ninja*

People to load, then you're probably bursting to see more and more games on cartridge. But what about the higher price? And the fact that most of your favourite games aren't available? How keen are you about that? Not very, I can tell.

However, what if you could buy a device for the price of two or three games that would mean that all of your existing programs could be made to load in under five seconds? That would allow you to save any game at any point and come back to it later? You would? Well, it's here and called the Video Pad Loader (VPL). How many people the readers will already have noticed that the V stands for video, and for the device to work you do need a video recorder (any kind will do - VHS, Beta, Philips 2000, Video 8...)

The VPL is a small black cartridge with ten buttons on the back and two video leads coming out of the main cartridge. Simply plug the cartridge into the port on the back of your 64, connect the red lead to the "video in", and black lead to the "Video Out" of your VCR and you're ready to go. What the VPL actually does is take a snapshot of the entire memory of your 64 and store it to video tape.

This means that at any time you can press the red button and a menu appears on your screen asking whether you want to save, load or enter POKEs, etc. The red is just an easy.

For instance, to save a program to tape choose "Save", press "V" for video and the screen starts flashing while the 64 compresses the program. When the screen stops flashing, press record on the VCR and when it's recording smoothly press any key on the 64. Make a note of where the counter is on the tape. And that's it.

Loading from tape is just as easy. Choose load, give the program a name to search for and press play on the VCR. As I mentioned earlier, the VPL also includes a painless method of entering POKEs: press the left tab, choose the POKEs option, enter the POKE and go straight back to the game.

In case you're thinking, "What a great idea, now I can pirate commercial games even faster", think again. Each VPL has its own individual "fingerprint" in the hardware, which is introduced when the program is compressed. This code is used as a key to the compression program, and anyone who tries to load programs off a tape recorded with another VPL will simply fill their com-



Never has such an inconspicuous package offered so much potential to the C64 user. Well, except for Andy Boy. But the VPL has a better success record than he ever will!

puter with encrypted garbage. And it is simply not possible to crack the code, or duplicate it, because it's all in non-programmable hardware. Which is good, it so have the designers of the VPL, and they can't do it either.

So how does it perform? Very well, actually. Once you've got used to the idea of finding the appropriate position on the tape and leaving enough room for the tape to get up to speed, then it's a very effective form of storage. What's more, it allows you to freeze the action at any time, save it to tape and go away. When you want to restart, it's simply a matter of putting the tape in and away you go!

SPECIAL OFFER!

The VPL normally costs £18.95. However, if your order is before the end of November (and I get moving!) quoting Commodore Format, your own (uniquely fingerprinted) version can be yours for just £29.99!

Dawal Electronics, No. 28 Holden House, Crossfield Estate, Deplford Church Street, London, SE28 4SQ, (801) 287 1840

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PO Box 17, Houghton-le-Spring, Durham DH4 6JN.

WIN Lucasfilm games and videos and a poster signed by George Lucas! Following last month's interview with the head of Lucasfilm games, Commodore Format is proud to present the competition of the year!

KEEPING UP WITH THE JONESES

Heck! Where did they dig this up?

US Gold and Lucasfilm are celebrating their latest game, *Night Shift* with a super-storling giveaway or... competition. TEN runners-up are games be chuffed as hell to receive a free copy of *Night Shift*, but our first prize winner (lucky said -- or address) cops for this little lot: an *Indiana Jones And The Last Crusade* novel, a copy of the *Jab McKnacken* game, an *Indiana Jones And The Temple Of*

Doom video, an *Indiana Jones And The Last Crusade* T-shirt, a copy of the *Night Shift* game, a *Zak McKracken* T-shirt, an



Freeby looking 'You Best? Try winning a copy of *Night Shift*

Indiana Jones And The Last Crusade video, a copy of the *Maniac Mansion* game and... (you dream rail) an *Indiana Jones And The Last Crusade* movie poster signed by George Lucas himself. **WOWZER!** Take this little lot home, and the Joneses really will be sick with envy!

Now this geebie bag is of immeasurable worth (in 50 years' time the poster alone will probably sell for a million), so we're not giving away this bountiful booty to you lot without a fight. Here are five Lucasfilm-related questions which you've got to answer correctly to stand any chance of making off with the loot.

- 1) What was George Lucas's first movie?
- 2) What was the first George Lucas movie to feature an unknown actor by the name of Harrison Ford?
- 3) What is the name of George Lucas's ranch?
- 4) What was the first Lucasfilm game?
- 5) What is the greatest film ever made? Is it:
 - a) *Carry On Up The Khyber*
 - b) *Star Wars*
 - c) *Passport To Hell*

Fine. A couple of tricky ones there (hint: there are a few answers in the Doug Glin interview in CF2). Answers on a postcard or sealed envelope please to: **George Who? Compo, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BN**

If your entry arrives after the 15th of December, it'll go straight in the bin. Now is that a warning or what?

It's not for fossils like us, junior!

MARC

NO-ONE HAD THE GUTS UNTIL NOW

MARC The arcade action thriller with the **BIG** finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the **MR. BIG CORPORATION** - **IF YOU GET THAT FAR.**

You'll have to outwit his enormous army of body guards...gangs of chicken-legged patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine puppies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling Cadillac jack - a coal specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shy street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin...

did I say he was Mr. Big?

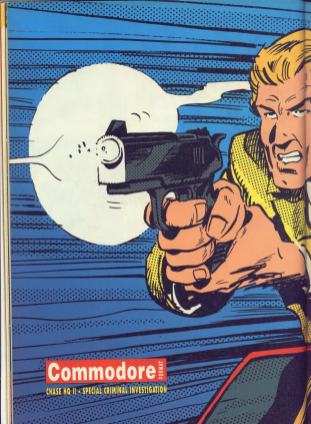
No, he's **MR. BIG!**

ATARI 2600 - COMMODORE - SPECTRUM
IBM AMIGA - ARCADE 32

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And as an extra bonus, if you reply before December 14th we'll send you one of Dreams-awair! winning titles, choose from Operation Thunderbolt or Rainbow Islands.

To schedule a repair simply call the number below. Be ready to give us your name, address, computer type, serial number, type of fault and which piece of free software you'd like.

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The Mighty Brain

Once again, the large, pink, wrinkly one sloshes in his fluid and soothes some lesser minds. Send your problem, poser or query to: **The Mighty Brain, Commodore Format 30 Monmouth Street, Bath, Avon BA1 2BW**



BIG MONEY

Dear Mighty One:

If you have an IQ of two less than infinity, as you say, then you should not find these questions very hard to answer:

- 1) If you are as old as you say then could you tell me how the world was created?
- 2) Is there a chance of a poster in the centre of GF every month?
- 3) How much does St. Dragon cost?
- 4) Could you put FORGE in every GF magazine?
- 5) What are you doing working for a magazine if you are so clever? You should be out there earning big money.
- 6) Can you give us Chase HQ2 on the cover again?

Ben Duckworth, Hemphel

I said ONE less than infinity! Really, can't you remember anything? Nevertheless, despite your mistakes, I shall endeavour to answer your queries:

- 1) The formation of this mouthful you call 'Earth' from cosmic gases is well documented in many of your *Physiology* and *Get Books*. Ask me a hard one.
- 2) Yes, there is a chance.
- 3) St. Dragon will cost £10.99 on cassette, £14.99 on disk.
- 4) No-oh.
- 5) I don't 'work' for this magazine, it's more

of a... hobby, shall we say. What need have I for money? I already know what it's like to do anything you can think of.

6) As explained elsewhere, the vague collection of stories that passes for the CF 'team' had intended that there be a demo of Chase HQ 2 on this month's cover page. Due to the game being cartridge-based their plans were foiled. Of course, if they had bothered to ask me I could have told them that was going to happen. The fools, will they never learn? **TMB**

CARTRIDGE CONFUSION 1

Dear Mighty Brain (It's nice to think he is asleep!)

I would like to make a complaint on behalf of me and my mate MIA about the Commodore Console. When we first heard about it we thought 'Great, Mega, Brill - instant loading for our CBAY'. What we didn't realise is that most good games from here on would be cartridge ONLY costing an outrageous £20.

We bought our CBAY because it has good graphics, excellent sound and good playability for £10.99 plus (cassettes). Most teenagers and kids can't afford £20 for one game (we're not all sport A-range owners). I know at least six kids who have been put off their CBAY's because of this move. In turn this

means fewer readers for you (Hah Hah Hah), so I pray that software houses wake up and leave a choice for us non-sport CBAY users to choose from tape, disk or cartridge.

Let the CBAY user have the right to choose! Long live the Custom VEC must go and turn a computer magazine while we're in this pathetic mood.

Craig Hunt & Nick Terry, Whalesome Lakeside

Strong words Craig, but allow me to point out a few things and hopefully put your troubled mind at rest.

It is not true to say that most good games will be cartridge only. I think you'll find that, at least for the foreseeable future, most games will be released on all three formats, with the cartridge version offering increased game size, extra graphics, improved sound or whatever. In this case, the £20 tag should be more than justified.

Many companies simply can't afford to produce cartridge-only games, but should the cartridge become the most popular format, mass production should help bring the price down.

Similarly, the cost of cartridges means more readers can't leave. The C64GS is selling well, and no-one in their right mind would go and fork out £20 for a game, not knowing whether it was any good or not. The easiest

way to check it is read a review of it in a computer mag.

As for buying a magazine, the *Just Make Sure* it's not CP.

TMB

FACELESSNESS

Dear TMB

Seeing as I have an IQ of... well, I've lost count, I would like you to answer a few questions. Thank you, because I can learn a bit even from you!

1) Why don't you have a software price for the person who sends in the best cheats and tips?

2) Why don't you have a face?

3) Will the Myth sequel *Down Of Steel* be available on C64 cassette?

4) What is the name and address of the best C64 mail order company?

John Hill, Luton

1) We do.

2) What for?

3) It hasn't been decided yet.

4) That is a matter of personal preference.

TMB

BY POPULOUS REQUEST

Dear Mighty Brain

Could you answer my questions, please?

1) Can you get *Double Dragon* and *Populous* for the C64 on tape?

2) Is it so cheap can I get them here in Leeds?

3) Will Kick Off 2 be coming out for the C64 on tape?

4) If you can answer these questions, you'll have a very mighty brain.

A Commodore Fanmail fan, Leeds

1) Double Dragon will be available on budget before Christmas. Look out for it on the *Masterfile* later at £2.99. It's afraid that there are no plans to convert *Populous* to your beloved machine (possibly a version is being written for the Mega Master System cartridge, in that case, there's no reason why a C64 cartridge version wouldn't work).

2) Never heard of the Yellow Pages?

3) Kick Off 2 is already available for the C64 on tape, costing £2.95. If you have problems finding it, you can get a copy from *Arise Software*, 2110 Dartmouth Trading Estate, Leazes Road, Durham/Leeds D41 5BH.

4) That goes without saying.

TMB

STOP PRESSTIONNAIRE

Dear Mighty Brain

At last a C64 mag that is actually worth buying. May I congratulate you on a superb first issue. It covers everything that a C64 owner could want.

Perhaps in future issues you'll keep up the features on serious applications as you did in 'All Toiled Up' (page 58) and 'Stop Press' on page 71. (C64 issue 1 - TMB)

Speaking of stops, I'm intending to take up your offer on *Elite*. Press but don't offer.

Back to **COMMODORE FORMAT 3**, December 1990

CARTRIDGE CONFUSION 2

Dear Brain

Having read your report in CP October issue on the C64GS, I am confused. It refers to a letter from a Mr Bryant you contacted on the new GS cartridges being "completely compatible with the 88 computer", but in your actual report on the GS you mentioned that, "If you've got a 64, write software for it or sell it, then the GS is a lot of good news". This seems to me to be a complete contrast. Please could you run this out?

Also in the later report, 30 minutes to load a cassette "is a BBSA exaggeration".

The real job is that I've only had this GS for a month now.

Stephen Hawking

Finally, for the assurance you all require that cartridges designed for the C64GS will work perfectly, without modification, on your C64, no matter how old it is, what colour it is, or in which room you prefer to keep it at home.

Phil South's statement in his report on the GS simply meant that the advent of cartridge games is good news for everybody: programmers have more room to make better games; software houses make more money from them, so they will continue to support the C64 and GS; and you benefit because the games load instantly, never crash and are generally of a higher quality. He can't lose there, methinks. And you're very right, it was a mega exaggeration.

TMB

level editing as you would find on a word processor? Perhaps you could let me have brief details of its word processing capabilities to enable me to judge its suitability for my purposes. Also, will it support an Epson RX80 printer?

Ken Dickinson, Torquay

The Stop Press package does provide basic word processing functions, although the screen display and lack of document and paste options means that it would be hard work to write documents of any length.

Serial, parallel and RS232C interfaces are supported, as long as you can obtain the correct interface and configure your printer correctly, your Epson should speak to Stop Press quite happily.

TMB

SMOOTH AS SANDPAPER

Mighty Brain

On going to the Computer entertainment store I saw the stand selling *Commodore Format*. I decided to take a quick peak at this 64 magazine. On doing so Andy Dyer came up to me and with his smooth salesman

technique persuaded me to buy it. Your mag is a lot better than all the rest, so all the rest have the Aringo reviews in them which really gets up my nose. Anyway, I have a couple of questions for you.

1) I have been trying to find anybody who has played P. Mc Carver's *Planet of the 64* as I am considering buying it, but I want to know if it's any good.

2) I have seen you said you'd have a demo of *Days Of Thunder* on the cover tape of issue two. What happened to it?

Andy McGuire, Weston Super Mare

Personally, I don't think *Planet of the 64* could smooth-talk his way out of a sleep attack, but I must have felt sorry for him or something. Anyway, CP is well worth buying so you aren't opposed.

3) I must have seen P. Mc up and running and it appeared to me to be a little slow. Well, very slow actually but then I am capable of making an almost infinite number of calculations per second. I suggest you try it before doing anything you might regret.

2) I said there was no mention of that would they listen? Not because of the nature of the industry we are often at the mercy of the software houses and their sales. *Days of Thunder* just wasn't ready in time. More apologies, but I think you'll agree that what was on the tape more than made up for it.

TMB

SUPERBRAIN

Dear Brain

CP is the best thing that's happened to me.

You couldn't ask for a better magazine.

Right, I will get on with my questions.

1) The new mega 64's cartridges for the C64 which are used at the C64GS, does this mean better value for money e.g.

a) More playability, b) better graphics, c)

better sound?

2) Will you have previews of the cartridges just like you have with cassettes and disk games?

3) Has there ever been a *Superman* game or is it too old?

Tina Hamilton, Go Downham, CP's Not fan

Oh good - TMB!

1) Playability depends solely upon the strength of the game design. Reduced loading times help a lot with 64' games like *Turbo* or *Warship*, but a game that loads quickly can still be 'long' as you might say. Programmers who may have sacrificed graphics because of memory constraints in the past now have more than enough memory to play with. This means that there is more room for animated intro, loads of sprite animations, and sound (as you intend on screens. The quality of sprite motion graphics won't really improve, but at least you'll have more of them.

2) The only improvement in sound comes with samples, which inevitably eat up huge amounts of memory. Hopefully more games will include these, since the C64's sound chip can reproduce some high quality samples.

3) We're way ahead of you.

3) Yourself produced a fun-to-playing Superior game about two years ago but I don't rate your chances of finding it very highly as the software house rarely do the deal. Try bargain bookies and budget racks...
TMB

NUMBER OF THE BRAIN

Dear The Mighty Brain
Will you answer some questions for me? Or agree them, then we'll start with number...

ONE: When will Wings Of Fury be available on C64 cassette?

TWO: Will there be any chance of a Ninja Gaiden demo?

THREE: Can you recommend any good robot tank games?

FOUR: What's it like to have been living in a glass jar for billions of years?
Wayley Taylor, Sheffield

As start with number...

FOUR: I'll tell you it is a few billion years' time.

THREE: There aren't many good tank simulations on the C64. Assault's Steel Thunder is included on the All Time Classics compilation (reviewed this very issue as it happens). It's a bit slow-but looks comprehensive and could well be what you're after.

TWO: Nope. Sorry - at least you've had the full version in this issue.

ONE: It's out now.

TMB

MEGA CHEEKY KID

Oh hello the Mighty Brain!

I have a few questions to ask, and (to see if you are so mighty and if you've a brain and not just a pile of senseless flesh) you've got to answer them.

1) Will you be putting cartridges on the front

of the mag for people with the C6400?

2) Am I one of the few writers of the 'Give It To Me, Ma, Ma Please' comp?

3) If not why not?

4) Will you print my letter?

5) Oh yeah. By the way, how can you, a mere brain with no heart and no lungs, write copies in this mag when you have no hands? Or if you're gonna answer that by saying you dictate and your secretary writes then how do you dictate with no mouth? **TOP TURT (ONE)**

Jean Richardson, known to the girls as Mega Finky Kid

Well, 'Funky' (just, isn't it?), despite your harsh tone, I shall always to answer your pitifully easy questions...

1) No. It would cost us nearly a million pounds to do so.

2) No.

3) Ask him.

4) No. But the printers will.

5) You humans simply have no real grasp of the power of the mind do you? Hardly your fault, though, having such small minds in the first place. Consider it tipped.
TMB

KICK THE PLAYER

Dear TMB

Please, please tell me will Player Manager and Kick Off be coming out on the C64/25 because I am seriously considering getting one because they look good. If they do come out on it I will subscribe to Commodore Format.

PJ Richardson, Bolton

It sounds like you own a C64 already, so you don't really need to buy a C6435. Player Manager and Kick Off are already available for the C64, after all. However, Amstrad have announced that they will be doing a special

cartridge version of Kick Off, incorporating all the features of the M6400 version - and more. Stay tuned!

Anyone who doesn't subscribe to CF needs their constitution examined.

TMB

BROS

Dear Big Brain

Could you answer these questions for me? I am arguing with my friend. He says that Super Star Wars is not out on the C64 cassette. I say that it is out so can you tell me the answer?

2) What is the best joystick in the world. I am doing a project in school about joysticks. Is it the Cherish 125 or Turbo II or something else?

3) Just a few words about your last mag. It's wicked. Tell, funny and classy.

A Bird, Paisgton

1) Damn. Not and snug grin to your friend I'm afraid. **256B** is only available for the Nintendo console. By the way, by never to argue. It's always pointless.

2) The best joystick in the world's, I believe, the one that controls the robotic space arm on the American space shuttle. You could probably get Rockwell International to produce one for you, but you might be looking at a capital outlay of around \$2 million.

3) **Flavour** by the single-celled sea-brain called the 'CF staff' is the **Powerplay-Driver** - but that isn't to say it's the best.

3) Why thank you. I do believe that it's pretty alright, actually, not lacking in rhythmic motion and could be said to resemble, though only vaguely, a star.

Did I tell you about my theory of **haxal** about which explains why you can never have too much of it? Well we're out of time, sorry.
TMB



Don't be left out in the cold this Christmas (tacky - Ed). Stay in by the warmth of a roaring Commodore Format 4 (you're fired - Ed)

Next month (issue 4 to be precise) CF is going to be an absolute corker. For starters, we've got a totally mega cover page, bearing such delights as (taken a deep breath)... the full game Beyond The Forbidden Forest, a cutting drama of Lotus Turbo Expert Challenge, the full game Boulder a playable level of Warlock, the full game Laser Space, plus a playable demo of Total Recall. **YOM!**

But what about the mag? Well, in 30 days' time, Commodore Format goes to the movies! We've got big movie trailers to review and preview like The Hunt For Red October, Redump II, Total Recall, Navy SEALs, The Spy Who Loved Me, Back To The Future III, Dick Tracy and Days Of Thunder! We've got a special feature on film heroes with all your favourite characters... We'll have all the biggest Christmas releases up for a look-see, like (probably) Heritage Master Hero Turbos, Wrath Of The Demon, Puznic, Goblins, The Last Ninja 3, Dragon Breed, Night Shift, St. Dragon, Brainbusters, Slipstream, 6-Sided, Extremism, Hammer Slasher, Fly And Forget It, Jazz, Hell Hole, Judge Dredd, Line Of Fire, Shadow Of The Beast, Summer Camp, Wild Streets and more...

Commodore Format issue 4. We can hear you drooling already!

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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

GOING ON-LINE

Having grasped the essentials of operating a modem it's time to join the on-line community and communicate. There are many different ways in which you can converse with your fellow 64 owners and one of these options is via a large commercial on-line database.

One of the best on-line systems is Micronet. The Micronet service has been running for eight years and it offers a wealth of features which can be explored by telephonic travellers. Micronet was set up to cater specifically for the home computer user. This means you can talk to like minded computer users who are interested in getting the most out of their Commodore 64, yet keeping abreast of all that is new in the fast changing world of home computing.

So why is a commercial database better than a hobbyist's bulletin board? There are a number of reasons for investing in a board such as Micronet and the most obvious of these is the user base. Whereas a bulletin board might have a hundred regular users as well as another couple of hundred occasional visitors, Micronet gets thousands of calls

Thinking about getting a modem? Log-on with Andrew Hutchinson and take a trip around a strange world that exists only at the other end of your telephone line. You never know, you might even get MUGged

every week. What's more, fifty callers can be on-line at the same time. This means that you can interact in real time with a large number of like minded 64 owners. News, views, opinions and even files can be exchanged in real time over the network or can be left to be picked up by individuals or general groups.

One of the prime reasons for paying money to use a computer system is the electronic

mail service. Micronet offers a sophisticated system whereby either specific or general messages can be left for users. Each subscriber has his or her own mail box which can be addressed by specific users (Micronet has a directory, just like BT). On top of this, general mail can be sent out and intercepted by groups with local interests such as games, demos, spreadsheets or language (only T-Job).

users who subscribe to Micronet and a further 100,000 on Proton, all of whom you have access to. With the Interlink option you can send a message through to someone's table pager or even fax!

If you're a suitable type of person who enjoys a bit of banter with a few like minded people then the Dutch service might be just

You can send a message through to someone's paper or even a fax



The most popular Micronet utility, Chatlines even has like telephone chatlines but runs with a mouse. Micronet is cheaper to use

COMMODORE 64

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 Get to Computer Games
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 Get to Computer Spreadsheets
 Get to Computer Language
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The 'front end' of Micronet, the massive national database network available to every home user in the UK with a modem. Almost any modem can dial it and thousands do, every week

ELECTRONIC MAIL

Like all decent on-line databases, Micronet offers subscribers an excellent electronic mailing system. Using this service you can write a letter to another user and this is then placed in his personal mailbox. You can use standard forms such as Mitecnet cards or greetings messages and just enter a short piffy message.

Alternatively you can launch into a back length diatribe. There are 80,000

the sort of thing which will appeal to you. The service provides electronic conferencing facilities for a group of people. These conferences, which are held in one of 90 rooms, can be conducted in private or with the door left open, enabling anyone on-line at the time to join in. For example, you could leave a note on the general notice board asking fellow 64 owners to log-on and have a chat about the state of the games industry or why the 64 drive is so slow.

Following along similar lines to the conferencing service are the Chatlines. Quite simply, these services are like massive open-ended conferences. You type in a line or two and whoever is on-line at the time can reply to it. Micronet have arranged to have celebrities sit in front of a computer at the other end, so you could find yourself chatting

11 The Best Of Knowledge: New Users

11.1 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20] [21] [22] [23] [24] [25] [26] [27] [28] [29] [30] [31] [32] [33] [34] [35] [36] [37] [38] [39] [40] [41] [42] [43] [44] [45] [46] [47] [48] [49] [50] [51] [52] [53] [54] [55] [56] [57] [58] [59] [60] [61] [62] [63] [64] [65] [66] [67] [68] [69] [70] [71] [72] [73] [74] [75] [76] [77] [78] [79] [80] [81] [82] [83] [84] [85] [86] [87] [88] [89] [90] [91] [92] [93] [94] [95] [96] [97] [98] [99] [100]

12 Enter Shades.....

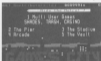
12.1 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20] [21] [22] [23] [24] [25] [26] [27] [28] [29] [30] [31] [32] [33] [34] [35] [36] [37] [38] [39] [40] [41] [42] [43] [44] [45] [46] [47] [48] [49] [50] [51] [52] [53] [54] [55] [56] [57] [58] [59] [60] [61] [62] [63] [64] [65] [66] [67] [68] [69] [70] [71] [72] [73] [74] [75] [76] [77] [78] [79] [80] [81] [82] [83] [84] [85] [86] [87] [88] [89] [90] [91] [92] [93] [94] [95] [96] [97] [98] [99] [100]

Shades

And this is how you first encounter the most popular MUD in the UK - Multi User Games, that is

up Selma Scott, Douglas Adams or God forbid, Sir Giver Girdain. Every month over a million people try out the service, so it's obviously a fun way of spending half an hour.

All right, so you've got a stack of games collecting dust in the corner of your room which are very unlikely to be used ever again. You could put an ad in the local paper but everyone knows how craggy they are. The answer is Bazaar. This is Mircor's



Apartment from the MUDs, you can play competitive games on Mircor for which there are prizes like this. It's not cheap.

very even Arthur Daley section, where entrepreneurs can off-load some gear to the on-line punters. There are sections for the Commodore owner who's got some excess baggage, but if it's your own's collecting dust in the corner of the room then there's always the lovely hearts section.

MULTI USER GAMES

One of the most interesting developments in the world of computer gaming was the arrival of the multi user game. This enables a large

number of people to interact with each other through the computer.

The basic idea is that you enter a fantasy world and wander around interacting with people and trying to solve puzzles. Unlike an adventure game in the traditional sense, it's a M.U.D. the weird and wonderful creatures and people you meet are real people with real responses. Mircor offers two on-line M.U.D. games, Shades and Tash. Shades is the most popular of these as it is the oldest. The world you wander around in is a mystical land full of wizards, witches, goblins and

tax inspectors. You roam around the land just as you would in a normal adventure. The most interesting element of the game is the interaction. You can hold conversations with people who may choose to help you or decide to chop your head off and do a sunset with all your goodies. Tash is the other on-line M.U.D. game. The Multiverse has become completely full with subtext. You travel to strange places collecting it. By increasing it you earn promotion, perhaps ultimately achieving the title of Lord or Lady.

All on-line multi user games are tremendous fun. It's very easy to become completely immersed in the game world. This happens to the extent that the other people become fantasy characters whom you forget are sat at the end of a phone line just like you. What's more, when promotion comes and you move up from being a Heoghyte to an assistant of, you really feel a sense of achievement. Well, I felt a sense of achievement.

CLUBS AND MAGAZINES

The main benefit of Mircor is the way in which it brings together like minded people. Individual makes of computer are catered for in specific club or magazine sections. As a 64 owner there are a couple of day's which will be of interest to you.

The CMM More magazine has news and information about the Commodore range of computers. This section has been extremely popular with 64 owners for years and has a wealth of news,

Getting around Mircor

Designing your way around Mircor can be something of a daunting task at first. The actual act of entering a location on the net is made considerably easier by the use of labels. Each of the sections you want to look at has its own name made up of letters and/or digits. For example to enter Shades you simply type in WAFACED or the page number 1718. To enter the mailbox section you simply type in #T and you can read your mail. Alternatively you can leave Mircor all together and zip into Prestel by typing #1. The software you need to get the most from Mircor is available direct from them.

views and hints. General information can be picked up from the Get-Toch section where everything from pointers to programming languages is discussed. The Chupol special interest group contains information from the British Association of Computer Clubs.

You can hold conversation with people who may choose to help you or decide to chop your head off

MAKE FRIENDS AND INFLUENCE PEOPLE

There are three main ways of conversing with fellow Mircorists, the chatlines, dialups and mailboxes. The chatlines have proved to be among Mircor's most popular features as they are a great way of engaging in some light conversation. To use the service you simply enter a chatline which takes your fancy and an on-screen message announces to the other users that you've arrived in the room.

Dialup is very similar to chatline except that you can talk the door to other users. This means that private conferencing can go on. Groups meet through messages left on the notice board.

Mailbox is a standard electronic mail system. Each user has his or her own mailbox which is addressed by an eight-digit number. If you wish to regularly keep in contact with someone then this is an excellent way of doing it because you don't have to log on at the same time. Standard letter headings such as birthday or anniversary cards can be sent with your messages placed in the middle.

Mircor offers far more facilities than we can discuss here. If you're in a user group, see if you can log on with somebody for an evening.

You'll want to go back.

What does it cost?

When you subscribe to Mircor you also get membership of the massive Prestel database (more about that next week). If you are a domestic user it costs £30 per quarter. If you're a business user then it's £36. In addition to this there are varying on-line charges. Phone Mircor up between midnight and eight in the morning and there are no on-line charges. Between 8pm and midnight it's 10p a minute and at peak times, namely 6am till 8pm Saturday through Friday it's 70p a minute. Don't forget, however, that on top of that are the normal telephone costs incurred from dialling up your local access route and this is the most expensive part of getting on-line. To find Mircor (0800 308 700 ext4) or to a free demo (077 238000 with the 02404404410 password 404).



Competition Winners

The youth of today, they don't know they're born. In my day you had to wait 24 hours a day for a whole year just so that you could afford a C64! And even then you had to assemble it yourself. What's more you then had to save up for another year just to get the TV to use it on. And that's not all - **TRIMCO!**

Garry about that, the Ed was getting so bogged down in his mine of self pity we had to punch his lights out. What he was eventually getting around to was this: we had a wonderful response to all our competitors in issue one and have decided, for two very good reasons, to print all the winners from CFF's comps. The first reason is to inform all the fortunate recipients of the goodies so that they have something to look forward to. And the second reason is that we're really rather needy pieces of work and thought it would be a neat left to make the losers feel bad about missing out, so here goes...

DON'T GIVE IT TO THE DOGS NEXT DOOR!

Here are the names of the two winners and their entries which secured a C64GS console for them.

M. Philpotts of Rainton
Owe the C64GS to me and not the dogs next door because (he thinks he is a small pishard) from the north sea and has been in an asylum for three years.

And Steven O'Mullan of Glasgow

Owe the C64GS to me and not the dogs next door! Because I want a C64GS if I don't I will give homologous antibodies and engulf the Commodore Format offices in them.

Make of it what you will.

ACTIVE BALLS

Take heed! Neil Brubaker of Newcastle and Michael Pearce of Newport, your balls are in the pot! (Nyah Nyah)

USER FRIENDLY BARFAX

The winners of Comix 20 Barfaxe Balls are:
I Palmer, Luton
I Suggan, Middlesbrough
M Philpotts, Rainton
R Banks, Birmingham
C Bradford, Brighton
Houston Mad Mick, Sunderland
G Jones, Skargrove
W Kite, Edinburgh
J L Court, Cremlin
J Ford, Tonbridge
R Moore, Leeds
R Schofield, Rochdale
S Stevenson, Charnfield
B Tegg, Burton on Trent
J Graham, Newcastle
C J Dunsanson, Ipswich
B Tipton, Huddersfield
D Smith, Watford
T Clarke, Leicester
D Hennessy, Bradford

HAPPY BIRTHDAY, BUCK!

A. Gasser is, of course, an unusually bright galaxy being at the luffard point in the known Universe in order to avoid the poll tax. (Well, actually we made up the bit about the poll tax)

And who's cooping for a Buck? Rogers role playing board games! None other than:
Lee Straton, Lincoln
K Darwent, Sheffham By Sea
A Collins, Luton
B Crebble, Glasgow
M P, Liverpool
D Fairweather, Middlesbrough

MY GOD, IT'S FULL OF STARS!

The stinking first prize letter scope goes to M Hilton of Winton Super Mags who is, we are informed, all-seeing, mighty, vident, omnipotent and very puntual.

20 second prizes of glow stars (ask 'em to your wall and drive your parents insane) and luminous yo-yos go to:
K McKenzie, Aylesth
W Butler, Bath
D Fairweather, Middlesbrough
T Mallory, Sidcup
D Beattie, Aylesth
J Rice, Luton
M Dunsall, Shropshire
M Justice, Watford
R Bieley, Manchester
J Bunting, Bakewell
T Evans, Derby
D Anderson, Sheffield
S Downie, Hull
D Rogers, Gloucester
M James, Birmingham
R Martin, Birmingham
R Collins, Bath
E Maxwell, Sheffield
E Williamson, Luton

And third prize (shiny luminous yo-yos from Mars) are on their way to:

A Giller, Luton
I Hallam, Havant
D Cox, St Albans
R Howe, Cornwall
J Robinson, Gosport
P Phillips, Ammanford
N Lacey, Warrington
A Moore, Luton
M Luff, Dorset
S Adam, Glasgow
P Brennan, Kent
D Broughton, Southwark
M Taylor, Ham Wickham
J Torr, Tonbridge
E Gyles, Lincoln
B Stool, Birmingham
M J, Liverpool
M Slawey, Middlesbrough
E Large, Folkeston on Seve
S Watson, Glasgow
A Worthington, Bristol
E Bailey, Luton
M Schofield, Rochdale
D Smith, Watford
P Turton, Warrington
J James, Edinburgh
J Hill, Bath
R Sherman, Worcester
M Ransmore, Peterhead
S Williams, Hereford

WIKE THOSE BECOMERS!

The answers to this rather silly competition were:

- 1) Hardy Perennials (Topsoil Topsoil's and Galaxy CSM items) orders are obviously very loud in sandy, alkaline soil.
- 2) Just below the brass ground, where it applies into the wooden shaft. (Ticky one this - it's actually the Spire and Jubilee number 8 that sits along the vertical bar).
- 3) Spray with Old Williams bug spray mixed 1:4 in distilled water. (Hands up all those who jumped for the strapless loaded waterbomb?) Yes, attractive, but now rarely found outside Poland and parts of Bourne).

Enough garbage... or with the results:

Congrats to Warren Kidd of Billesbrough who will receive a sparkling new Sony video and some air combat vids. Lucky to be...

The 20 winners-up are (in reverse order):

D Buckley, Odham
W Butler, Bath
J Torr, Kent
C O'Shea, Luton
J Robinson, Gosport
E Morgan, County Down
M T La-Hall, Paisley
A Baker, Luton
W Quinn, Sefton
D Broughton, Southwark
A Aggar, Luton
S Farrel, Middlesbrough
R Palmer, Bradford
J M Hobbs, Reading
J Bunting, Bakewell
M Justice, Watford
R Bieley, Illing
P Taylor, Warrington
J Graham, Newcastle
R Cross, Dorset

If you weren't among the winners this time, keep entering and you're bound to win something - a crisp £10 note in with your entry often helps - Ed.



BUNDLES OF JOY



Anyone looking for some bargain software ('Where!? Lead me to it!' - Rog F) could do worse than get on the compilation trail before they all disappear this Christmas.

Andy Dyer tucks into some pud and wades through the first of the Christmas collections

Christmas is coming, the goose is getting fat. Please put a penny in the old man's hat. If you haven't got a penny then you might as well forget it because all of these games cost considerably more than one penny.

If you are a little stuck for cash or you want to get the most out of your Christmas present requests then the answer may well be in the shape of one of the many compilations that are going to be available over the next few months.

TNT DOMARK

Hard Driver*, Xybots, A.P.R., Dragon Spirit, Twister* - £24.99 disk, £14.99 cassette

The first of these multi-faceted games is TNT from Domark - five previous full prices for £19.99: good value or good for nothing? Let's have a look...

Each of the games on TNT are arcade conversions of Tempest 'classics' the first of which was never previously released for the C64 and will, for many years, get the old adrenaline going just by the mere mention of its name: Hard Driver!

The arcade game was originally designed to be a professional driving simulator but for some reason was discarded more suitable for the leisure industry. It had a steering wheel with variable feedback and accurately reproduced pedals, clutch, brake and accelerator - the whole caboodle - and it was an absolutely thrilling experience to play it!

Then Domark decided to do the conversion and, although the programmer did a superb job considering the magnitude of the project, without the timely but expensive hardware bits it became a fairly bland simulator in game's clothing. Sadly, the C64 version is even worse again than the other conversions.

It includes most of the features of the original, with a speed lock to take control as fast as possible, plus the start track with loop-the-loop and a jump, but in addition all the other road users you have to avoid. But because of horrendous controls and hideously sub-standard graphics the game is rendered of no use to anyone.

The second offering is Xybots, which puts the player in a world 500 miles containing robots to destroy and keys and coins to collect. You view the maze from behind your character and can rotate him by moving the joystick left and right, moving it forward and back moves him in and out of the screen. Unfortunately, the maze doesn't actually scroll but updates in great big chunks which can leave you very disoriented and as the maze of the enemy. This, coupled with unexciting monochrome graphics, means your interest won't be held for very long. On the plus side, Xybots can be played by two people simultaneously but the action



TNT
DOMARK
£24.99 disk
£14.99 cassette

BUNDLE OF 5



XYBOTS [top]

Don't talk to strangers - especially when they're metal ones



HARD DRIVER

This was a bad idea from the start and now you can see why



DRAGON SPIRIT

Fire, well... water game, huh?



A.P.R.

Back to the draw with a bag of wags if it isn't 1984 or 85



DRAGON SPIRIT

Take to the skies. These guys have breath like petrol stations



impossible', a positive mode, one race mode and the championships. It plays well, and the graphics are superb. The strength, fast moving track, coupled with realistic control of your car makes this game a real bargain in fact.

The final game is a bit unusual and, at first glance, appears a bit dull. However, after a few plays it really grabs your interest by the short and snappy and just worth to go. *Steel Thunder* is a fight simulator with a difference. You become a member of a formation flying team. You have a choice of which position in the formation you take and can then practice any of the set manoeuvres. The top half of the screen shows your view through the cockpit window, the bottom half shows a 3D representation of the route. A small target plane is displayed to show the perfect path through the manoeuvre and you must try to stay as close as possible to this in order to increase your ranking and more importantly, stay alive. There are other cockpit indicators to tell you what manoeuvre is coming up next and which direction to take. The ultimate aim is to fly a white air display with as little error as possible. As a flight simulator it's pretty basic but it does have an addictive quality and enough originality which more than makes up for it.

SUMMARY - The rating speaks for itself, by far the best of the lot and represents excellent value for money

POWER RATING 92%

ALL TIME CLASSICS ACCOLADE

Serve And Volley, T20, Rack 'Em, Steel Thunder - £19.99 disk only

BUNDLE OF 4

Accolade have been busy lately compiling lists and have also released *All Time Classics*, featuring *Serve And Volley*, *T20*, *Rack 'Em* and *Steel Thunder*.

Not surprisingly *Serve And Volley* is a tennis simulation of maximum complexity. Using any one ball, you must choose the position of your player in order to intercept the incoming ball. When the ball has bounced it your ball is emitted, appears showing the type of shot chosen (ie backhand, forehand or overhead), it is then your difficult task to judge when to press the fire button, thus beginning your swing. My time it and the ball must land somewhere between the player.

The animation and sound in the game are fairly good but because various windows are accessed during play, progress is hardly what it's like watching a whole game in the style of an action replay. Thankfully, *Serve And Volley* has everything but with this type of game, playability should be a priority. Unfortunately there it none.

T20 stands for 'The Kick On' and is a simulation of knocking an elderly passenger down their runway before they see who did it lol... Any penalty you'd like to play the one before you go on - lol. We had *T20*



ALL TIME CLASSICS

ACCOLADE

£19.99 disk only



SERVE AND VOLLEY

Not an easy game to play but it would teach you a thing or two about tennis



RACK 'EM

Others, it looks as though your balls have been squashed. Frustr!



T20

Good girl! - these two look like they were born on the receiving end of a book



STEEL THUNDER

Not sure what's in the night but it is dark! - blast it to pieces

stands for 'Technical Knock Out' and is in fact a boxing simulation. The screen is split across the middle, each portion providing a 'through the (black and white) eye' view of each boxer and by pushing the joystick in each of the eight directions you can select which type of punch you wish to use. Press fire and the punch is carried out.

At the end of three rounds a score table appears with details of the amount of punches thrown and damage caused etc, so it's quite possible to find that although you appeared to perform very well you've not in fact made more of an impact on your opponent. The damage caused also becomes alarmingly obvious during the game as your character's face changes from happy-go-lucky to swollen bleeding pulp (hello tape facing in football!).

T20's fun but only for a short time as tactical boxing plays very little part - it's simply a case of punching repeatedly and hoping for the best. If boredom sets in too much get a friend loan and rearrange his face instead with the two player option.

Rack 'Em, as the name suggests, an imitation to billiard medieval torture but a pool simulation with a lot more lesions. The game opens with an excellent soundtrack and animated nature of a mean 'F' mostly 'Fud' (Fud) matter-type character (teagering into the pool ball). Once into the game you have a number of options available, allowing you to play pool, snooker, eight ball or nine ball pool. Alternatively, you can customize your own

game - choose the number of balls in snooker, for instance. You can even move every single ball to any position to set up trick shots. It's all very comprehensive, but once you've mastered the technicalities of the gameplay a huge amount of ball-pooling fun can be had (mainly in snooker, courtesy Andy 'Fud' Dyer Ltd.).

Last and definitely best is *Steel Thunder*, a game that attempts to capture all the excitement of travelling around a battlefield as a war's pace in an unwieldy tank. And in that regard it does the job very well. The somewhat confusing 'mission' handler means that learning to play is more difficult than it should be - in fact it's the most challenging than the game itself. And even when you do get the hang of it, your graphics and story, before gameplay makes this about as interesting as a day out with the Flibber ('You're fired, Jim... the moment you've finished this compilation feature - Ed).

SUMMARY - Nowhere near as good as the other Accolade offering but still quite a bargain. There are worse things to spend 20 quid on (like 50 bills of horse manure, Twinklance)

POWER RATING 70%

PLATINUM

US GOLD

BUNDLE OF
3

Black Tiger, Shiner,
Forgotten Worlds, Ghoulie
W' Ghosts, LEO Storm
£19.99 disk,
£15.99 cassette

And the final compilation up for inspection this month is Platinum from US Gold and features five arcade conversions of Capcom games.

First on the reviewer's shopping list (game, no price) about happens - it's Black Tiger. You play the part of a stout warrior armed with a large spiked ball and chain and various bullet-like things which you use to fend off monsters. There are skeletons and wraiths which are easily dispatched but you're also up against spinning skulls which cannot be killed and bar massive stone blocks with spikes faces (possibly new 'Assault').

The graphics are beautifully drawn - the backgrounds especially are very atmospheric and take nearly into the darkest background. The game play is a little too difficult at times - get through to the later and you're a better man than I. But then, who isn't.

Next comes Shiner, a name now synonymous with great graphics and playability. The screen scrolls horizontally and vertically as you guide Shiner around the complex landscape. The little guy's split is really quite stomach churning.

Battle your way through to the end while a variety of opponents and gun emplacements try their best to stop you. At times it seems like there's no way to get past certain hazards which could quite easily avoid the enjoyment of it all. Arcade adventure freaks will love it.

The third course is a delicious horizontally scrolling dish, cooked in a futuristic 'shoot 'em up' sauce and topped with a liberal sprinkling of madness. Forgotten Worlds just don't appeal to me. The sprites are well defined, the screen is fast and furious and the backgrounds are beautifully drawn but the gameplay just isn't slick enough to keep you coming back. Ask your friendly neighbourhood software shop if you can try them for you.

And now, get your night against the Ghoulie and Ghosts. This one probably needs no introduction whatsoever but, for the uninitiated, it's a horizontally scrolling shoot 'em up set in a medieval fantasy scenario. You start the game with a set of armour and several spells which, rather oddly, you throw instead of waving and a large number of lives (you need them all). The variety of monsters you



PLATINUM

US GOLD

£19.99 disk

£15.99 cassette



SHINER (Dogs)

Get across a river and they get converted

LEO STORM

The best of this conversion collection



GHOULIE W' GHOSTS

In this a special adventure I can never find anything ghost (or is it a ghoul?) beneath the spooky trees?



BLACK TIGER

Follow the arrows deep into the caverns but be careful where you leap



FORGOTTEN WORLDS

Early backgrounds and mighty sprites but does it make a great game? See below

face is bewildering and difficult level is frustrating but it's sufficiently polished.

To finish off with, we have LEO Storm, by far the best game in Platinum. It's a car racing game which is viewed from above and scrolls vertically. There are a number of stages to complete, the first of which takes place on an aerial racetrack high above a cityscape, scrolling in beautiful parallel fashion. Excess of other vehicles try and block your path but these can be jumped, passed the fire button and your car looks larger than life out of the screen as it pulls space between it and the racetrack. There are also little fog-like creatures which attach themselves to your car and slow you down. At regular inter-

vals the road breaks up revealing the buildings (or below) LEO Storm is big, bold, fast, colourful, playable, and addictive. What better rate is and on?

SUMMARY - LEO Storm is brilliant and the others range from very good to average. The punters (is you) won't be disappointed

POWER RATING 75%

NEXT MONTH

Space and stockings permitting, AD might be back next month to continue his frontal assault on the world of boxed sets. Or then again he might not. In the mean time, compilation fans might keep an eye out for these little beauties...

WHEELS OF FIRE - Demtek
Hard Driver, Chase HQ, Turbo Drifter, Power Drift
OUT NOW - £24.99 disk, £14.99 cassette

SEGA MASTERMIX - US Gold
Turbo Duxian, Crocodile, Dynamic Dux, Thunderblade,
Super Wonder Boy NOVEMBER - £19.99 disk, £15.99 cassette

SYSTEM 3 PACK - US Gold
Myth, Vendetta, Toskan, International Karate +
NOVEMBER - £19.99 disk, £15.99 cassette

THE HOLLYWOOD COLLECTION - Ocean
Questbusters II, RoboCop, Batman The Movie, Indiana Jones And The Last Crusader NO RELEASE DATE - £29.99 disk, £14.99 cassette

**THE COMPILATION PACK
OF MEGA STARS**

HOLLYWOOD

Collection



ROBOCOP



GHOSTBUSTERS II



INDIANA JONES



BATMAN



AMIGA ATARI ST

ocean

**AMSTRAD
SPECTRUM
COMMODORE**



STRIDER II

With the current feeling of goodwill between East and West, Perestroika and Glasnost running rife, poor old Strider — since the scourge of the KGB and the most feared man in Russia — was pretty much out of a job. Left to perform cartwheels in his back yard and to practice slicing potatoes into strange and interesting shapes with one blow of his mighty blade, he was bored stiff.

But just as he was all set to call it a day, and prematurely retire himself to that eight-way scrolling battleground in the sky, along comes salvation in the shape of



Strider gets a head ache of metal pellets at the end of the third level. That looks like some fun, pleased about the whole affair — best to get this out of his military career...

a ferre after race who gets crash their way through the game (or what's left of it), catch up a world leader (a nice female, as it happens) and whisk her off to the planet Magenta for some unexplained but probably obvious reason. Honor!

"Magenta" cries Strider. "Er... I mean, how terrible. I shall go to her rescue immediately." And so, he bodily mutages off to intrude in some eggs and do over a few aliens just for the fun of it (and to the stirring accompaniment of the Strider soundtrack).

Having landed on the planet surface, Strider has five different areas to smash before reaching the woman, making a res-

And all because the lady's face kidnapped by 'certain alien' for mysterious purposes. Why is there this myth that Earth gets its start?

Take a dance with danger, promenade into peril, take a hike through hazard and amble into action. Yes folks, all this naff bipedal punning should tell you that the cartwheeling, crawling, climbing Strider is at it again! So is it a wander on the wild side, or just a walk in the park?



Striding through the Twin Towers, Strider comes across a robot boss and a lucky level find. Now don't be silly, taking it won't do any good.

cue bid and returning to Earth for the glory and large amounts of money. Each area is spread over many screens both horizontally and vertically, so Strider's gymnastic capabilities are brought to the fore yet again in order to traverse the alien's domain. As well as Strider-as-the wall-climbing abilities and quite-impressing mid-air cartwheels, he's also added rope and chain climbing to his athletic arsenal.

The action comes thick and fast right from the start, and Striderman has to contend with facecutters taking potatoes of his person and flying birds which attempt to beautiful hair! Every constant releases our hero's blaster and, when it disappears, that's another one of his three Strider lives gone.

To dispatch the more straightforward adversaries, Strider's not averse to whizzing out his flaming blade, although specific mid- and end-of-level opponents require a taste of his gyro-boost gun before popping their rivets.

And if that isn't enough, Strider's game and add a further trick up his sleeve, in the ability to change into a robot. There are a number of small tries





Strider the end of level two, but here is about to get head marks all over his face if he doesn't see that nice gun he gave him.

Items scattered around each area. The more items you collect, the longer Strider can remain as Strider II, and the better his chances of coming out of the end-of-level screen in one piece!

This end-of-level duels aren't quite as formidable as they sound, though. The robot simply trundles about from side to side and, while the nasties are large, they have limited animation (like nose, in some cases). They aren't as fearsome or as impressive as they could have been.

The mucky aspect of the gameplay may not be to everybody's taste, since on later levels it can involve a fair bit of mopping up in order to find and collect all the items. Alternatively, you can wander the scene. Alternatively, you can wander around getting handy test and seeing as target practice for the hordes of nasties patrolling the area!

Mind you, at least there's some nice scenery to have a gawp at, and while it lacks something of the variety and detail of Strider I, each playing area is huge—much bigger than the original. Strider



Well, Mister Strider, eh... Now don't get angry. You wouldn't hit someone who's just been upgraded to a wall, would you?

has also lost his nice hi-res outline, making him a fat chunkier and less well defined, but at least he moves a lot faster and the scenery scrolls more smoothly.

After the wonderful arcade exploits of the first game, Strider II is slightly disappointing. Rather than try that little bit harder to squeeze in all the wonderful extra-up graphics and precision arcade gameplay, the game is reduced to 'search the maze and shoot the nasties'—but with knobs on.

While still technically brilliant, Strider II doesn't quite deliver the punch and variety of the original. Only the later levels live up to the promise of Strider's first outing. Even so, it's certainly worth a crack and I've no doubt that it'll still find a sizeable audience. Strick on...

STEVE



Level-headed

Strider II is split into five regions



1 Strider lands on the planet Mayoral and strikes his way through a forest before reaching the bulkhead of a large spaceship and its entrance elevator. A quick stroll through the many floors and rooms (give a hairy face-off against a huge gun emplacement) leads him to...



2 The alien first line of defence: the New Towers. Strider has to climb all the way to the top of the first - and then climb all the way back down the other one. There it is on to a series of hard-defeated workhouses.



3 Strider's next target is the under-ground caverns which make their subterranean way to the Generating Station. Very alien-looking scenery here with lots of platforms and not an increased visible number of dead ends!



4 The Generating Station (and most physics level) - a weird platform-based structure rising into the blue and cloudy sky. Lots of chain-climbing and platform-hopping needed to reach the uppermost level and kill off the guardian.



5 This is the hope and terrible climax. Filled with nasties, platforms and elevators. Watch out for the anti-gravity wall! Same if you make it to the end, there's the final boss and with some other than the alien humanoid leader!

Game	Strider II
Maker	US Gold
Cassette	£8.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Guards are a disappointing mix of slow level
- Gameplay is reduced to simple search'n' shoot format
- Sprites are plain and blocky

100

76%

- Massive, smooth scrolling playing areas, require exploration and maze mapping
- Each level is cleverly marked with clearly shown end, and, often, possibly alternative graphics
- Strider character is wonderfully agile and easy to control
- Most of 'n' deadly spell effects and objects. Strider's soundtracks
- Simple menu designs mean that a wrong turn early on isn't necessarily disastrous
- Later levels are a more interesting and testing challenge

... AND THE UPPIERS

GOLDEN AXE



Take the challenge! The evil Death Adder has kidnapped the King and his daughter and is lurking in the land with the precious Golden Axe. Only you can stop the ruler of the Land of Toria and get their princess back.

The way you battle through the six levels of this action-packed quest that is faithful to the original is up to you! Use magic to blast your enemies, slash and hack with your mighty sword - or climb onto the back of a friendly dragon. You'll never look at death in the face... but you certainly won't die a hero.

Available on Atari ST, Amiga, Commodore 64,
Spectrum and Amstrad CPC



Amiga



Atari ST



Commodore 64



Amstrad CPC



Spectrum



SEGA

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And WIN copies of Empire's great new Spiderman game, your choice of Marvel comics and a bursting bag of spidey booty

Empire are proud to present for your admiration and devotion, the astounding, the amazing... Spiderman! Yes folks, he walks on walls, he swings from a web, he performs amazing feats of mid-air athletics - and all on your G4!

The Empire crew were so stuffed with of Spidey's latest G4 antics, that not only have they given us a stonking cover tape demo (yeah, check it out!), but they are also giving away a bundle of Spiderman and Marvel comic memorabilia!

First prize includes yearly subscriptions to

five Marvel comics of your choice AND a Spiderman booty bag filled with loads of web-weaving-related wonders AND a copy of Empire's new Spiderman game!

If you're not lucky enough to cop for the first prize, don't worry. You could always make off with one of the 10 runner up prizes to be had, consisting of either Spidey bags, plus copies of the game. Cos, we're just too good to you.

But, to make up for our obvious generosity, we're gonna make the compo really tough! All you've got to

do (hee, hee) is design a worthy adversary for our favourite wall-walker to take on. We'd like him to be a real Joker-type weirdie, you know - a real traumatised split-personality fiend.

Here's one we prepared earlier. Wild-mannered journalist Andy (Syr writes appalling stuff by day, and turns into the evil Skoda-man by night. Hit by a radioactive Skoda as a youngster, Andy had an unhappy childhood, tormented with hurtful jibes by the other kids.

Andy decided that as soon as he was old enough he would exact his alter-ego, Skoda-man, and wreak revenge on his one-time school 'chums' by making them drive around in really horrible cars with yucky two-tone paintwork and those nasty brittle plastic

mock-up/ing! fac-las. You know the sort.

After many years of bringing automotive embarrassment upon his enemies, he was finally laid to rest by the M/T fall certificate-welding

Garage Mechanic-man who swings into action with triumphant hero-call of 'It's not the parts, guv, it's the labour'.

Got the idea? Good. Whack your will-o-wisps on piece of paper, slide it into an envelope and send it to:

Faster Than A Speeding Bull, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

The closing date is the 10th December - send in your entry after that date and we'll send Skoda-man round to delight of all over your driveway.



Maximum points on the chance? Would you like to read our from this - this - this?





This spaceship was made up using a series of software and picture files and requires just a little imagination from Peter Blinn.

The Batman logo is an exact, exact exercise to try for yourself. It looks simple but try to make yours like good. Some things only come with practice.



Major software houses use it, graphic artists swear by it, and yet Midcom remains flexible enough for the amateur Picasso to have the God himself with ease. Watcom was released way back in 1986, at a time when the market for utilities was creating a little fire. One of the industry's top artists, Bob Stevenson, created his remarkable *TalantAmurum* with the package - then people really started to take interest. So now that you, the readers of this prestigious magazine, have got your hands on the little beauty, I suppose you'd like to learn how to use it properly? Well, read on...

TAKING CONTROL

You must first feel comfortable operating the package - your chosen control method can be vital to the quality of the finished picture. For the alien-bashers amongst you, I would recommend the good old joystick. But not

Andrew's colour comparison chart is based on Watcom's colour numbering. Red indicates a good combination, yellow appears more like water in CS-16s and green appears are bluish, even or subtle, please start at 1!



just any old joystick; many of today's joysticks have microswitches inside, which prove very accurate and responsive. Using an old, unswitched joystick may cause you hours of angst, believe me. The next best thing to the joystick is the mouse. Midcom can only accept analogue inputs. Therefore, if you want to use either the NEWS mouse or the 1531 mouse, you'll have to set them to joystick mode before loading the program (which is done by holding down the left button as you switch on the computer). Even though the movement isn't as fluid as conventional mice, it is much more comfortable than a joystick. The last alternative is the keyboard. The keyboard? I hear you sneer.

VIDCOM VISIONS

Now you've got yourself a copy of the best C64 art package ever released, you want to get the best out of it. Have no fear, Andrew Roberts is here to tell you how to create your first masterpiece

Ferally enough, most of the professionals who use Midcom prefer to use the keyboard. OK, it's obviously slow sometimes but it offers far more accuracy than the previously mentioned control modes. Try it - I guarantee that after a few weeks you'll never touch a joystick again.

GOING DOTTY

Before you plunge headlong into your latest masterpiece, are you sure you know what you're doing? Have you planned out your picture? First and foremost, do you know which colour mode to use? What about colour depth? Aaagh! It's all a horrid nightmare! Relax, calm down, I'll start at the start...

The C64 displays pictures using pixels (those little dots on the screen), which is why lines, circles, and so on have jagged edges. Depending on the colour mode used (multicolour or hi-res) there will be a different number of pixels to use. The screen is divided into blocks of 8 by 8 pixels (the size of a standard character). It's 40 blocks wide, and 25 blocks high. With Midcom you can't see these blocks but the computer sees heavily on. Well, it's 40-



mode only two colours are permitted in each character block. In multicolour mode, you are allowed four colours in each block (three plus the background colour).

However, if you use multicolour mode then the horizontal resolution is halved. I.e. the width of each pixel is doubled to accommodate the extra colour. This is why multicolour screens appear 'blocky'. Another disadvantage of the multi-colour mode is that the background colour remains the same for the whole screen – in fit-less mode the background colour can change from block to block. Multicolour mode is the most commonly used nowadays, as colour when set to classes detail.

It really helps to bear all this in mind when creating a picture. It may even be worth buying a good reference book, as they often have fairly extensive chapters on graphics handling. After all, you can't expect to achieve superb results unless you know the limitations, can you?

Then there's colour compatibility to think about. Is it safe to use pink and blue together? Do green and orange stripes really look psychedelic? Well, for the benefit of all those novices out there, I've included a special colour comparison chart. Trust me and use it and people won't start frowning at the result when they see your work.

FEATURES

Although the basic instructions for each command have already been printed elsewhere in this magazine, there are many more practical and time-saving uses for some of them that first meets the eye...

FREE COLOUR – Normally this is used to assign colours to a particular block. However, it can be used to change colours in existing pictures. For example, the Batman logo can easily be changed to black (or something similar) without the need for risky pattern filling – but none of that later.

HEROES FILL – This is one of Midream's better commands. Basically, it allows you to merge two pictures together, within reason. You simply draw the foreground picture on

one of the screens then click to the other screen and draw the background. Go back to the foreground picture and using the Merge Fill command you can fill the background picture into the foreground picture. Why bother? Well, you could try and save several different background designs with the same foreground picture (or vice-versa). It's a



simple and hassle-free way to experiment.

BAND DRAW – This feature comes in particularly handy when tracing from pictures, as outlines and shapes can be drawn with relative ease. Move on tracing later on.

RAY DRAW – This is invaluable for drawing pictures which have 'clean the road' perspective. You can define the vanishing point

Building up a picture

If you have an idea but can't put it into practice, then don't worry. Thousands of people are in the same boat. Be logical: every picture can be divided into manageable chunks and, if tackled carefully, you could end up with a real center (to coin a phrase). Let's take my Chase HQ picture, for example, and see how easy it was to build up.



STAGE 1 – The basic wireframe outline. I traced the outline from a magazine onto clear plastic and put the plastic on the fit screen. Then, I traced the outline from the plastic onto the screen using the Band Draw function. This took about 15 minutes in all.



STAGE 2 – I filled bodywork areas yellow, windows with blue, added a grey sun clear and cyan headlights. White highlights were drawn onto the chassis. Everything except the headlights was done with the FillLess Fill and Free Colour commands, again taking only a few minutes.



STAGE 3 – The headlights were brought to life with some white shading and the front bumper was colored with white. I added the wiper and taillight boxes, carved out the wing-mirrors, then put the finishing touches to the rear spoiler. The most time-consuming section: 20 minutes.



STAGE 4 – The finished picture! I added my logo, plus a Chase HQ logo for added realism. Total time taken to complete the picture: 65 minutes approx. Many of my pictures are tackled in the same way. Examples shading, however, often takes a long time to adjust and perfect.

Sadly that's all we have room for this month. Dry your eyes though, as I'll be back with a vengeance next issue, with the lowdown on sprites and characters, colour mixing and shading, plus exclusive hints 'n' tips from our mystery celebrity. Stay tuned!

at the centre of the ray and draw pictures in perfect perspective using the secondary line. Easy when you know how.

BOX COLOUR – Not so much a useful feature, more of a time saver. This simply allows you to 'free-colour' an entire scene. Naughtily but nice.

BOX CLEAR – Quite useful for filling in large areas of colour, although I use it mostly to erase large areas of pictures which I'm not proud of!

BOX REF / BOX YRF / BOX DUP – simply brilliant. Using these together, you can save yourself a lot of trouble. Say, for example, you were drawing a picture which was completely symmetrical. You could draw one half, copy it over using Box Duplicate and then flip it over using YRF or YRF. Consistency to popular taste, I don't

create the Salamander picture like that! However, the Batman logo was created along very similar lines. (How else would you draw an ellipse?)

SCREEN DUPLICATE – This acts as a backup device. If you're going to make a particularly drastic addition or deletion to a picture, duplicate it first. Then, if you accidentally ruin the picture, you can simply click on the Screen Swap icon and your uncorrupted copy will reappear in fact, it's wise to duplicate the picture on a regular basis – it could save you hours of lost work.

Of course, there are many more features. To get the most from Midream, you should follow the instructions in this issue's Tape Pages and get the full set of instructions. Then stick around with CF and we'll show you a secret or two.

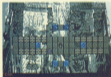


THE CURSE OF RA

You have angered Ra by not offering any 'goals' (items) as a sacrifice this week. Or maybe it's 'too you did offer 'goals' recently... Anyway, Ra's a bit miffed and so you have been turned into a Scarabeus - a horrible little beetle with six legs, a shiny carapace and a burning desire for a dang-flavoured Pot Noodle.

A burning desire for dang-flavoured Pot Noodle

In order to shed the four extra legs and the odd eating habits, you have to successfully solve the 100 hieroglyphic puzzles that Ra spent a few weeks pulling together.



One of the amazing logic game screens. The wavy-line tiles are slippery, so you can't step on them, and the matched pair grey blocks disappear once you step off.

Each puzzle consists of an array of blue tiles featuring labelled with hieroglyphics.

Each level consists of matching pairs of icons and the aim is to clear the screen by eliminating identical pairs in a similar fashion to the Chinese puzzle game, *Shanghai*. To do this, move your Scarabeus character onto the first tile and press fire: a pulsing

cursor then appears. Move this over the other tile and press fire again. As soon as the beads connect at the first tile, both tiles disappear from the screen.

You can only match tiles

directly in line with each other and you always start and finish

on the grey 'anchor' squares which can be guided around the screen. On earlier levels, there are solid strips linking the hieroglyphs, so you can steer your beetle around, remove all the tiles and then scurry back to the anchor to exit the screen.

However, later levels are made up of separate obstacles which aren't connected to anything else. Some of them move, some of 'em don't. Here you have to move your Scarabeus to a suitable point before the screen emptying begins. However, you have to be careful in which order you remove the 'glyphs: if you leave yourself isolated on a single, static tile, you won't be able to move to another one or get back to the anchor. That's where the grey cells come into action.

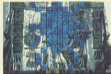
There are two game types included: a straightforward logic game and an arcade variant

where the puzzles are easier but you're up against a time limit. Both really stretch the think muscle. If that's not enough, you can even design your own screens!

The blue on grey graphics are pleasant but a bit of variety in the colour scheme



An over-gamy logic screen. Once the screen starts to empty, you'll have to steer the movable tiles around to solve it...



At the start of an arcade game, a special algorithm chooses different layouts so no two games are alike but the difficulty stays the same for each level. Over!

Game	The Curse Of Ra
Maker	Rainbow Arts
Cassette	£9.99
Disk	£14.99

wouldn't have gone amiss. *Curse Of Ra* is smart-looking, well designed and nicely programmed (if a bit long-winded, even on disk) but don't let the river waves of puzzles annoy you away. You'd do well to give this a wide berth unless you're into brain teasers which keep you up all night.

STEVE



POWER RATING

THE DOWNERS...

- Colour scheme lacks variety and the wavy icons can get confusing
- Arcade and logic game styles are similar and don't offer any real variety
- Pretty mind-boggling - even on disk

100

-

69%

-

-

-

-

-

-

-

0

- Intriguing puzzles really get the brain cells a-ringing
- Includes a host of game styles, accessible entry systems and a screen designer heightens the thinking interest
- Pleasantly Egyptian-style titles jolly you along
- Difficulty level can be disconcerting - especially the arcade mode which is a killer
- Graphics are very simple and functional. Optimised hand-drawn clutter the screen, but can be turned off

...AND THE UPPIERS

Shop happy

In the arcade mode, you can collect the coins that whizz across screen and buy magic items from a between-level shop. How about a nice 'Remove All Tiles Of The Same Design', 'Don't Try Restart The Level Without Loading A Life'... Maybe you'll be interested in the wonderful 'Go Straight To The Next Level' and 'Thoughts'!

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Having defeated the evil Shogun Kurotsuki, the Ninja warrior Amakuni has been found consulting a new Ninja under the name Goro surrounded by his other master. Goro is surrounded, a strange one outside the dojo, a strange one outside the dojo.



Ready to move on fight against these strange forces, Amakuni was surrounded by the light and was rendered unconscious.



On awakening, the new (rearing) character Amakuni, his graphics was replaced Kurotsuki has moved to a new background. New York, present day—

First came The Last Ninja. Then there was another one (obviously the first one wasn't the only last one). Now the first sequel has returned again - similar to the second last one but different from the first. Confused? Let our reviewer shed some light on the proceedings...



LAST NINJA RE-MIX

There's no real need for an introduction here, since The Last Ninja series of games

are almost a legend in their own lifetime, with huge sales and critical acclaim from magazines and gamers' alike.

This is all well and good but, while The Last Ninja is currently available on budget, The Last Ninja 2 has been discontinued and is no longer available. And all those people who bought their \$45 in the last few months will know nothing of the legend of The Last Ninja. To solve this



problem, Spectrum 3 decided to re-launch The Last Ninja 2, but redesigned,

repackaged and with a few extra bells and whistles. For anyone who has just bought a C64, been using a C64 in the Outer Hebrides, or picked up this magazine by mistake, this is what the fuss is all about.

The game is similar to its predecessor, in that it takes place against an isometric 3D landscape. Plunging into the urban jungle of the Big Apple, the Ninja warrior Amakuni, is intent on tracking down the Shogun

Kurotsuki, and despatching this evil wizard wizard once and for all (or until The Last Ninja III at any rate), the path to Kurotsuki's lair leads Amakuni through a park, city streets, sewers, a warehouse, an office block and finally into the basement that Kurotsuki call 'heaven'.

The game's graphics are excellent.

Produced in a similar fashion to those in Time Machine, each screen is redrawn every time it is entered. The split-screen and delay doesn't interrupt the action at all and this method allows the main complex

Other items are only found in places like bins and women's toilets



Oh! They watch when you're putting your knee, you don't need any support, you'll find old Amakuni needs some support after

GUTTER PRESS

MARK It's not really any different, but the original was excellent in most. The graphics look the same but I've got into it already says something, I prefer the old music, it's better. The last of the game doesn't stay the same, I remember more on getting into the game, for the music, it stayed the same. The last of the game, it stayed the same. The last of the game, it stayed the same. The last of the game, it stayed the same.

MATT The only to say, it has excellent graphics. It's better, it's more important to use the history for graphics but it's not important. The only to say, it has excellent graphics. It's better, it's more important to use the history for graphics but it's not important.

KEV It's a brilliant game - the graphics are very good. I'm looking for... The only to say, it has excellent graphics. It's better, it's more important to use the history for graphics but it's not important.

GAZ I see this in a software shop I'd think the original was a done, and this was the original version. The only to say, it has excellent graphics. It's better, it's more important to use the history for graphics but it's not important.

A Ninja warrior trained in the art of 'not being duffed up a treat'

screens to be built up. Overall, the effect is simply stunning (well, it stunned me).

Armasaki's new world exists in 'real' 3D and so he has to be guided through doors, around objects and up ladders in order to fully explore his surroundings. And as you would expect, this isn't just a magical mystery tour: there are plenty of people who like nothing better than to take a large stick to our hero and beat seven shades of hell out of him.

Of course, being a Ninja warrior trained in the art of 'not being duffed up a treat', Armasaki's having none of this. He has loads of combat moves at his command from



One of the many (many!) detailed screens of Ninja Re-Mix. Having sneaked into the enemy headquarters, Armasaki has to pick his way through the maze of boxes and packages. Another Ninja warrior lags in wait on the overcast walkway - his? Kazama brother, huh...

NINJA



licking and punching through to drunken-drinking, rice-felling and stick-wielding.

Indeed the huge range of joystick moves that need to be mastered can be a bit daunting at first but these are handled so well that guiding Armasaki soon becomes second nature (mind you, you'll need a stick with good diagonal).

Unfortunately, enemies are only rendered unconscious by Arma's efforts - leave them alone long enough and they wake up for a second bout!

And so the mission continues ever onwards. Armasaki has to collect certain items that are needed on the next or later levels before making his way to the exit. Thankfully, since a level has loaded in total saving is a given and only serves to mark the start of that level, avoiding the usual multiload problems (er... cartridge owners needn't worry about this bit).

The gameplay is a pot-pourri of arcade action: exploring, puzzle solving and rick-shifting, which is about as close to an interactive movie as you're likely to get on the C64. There's a large amount of lateral thinking called for, and a not small amount of

experimentation! Certainly mapping isn't a bad idea since the viewpoint occasionally switches adding disorientation to the list of problems of claiming for your attention.

At first the game can prove to be a bit tricky, since some collectible objects are indicated but other items are only found by hunting round in places like the time and warms's (ahem?) And at the time, you face the unenviable prospect of losing another of your precious lives!

New improved Ninja

Ninja Re-Mix features a new animated intro, a new status screen, different music for all six levels and slightly tweaked gameplay so it flows better. Some of the opponents are a tad easier to defeat and a few pick-ups are easier to... well... pick up. In answer to gamers' comments, the mission is now played against a low boss and there's a final scene so you can see how well you've done and play against your earlier scores. So now you know.

Last Ninja Re-Mix is a great game, beautifully designed and superbly presented. My only reservation is recommending it is that the cartridge-only Last Ninja III is almost upon us... But then, why not have your Ninja's skills with this one, ready for the forthcoming battle!

STEVE

Game	Ninja Re-Mix
Maker	System 3
Cassette	£9.99
Disk	£14.99
Cartridge	£24.99

POWER RATING

THE DOWNS...

- A little too easy to start off with

92%

THE UPS...

- Superb graphics - beautifully drawn and incredibly detailed
- Excellent animation of the characters
- Puzzle/adventure/combat gameplay is extremely captivating and addictive
- Nicely structured multiload makes life as pleasant as possible for tape owners
- A host of secret compartments for those who like 'Whe's In The Truck' problems (well, not all)
- Intuitive joystick control makes life of the complex manoeuvres available
- 30 varied screens make exploring as much fun as completing the mission!

...AND THE UPSERS



In the background there's a shocking great invisible blocking my path. I don't think my life stick will make much of a dent in this...



... However, a Malicious Cockroach carefully hidden in the right direction should result in a small pile of raptorial roasts. Job done!

The Gauntlet

The only thing that makes a Gauntlet Champion is skill. Skill and guts. These are the two things a champion needs - along with nerve. OK, the three things... Oh, who chose Monty Python this month?

If someone were to tell you that none of this has got anything to do with the fact that Richard Reynolds came to take on last month's Gauntlet champ, Chris Jordan, at Monty Python's Flying Circus, you wouldn't believe a word of it, especially if you were told that the prize was three million points and a small French village at their choice. Nevertheless, it's all absolutely true - all right - it's all absolutely true except for the lot about the three million points. And the small French village. Right? That's all we've got time for, this month.

OK, no more silliness. When Richard and Chris arrived at

the office, neither of them had yet played Monty Python's Flying Circus. In this most

form of a fish, a bird and a giant fish (when fish, not feeling himself) and he can fire fish at any monsters he meets on his way (just as you might expect). Scores in Python tumble rather

than climb. This is because Monty

Python and anyone who's ever been near it are completely insane. It was an ideal game with which to test the challengers.

We gave them some time to practise before we started the real test. Watching carefully from over

their shoulders (and behind a chair - this is a very sneaky game) it was clear that Richard mastered the controls faster than Chris. He was losing points at an enormous rate...

Because they were playing to a time limit, either player could play as many games as possible before the seconds ran out and only his best game would be considered. All too soon for the likes of our contestants, the time came to start the stopwatch as both read their computers. Three, two, eleven - go!

As the word was given, Chris swam ahead with his little Gumby but Richard almost sat still and stopped a fish in the face of everything in sight. It was like

Gumby Gonzalez versus Terminator Gumby. Both players took some damage but in these opening stages, neither lost any of their lives. Gumby lives. Richard was losing more points than I don't forget, that put him in the lead, but after five minutes of building up a small lead, disaster struck for him. He came across the cartoon-burping Spanish Inquisition and they slaughtered him. He just wasn't prepared for the agility he

needed to avoid their exploding tentacles and he lost two of his lives. In fighting the Buffy cartoon freaks for so long, however, he built up quite a score so perhaps this was going to work to his advantage.

Meanwhile, Chris reached the end of the first level. The bonus points he had collected were all instantly subtracted from his score and he shot into the lead, having lost only one life. He rubbed his hands in anticipation



THE CHALLENGER
RICHARD READY FOR ANYTHING? REYNOLDS



THE CHAMPION
CHRIS "JUSTICE JOKER" JORDAN



Good Chris, last month's champ, and even rubbing an eyebrow the first time he sees the exploding fish. "Well, the eggs, 'you see' 'em all the time!"

It was like watching Gumby Gonzalez versus Terminator Gumby

unless shoot 'n' explode, players take the part of Gumby, who's trying to recover four pieces of his brain that have decided to go off for a wander. To get them back, he must explore a strange, imaginary world as he follows the

of holding on to the championship for another month.

Richard's last Gumbly was looking very green around the gills and just after he followed Chris onto level two, and regained his lead in the process, his last Gumbly did a spot of 'flame arranging' — pushing up the daisies. He prepared his steps, dust, snuffed it, shuffled off his marial coil, packed his bags, cancelled the milk, and the big stiff job.

This left Chris to concentrate on maintaining Richard's last score while Richard desperately tried to recover from scratches. But would there be enough time to catch up? Well, Richard had one chance left at his shot at the title. Chris was down to his last man

Richard battles on, still bearing the scars of the exploding kitchen episode. Nobody said it was easy



and he didn't have much energy left. If Chris died before he took over the lead, there was no way he'd catch up again. Even if he didn't lose his last Gumbly to an exploding kitten or something equally harmful, time was running low and it might just shoot him of victory.

Level two was certainly giving Chris a hard time. Most of the scenery (for those of you who missed our CF7 review) is made up of parts of the human anatomy. Apparently teenage gland juice lying on the ground will still sometimes come up clear before detaching themselves from their background and laundring themselves in the direction of an obvious

Gumbly. The only way to avoid an on-coming digit is to jump over it. Chris was a little late in figuring this out.

Richard was flying through level one for the second time but he knew it would all come down to later Chris odds doing. His chances of catching up were now non-existent. He whipped the indignation this time and must have been cursing that he hadn't been able to do that in his first game.

Chris took some damage from an exploding kitten (I can't believe I just wrote that) and was down to the very last energy bar on his last Gumbly when the time ran out.

Scores were checked. Richard had clocked 99995770 on this game but that wasn't even close. His first game had given him a creditable 99979004. Not bad. And Chris? His last — not quite mortally wounded — Gumbly had scraped 99989076, placing him assily ahead. Chris Jordan from Hat became the Commodore Format

In short

Game: **SCOTTY FITZGERALD'S FLYING CIRCUS**
Time limit: **25 minutes**
Objective: **lowest score in any game**

15 MINUTES

Chris Jordan: **99995770**
Richard Reynolds: **99989004**

10 MINUTES

Chris: **99997445**
Richard: **99990490**

10 MINUTES

Chris: **99997125**
Richard: **99979994** (game 1 over)

TIME OUT

Chris: **99998375**
Richard: **99997770** (2nd game)
Winner: **Chris Jordan**



THE WINNER - It's... he... it can't be, it is! It's beautiful Gumbly! Well, that explains everything. What does, eh? So, can someone call a doctor?



THE LOSER - You know it, matey. Throw it away. Hope you don't expect any sympathy after that dismal performance. No one can't have your face, you see jolly well said

champion for the second month running!

No he didn't. Yes he did! No he did! No he didn't. Did. Didn't. Yes he did and that means he'll be coming round the mountain after he — sorry — he'll be coming back next month to defend his title again. Well done, Chris. Sirs, about that village... As for Richard, well, he said he was hoping to upgrade to an **Amibible** anyway. The poor guy was obviously in shock, but then the ultimate challenge can do that to you.



Face the danger

Next month, Chris will be back to face another opponent in the ultimate 64 games challenge. Both champion and challenger will fight a contest to the death with the Fat Man in *Rock Dangerous II*.

If you think your time has come, that the crown of Commodore Format Gauntlet champion fits no other head than yours, then why not get in touch? We're always on the look out for challengers and the competition is open to anyone on the UK mainland (that way, we can afford to pay for you to come down to Commodore Format and do the deed). If you would like to take on the winner of next month's competition in a game of *Back To The Future II*, write now to:

THE GAUNTLET, Commodore Format, 30 Mansworth Street, Bath BA1 2EW



TSR andSSI, who've been working together on computer-based Dungeons and Dragons roleplaying games for a few years now, have given Buck a new lease of life and the new adventures are just waiting to grab you by the scruff of your attention-span and shout, "Play me!"

Buck is resurrected, raised by hundreds of years of cautious over-exploitation. Now civilization exists mainly on other worlds: a massive base on Luna, the populated and terraformed inner planets Mercury, Venus, Mars and reaching out as far as the unforgoingly inhospitable but mineral rich asteroid belt. The lunar based PNM corporation, which has developed its own army of genetically engineered mutants, wants to use Earth as a planet sized laboratory. However, an organization formed by all the other planetary races, called Neo, is determined to thwart the mega-corporation's plan. Buck Rogers is a member of Neo. So are you.



Space - the final frontier. Buck Rogers takes you on a journey through the inner planets of the solar system.

You build a party of adventurers in the same manner as you've done if you've ever played one of SSI's growing family of AD&D games. In fact, SSI, having spent years developing a software engine for their computer roleplaying games, have perfected it in

the latest Dungeons and Dragons releases and it's that system, modified for complete compatibility with the TSR AD&D RPG, which is used here. As players of these games have come to expect, Characters generated in the TSR game can be loaded into the SSI game - and vice versa.

Once your characters are assembled, they are sent on missions by their unit commander. The game is made up of a number



It's a corker!

these missions and the way they're handled is fantastic. Just after you finish briefing, you're whisked out of the drill room just in time to get caught up in a massive attack by PNM mercenaries on your base. You reach a dying comrade who tells you to get to the main control room and reactivate the base's missile defense systems. Only by now, the base is being over-run by RAltoids. Next you're sent on a space salvage mission. You serve aboard a derelict spaceship which you can explore. The minute you do, your space log is cleared away from the derelict and you find that it's infested with

BUCK ROGERS

Roleplayers, lay down your swords. The 25th century is calling. US Gold have just released the first Buck Rogers game from the combined talents of SSI and TSR. So grab yourself a laser pistol, kit out in the latest silver skin-tight suit and save the world!



The game flicks to the combat display as a bunch of mutants attack the spacebase on a derelict spaceship. Don't shoot until you can see the whites of their eyes!



Here they come. The mutants can move much more quickly than you so you might as well stand your ground and fight. After all, it's what you're here for.

Victory! (We spared you the gore.) The party and their experiences (you're my best - mate, in this case - and go. But they took some bites from the mutants and a couple of these are feeling okay...



Earth is wasteland ruined by hundreds of years of callous over-exploitation

POWER TEST 85



Talk about being blown in at the deep end. You've just been recruited in time for all-out war so you'd better get a move on.



This is a Rank great at close range. It isn't wise to get this close to these boys of war too often.



ROGERS

uncontrolled (and disease?) mutants. Your only chance of surviving is if you can take control of the ship. But every time one of your team is hit, he or she becomes infected with the PSM bug and, after a short while, bails over the real edge of the next star.

Characters are controlled with a joystick, that operates a menu system on the bottom of the screen. Most of your progress is made up of first-person perspective explorations. Special screens pop up for key areas and a



A specially recruited from early on. A preference of a guy who's least into new adventures will isn't the kind of thing you want to see before lunch.

Excuses, excuses

Is Buck Rogers the kind of role model we really want? After all, he probably wasn't.

Let's face it, you'd think if you spent five hundred years wearing the same clothes. And that's exactly what Buck Rogers did.

What was his excuse?

"I'll admit. Sure.

Even Henry VIII had one fault a year, whether he needed it or not - and he didn't wear a sixe tight silver suit. Buck has to be the dirtiest old man ever for the oldest dirty man.

So wonder the people who rescued Buck wore protective suits. Wouldn't you?

Of course this is why he always flew solo in a spaceship. For...



message window fills in all the other details. A special display is called up whenever the party enters combat and the controls allow you to take command of each individual or let the computer handle all the combat.

You rarely need to flip through the manual, even if you're a complete beginner. On top of this, the game unfolds at a snaking rate. The occasional disk access adds to the tension and in one four-hour session, I was only asked to change the disk once the game comes on three double-sided disks, complete with a saved game). A second manual, called the Log Book, provides details of the game's creatures and system and dozens of Log Entries. These are used to speed up the game, where a particularly long message has to be conveyed, the game refers you to the Log Book, leaving the disks free for pure adventure.

The graphics are stunning. At their worst, they're clear and efficient and at best they offer you with neat animations or full-screen gobsmacking goodies. Sound effects are minimal but even then, there's a different effect for every weapon, so they're put to good use. If you think you could get hooked, it's worth noting that a number of additional Buck Rogers games are in the pipeline. But this one is enough. It's a massive game and it has a massive price tag. But it's very playable and contains enough adventure to last for many months. All in all, guaranteed to give you bugs under the eyes.



88AM

Game Maker	Buck Rogers
Genre	SSI/US Gold
Casefile	not available
Disk	C24.95

POWER RATING

THE DOWNERS...

- High price tag (it should be on sale)

95%

- Very easy to play
- Packed with enough adventure to keep you playing for months
- Very fast, considering the size of the game
- Excellent use of graphics gives you animated windows and full screen pictures for dramatic key moments
- Compatible with IBM's role-playing games
- Good mouse documentation
- The Log Book gives valuable disk space for the game itself
- The characters keep you on the edge of your seat
- Dozens of game options
- Forty-saving releases

...AND THE UPERS

...it's dynamite!

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TRADE AND EXPORT ENQUIRIES WELCOME



And here we are on the first level with a pretty sun motif in the back ground. Mr Potato head is all set up to launch the block off the ceiling and hit the pile at the point marked with a large red arrow...



... The red target block should now disappear, return the green one below, and leave the first red one in the place!



PLOTTING

If you thought that puzzle games were a dying breed, think again. There's a new wave of puzzles on their way, led by Ocean's Plotting — plotting is name, and a fair amount of plotting is the gameplay too.

Like all good things, the gameplay is dead simple: you take control of a small brown blocky creature who's sole aim in life is to shove single blocks at a large pile of blocks on the right. Now this would be an



Another screen another background. Brown can remove his block off the wall to hit the block at the back...

incredibly dull life if it wasn't for the fact that the block either bounces off and comes whizzing back (visually interesting) or makes any similar blocks disappear and sends another, differently designed block back instead (very interesting indeed).

Confused? Well what happens is this: if the brown block makes contact with a block bearing the same design, one of them is destroyed (it's difficult to tell which one exactly); and the other swaps places with the next block in line, which is then returned to the blocky one. All you have to do is remove a set number of blocks per level — as this and you're on your way to the next.

Blocks are thrown in a straight line but can be bounced off the walls, ceilings and

lots of plumbing that adorn the screen so that you can reach blocks at the back of the pile or hit blocks on their top. An arrow shows exactly where rebound shots are going to end up, so there's no excuse for shots going astray!

You lose your previous slab every time a block is returned (which cannot be broken at a similar one in the pile. There might be loads of identical blocks there but if you can't hit one 'em, it's bye-bye forever). This is where the plotting comes in: you have to plan very carefully and as the screens grow more and more complex, it becomes a brain strain to work out what's going to happen — not with just this shot, but the one three shots ahead! There's also a time limit, so don't spend too long thinking about your next move, eh?

Plotting is nicely programmed (courtesy of the Twilight team), very polished and extremely captivating. The only worry is that many puzzle freaks would grow tired of the same screen after mastering a few levels.

Oh, and just to keep you on your toes, there's also a time limit!



... Sending back the blue one beneath. This he can now throw at the same block on the top left of the pile to get rid of it. Simple!

No doubt you already know whether this sort of game gives waves of pleasure-rushing through your veins. If so, the only decision left is whether to rush-out and buy this new (or wait for the (probably exclusive) review of Ocean's Plotting to have no end to this mental strain!

STEW

Game
Maker
Cartridge

Plotting
Ocean
£19.99

POWER RATING

THE DOWNERS...

- Puzzle get more difficult but the game still doesn't change it at all
- Two-player coin-op mode has gone

100

80%

■ Cartridge-only version provides all the detailed backdrops of the arcade original

■ The puzzle gameplay is very addictive, even the logic and tactics have been tested

■ Excellent playing soundtrack and great effects throughout

■ Exceptions are extremely clear and well presented; blocks, checking out slab animation is very neat indeed

■ 20 levels to beat — and then there's again another version a stronger game!

■ Instant access to levels (basic multilevel save)

...AND THE UPPIERS

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EMLYN HUGHES' ARCADE QUIZ

8 **Background:** Test to see if you're "longer" than the software packages you will have now loaded for you!

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9 **Background:** The turtles are half shell and they will give you a lesson for world. The game the whole planet has been waiting for!

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5 Take back the blockbuster movie. Play this brilliant game with Amiga's Schwarzschilder as Neo trying to discover his past.

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6 See the world's strongest spider take the game from the superhero comic. Amazing adventures please the eyes and delight puzzle to test the brain

Description	Price	Order No.
Spiderman Cass	£7.99	CA105
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B.A.T

Derisks just love 'em. All that fur and the little hinged pecking out between leathery wings. How do they get that one in the First Gums advent to read and stuff? How that isn't what it's about, is it? — Sid West, roper. Ubi Soft's B.A.T plunges you into the Bureau of Aerial Troubleshooters — a top-secret organisation whose daring interstellar operatives are assigned missions of the planet-zapping variety.

The output in this case is a related virtual, a seriously unstable merge made by the

in Tangopolis, Solentia's major city, and the choice of either going into information if you've had a tough day) or look your metabolism into overdrive (to give you an edge in a fight). It's impressive stuff, you can't even pick up its like that from Do It All.

B.A.T has little in common with other role-playing games. You wander around the shadowy streets and low-life hovels of the 22nd Century through a

series of static screens. When you move from one location to another, the first steps on screen but makes room for the second and so on, until there's no more room. It's confusing until you get used to it, partly because this method of moving around makes it difficult to maintain a sense of direction.

The character of yours needs to eat, drink, and rest. If he burns the candle at both ends, you get warning messages and it's worth paying attention to them. If the last snack bar you passed is rare on the other

One of the perks of your job is having access to some nifty weaponry



That's me, I've got a taste like a Grey, can run faster than a rabbit with a developer up its back and have all the charms of a fast accident

side of the city, it's possible to drop dead of malnutrition before you get back to it (even assuming you can remember the way). In B.A.T, you don't know where your next meals coming from.

Combat is something else you ought to avoid. It's a straight shoot-out which you almost always lose (and if you don't, you'll still have the cops on your back for the rest of the game).

Where B.A.T falls completely flat is in the inordinate amount of time it takes to progress from one action to the next (thanks to a disk access every move!) which makes it too tedious to be much fun. B.A.T's got style but the difficulty to get into and move about as fast as an anaesthetised snail.

RAW



A feast has you exploring half the city for info, making, but the information on it was accessible before I read the translator

name of Vango. He's delivered an ultimatum to the collected governments of the galaxy that they've got ten days to evacuate the planet of Solentia's inhabitants before he plays interstellar football with the place. A very nasty opponent.

However, one of the perks of your job is having access to some nifty weaponry, from a laser gun the size of a ballpoint pen to the over-the-top Nova gun. Then there's the SOB, your biological computer, with features like a translator for the robots and aliens who live



Everybody get outta here now! I've got something to catch with English (loosen over there. Ah, I think I've been ab-)

Cursorly gestures

BAT's cursor changes shape before allowing you to take certain actions. Here's that metamorphosis in full!



Default icon: press Fire to call up personal options menu



Encounter: appears at random. Ignore it or press Fire to call up encounter menu



Move: appears over an exit (shape of arrow depends on the direction of exit). Press Fire to move



Speak: appears over key characters. Ignore them or call up conversation menu



Use: appears when cursor moves over futures you can use (like telephones). Press Fire for zoom display of item



Target: combat-only. Press Fire to shoot

Game	B.A.T.
Maker	Ubi Soft
Cassette	not available
Disk	£19.99

POWER RATING

THE DOWNERS...

- A slow access every move makes the game tediously slow to play
- Visually, on seeing the screens are not there for decoration
- The fish screen movement makes it easy to get lost
- Playing a game like this against a friend is a costly idea (cost)
- The instructions are badly explained

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- Very original game with an unusual presentation makes it unlike anything else available
- Cursor system works well
- Lots of wild'n'weirdy scenes give your imagination a boost
- Design your own character
- The open-ended game system gives you freedom to explore
- The manual is full of colourful background information

...AND THE UPERS

God behind the wheel of a car is a daunting task. Just imagine, four wheels drive — wait for it — in a stream of air. Well, that's what it looks like to me. Exciting stuff, isn't it? Well, although it looks real, your car is in fact the latest, state-of-the-art, Mad Maxian mean machine. But is it the ultimate vehicle? Not quite. It gets even more state-of-the-art as the game progresses. Eventually it transforms (with

"Oh God we've just been burned off by a Robin Reliant!"

both on poles such as turbo-chargers, increased traction, speed boosters, missile launchers and shield armour) until it's not a car at all. "Oh God, we've just been burned off by a Robin Reliant!" we'd just been burned off by a Robin Reliant! And more like, "Aaaa, Mr. Lambington!"



There's always somebody who has to drive the wrong way down a one-way road. Oh, well, it that's the way you want to go...

Races occur between you and two computer drivers (if it one-player mode) or between you, one computer driver and another player (if you like being thrashed). Each race consists of four laps of the course and there are 18 different courses of increasing difficulty through which the talented can

progress (everybody else is left fobber). The last eight courses are in fact the same as the first eight except that they're done in reverse and some obstacles have gone and added

extra hazards. To continue onto the next race you must always beat the computer opposition (who gradually speed up as the game goes on). And to save you into a sense of false security, these credits are granted at the start to keep the dreaded "game over" message at bay.

Races take numerous ghosts from which together definitely do not combine to



One of the earlier (and easier) courses, this. Short cuts open up as you race on the two (highlighted) on the right. And is that a pair of ghost wheels I see before me?

stages of the game. Explosive barrels are ignited at a fixed rate of collisions. These trigger time-bombs which manically until the next anti-race. Ballistic missiles make contact and get destroyed, at which point a trigger to fire over deposits a new car when the old one's no longer. The race continues with only a few seconds left.

You can get down to some serious splatter work between each race, provided you have the necessary dash. In this game,

BADLANDS

Don't take driving lessons from DoMark.

Their idea of getting through a traffic jam is to blow the cars in front off the road altogether. On the other hand, this could be the solution to your congestion problems (ooh-er). OK then, fasten seat-belts and arm weapon systems. It's time to clean up

provide a major contribution to road safety. Pools of water (blue blobs) slow you down drastically to the accompaniment of a super "sloosh" noise. Oil spills (black blobs) on the other hand, send you into an uncontrollable spin for a couple of hair-raising seconds. Hydraulic balloons which appear or disappear at random change the whole status of the race. Hard fought-for two-second leads can be lost as precious moments are spent furiously grinding rubber against a seemingly immovable object which has inexplicably sprung up in front of you. These can only be blown away in a matter of valuable minutes or removed at some whim of the game. Other, less sticky but worryingly more explosive, balloons pop-up (and pop-off) during the later

stages (golden wrenches is the precise) are hard corners. These wrenches (by you are of the additions mentioned at the beginning and, apart from the six you're given to start off with, these wrenches can be collected in three ways. Bonus wrenches are



Now you directed around more complex courses like this one by flashing blue arrows, real look!

Cruisin' for a bruise'

Commodore Format bring you an EXCLUSIVE interview with the 1990 Badlands champion driver, Fergus "Reliant" Fender.

CF: Hello, Fergus. How do you feel about being champ?

FF: You'll have to speak up a bit, I've got hoarse from all that shouting in one ear.

CF: You won after killing both opponents on the last lap.

FF: That's what I thought, they were crap. (sneezes) Wash, yeah. (Wife gurgles mischievously, then they resume the op.

CF: How was the defending your championship next year?

FF: No, right ear. The other one's fine.

CF: Thanks, er... do you have any tips?

FF: That's just a point, sorry, mate. All the car needs is a nice exhaust, four new wheels, an engine, suspension, er... chassis, brakes, a few other things. But the weaponry, man? Nothing's wrong with that.



This is real skill game material. It's a wide enough gas open on between you and the other guys (especially with you in first) there are some great opportunities for collisions at that junction.



All this is the way I like it, slow and simple. Still, it's nice to see the roads are clear (at least down just don't like other road users - unless their cars are burning...

LANDS

awarded for finishing first and for beating lap records. Two wrenches appear on the track at set points throughout each race and these are collected by being driven over.

Once you've played the game a few times you get to know when and where wrenches are going to appear. This not only enables you to improve your car more quickly but adds a further new dimension to the two player game. The sight of your oppo-

nent lurking ominously at a known wheel-dropping spot, bigger finger at the ready in case you should attempt to steal his lousy, once lost to the Nigel Mansell (Sunair) school of motoring fair play than to the Ayrton Senna (Boco) variety. Not that I'm biased, of course.

In fact, it's in two player mode that the game really comes alive, as these and other subtle tactics develop, especially in car customisation at different rates.

There is a definite mind-to-be decision to be made regarding your non-computer opposition. For instance, if you're about to cross the finishing line a glances two laps ahead of the field, do you wait until player two is ahead of the dome - thus enabling him to continue into the next round - or do you just go for it?

The two joystick options both have their faults, largely due to the incorporation of wrenches into the game. Both modes use left/right as directional controls and, in mode A, acceleration is provided by the fire button. However, with the fire button occupied, middle launching and general bullet scattering has to be achieved by rapid joystick wiggling. Thus bullets are often fired unnecessarily during tight corners or in sudden manoeuvres. This isn't a problem with wireless bullets but it's a real waste of precious missiles (three good).

wrenches buys you only four of them) - very frustrating indeed. In mode B, the fire button fulfils its traditional role which features acceleration down to a forward push of the joystick. This often conflicts with any left/right movement you might attempt and can very easily result in a serious lack of control.

Sound effects and music are both well catered for. Despite the dubious control mechanisms and the dodgy 'ice-cream van' car graphics, Badlands is an excellent game if played with two players.

Frustating, addictive, exciting, challenging, it will turn car friends into adversaries - but only on the track, of course.

JEAN

Game	Badlands
Maker	DoMark
Cassette	£9.99
Disk	£14.99

Where do all the wrenches go?

Golden wrenches collected during the game are stored for use as currency at the Hardware-style between-stage shop. Here you can pick one of five upgrades to make your mean machine positively livid. First on the list are wrenches, far more effective than that wacky little machine gun. Instead of whizzing at bullets, wrenches hit your opponents, which will give you one of those bulbar haemorrhage film all the road! A new set of tyres comes in handy when you need that extra bit of grip in the wet (you know, when the track gets a bit Marshall squared). Why not add a couple of turbo to your motor for that 'weld your eyeballs to the back of your skull' acceleration so beloved of space shuttle pilots. Speed really speaks for itself. Or, alright then, it makes you go faster. ONT And finally wrenches help you to repair those annoying little attacks that can scratch the paint - and kill you dead.



POWER RATING

THE DOWNERS...

- Several control mechanism issues (wireless or control ambiguity)
- Not very original - too obviously the sequel to Super Sprint
- Course graphics are a bit messy

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78%

- 16 different and difficult courses to get to grips with
- Unusual features make the race more challenging than just 'blast over the finishing line'
- Several courses ensure that your championship hopes aren't prematurely dashed
- Excellent choice of custom parts to totally make 'personalise'
- Really comes into its own when two players are involved
- Once you beat the track, it becomes much more hectic
- Good 'in' replay soundtrack

...AND THE UPPIERS

One of the best mid-1990s games you'll encounter. Don't be fooled by the safety warning this eye - this matter is big, powerful, and wants you dead!

Once more the vigilant CF tracking team scour the software lanes for incoming games. If it ain't here, it don't exist. Remember, keeping watching the shops, keep watching...



ne of the biggest hits of '91 is about to turn into one of the biggest hits of '91. Turrican has a sequel, innovatively entitled, well for it... Turrican II. Erm... it.

Now, if you thought Turrican was a technically stunning piece of software which probably couldn't be bettered ever, think again. Turrican II's, how can we put it, utterly fabulous. Graphically the CDi is doing things which have never been seen before. Like full colour, full screen smooth two-layer parallax scrolling. No, not

this big epoxy dome. In a real killing blood it once, and it bursts into smeltie splatters about those and they spill once again. Etc. Maybe it's just better avoided.



your normal parallax scrolling - we're on about Amiga-style parallax scrolling, Sega Mega Drive-style parallax scrolling, 32-bit beauty great arcade machine parallax scrolling!

Turrican II also features an amazing number of aliens and a corresponding amount of

new weapons to deal with them. And these power-ups really are power-ups! Turrican himself now has a mega-weapon which can only be used once per life, but sends hundreds of missiles whizzing around the screen,

and fills the screen with its power. Again, the landscape - which is split into 12 separate levels - is absolutely huge, and defended by some gorgeous mid-level guardians. These guys are very big and very, very mean!

There were some amongst you who thought Turrican was a bit on the easy side. This time, our money is on the side of evil-doers! Stay posted - we'll have a full review early in the new year.



TURRICAN II

RAINBOW ARTS



The last level, where Turrican turns into Turricanosity. To get an idea of what's going on, the green pillars scroll at one speed and the blue background scrolls behind them at a slower speed!



Meet a monstrous guardian. This cool alien stomps into the brick wall (making it quiet unswerving) and then proceeds to fill you full of missiles, before vaulting out a metal arm to grab you!

SUMMER CAMP THALAMUS



Take a stroll through Thalamus' Summer Camp, with maximum mood as your guide. Cutely illustrated, colorful scenery and a real love-in platform action.

reminiscent of New Zealand Story and it promises to be very playful indeed. There are wares of goodies, tonnes of useful items to collect and enough screens to fill a large beach umbrella, so stock a summer camp, be prepared!

How very bright - the summer camp Thalamus is just about to open when disaster strikes! The pig has been stolen and, as always, it's the mice who get the blame (who writes those plots?). The game's hero, Maximo mouse, decides to clear the good name of the mice by travelling through screen after screen of platform action to try and find a replacement. He knows where the spare is but it's a job of a job to get there: only once he has collected the all grades of vehicle components can he enter the next level.

The style of the game is very



Building along in the speedboat, isn't it better set upon by a psychobit in a hovercraft. Good thing the packet comes with a this morning!

THE SPY WHO LOVED ME DOMARK

Oh Dee Dee Dees, De De Dees, Deedly eeh, De De De. That, for those of you who are totally cabbage-like, was the James Bond theme (go away - it's), and this is the *The Spy Who Loved Me* - the latest episode in Goldmark's attempts to convert the entire series of Bond movies (save so far *Dollars - 3*; *Bond Movies - 15*).

This is one film licence which is, in all honesty, getting a bit long in the tooth. Still, it's a good game (comes out of it who are we to complain?) *The Spy Who Loved Me* features several levels each with very different gameplay. The action locks off

with a vertically scrolling viewset from above (space-ship style) over 'a' wheel 'em up driving section, where you have to avoid the onslaught of similarly vehi-mobile opponents while wanting wildly to send orange crates flying and knock down pedestrians who have wandered onto the road. Run into the Q-track and you can buy (buy? Q always gives his stuff away) bomb-oo weapons and equipment to make the going easier.

This is followed in the same vein by a Bond-in-a-boat section in which you can shoot Hovoscorps holiday-makers out of

the water and such like. Later still there is an Operation Wolf-type bit where various bad boys appear from corridors and are just waiting to be pumped full of lead leaving them decidedly shaken, but not stirred - sorry, just had to get that one in! (Sorry, just had to sack you - it's).

It's all looks terrifically funny, but unfortunately you'll have to wait for our excellent, scrupulous and, as always, highly edible review next month.



Here's to that in his jeep, or is that a big jeep? Here you are, in the final level of Line of Fire, speeding through the enemy's secret HQ!

LINE OF FIRE US GOLD

One of the shrewdest coin-ops to hit the arcade for some time was Sega's *Line of Fire* - still doing hot business in 'roided everywhere. Meanwhile, 3D space-shifting routines, plus ultra-violent QP Wolf-style gameplay made this one a real eye-popper and trigger-finger stimmer. Now, US Gold are about to hit us with the 83 version.

WARLOCK MILLENNIUM

Some of the pure 16-bit classics may remember a freeware game called *Quark*, which followed the antics of a sort-of... well... bird, as he zoomed around the landscape, navigating obstacles for his spells, saving friends and helping and generally having a good old goodie adventure with a bit of disaster thrown in for good measure.

Well, if there was a sequel, *Engagement* did follow his exploits once more, but was maybe a little less close to *Quark* for comfort. Now, you recall and at that, here there comes a third *Quark*... and this one's *Warlock Millennium*.

The package contains both the new episode, *Warlock*, plus the original *Quark*, which has been tweaked slightly so that you can carry your *Quark*'s character on into the world of *Warlock*.

As well as diverse maps, treasure chests (with magical potions and loads of goodies to hoard), you can also indulge in some less player games, where player has taken control of the *Quark* - your *Quark* but very different *Quark*, who sources alongside and *Quark* up the perimeter, allowing you to explore just that bit further.

And if all this gets your 'interested' boots twitch with anticipation, why not check out the preview items on *QNT* for more.



Quark stands on recharging grid where his energy is replenished. Thankfully, there lots of these dotted around in *Warlock*!

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DISNEY COMES TO TOWN

With the launch of Disney Software in Europe, CDS screen games look forward to a whole future of interesting ventures, including games for young and old alike.

As well as the up-and-coming *Dick Tracy*, Disney are also busy with the CDS version of *Archibald's* - Steven Spielberg's latest film about groundbreaking movie, which awards quite tangible and valuable prizes for people who utilize games with more than four legs.

The CDS version should stand out from its screen brethren around February, showing you right in the middle of the awestruck action as your home becomes surrounded by killer apes.

You're not to destroy the army of apes, escape from your holes (and impending doom), and stop the queen spider from laying any more eggs. *Dragnet*.

Clearer is the *Disney* up, all kinds and lots.

Don't Take! The *Grand Prix* CDS promises fun and frantic anti-technology feedback, the highest flying, fastest and loudest the screen has - but the drive isn't based (haunting) and some character called *Lambert* (I like it, but it's not necessarily a good fit for).

On the way to work for fishing places to the *Deerfield* *Swamp* and *Worm-eaten* *Opinion*, you have to pursue mountain climb, jungle escape and lightning strikes in a race to make *George* the *Work* of *The Year* and get his mouth on the cover of *Dear* magazine.

On the wooden educational side, there are four programs due to hit these shores any day now: *Disney's Alphabet Circus*, *Disney's Runway Zoo*, *Disney's Railway Express* and *Disney's Classroom Puzzle* are all aimed at the younger CDS child, and attempt to teach their words and numbers by playing games with their favourite Disney characters (which has the Ed factor for a while at least).

We'll be taking a more in-depth look at all of these in soon to be on.

TEENAGE MUTANT HERO TURTLES IMAGEWORKS

Overhauled. Possibly the most eagerly-awaited computer game release of all time is about to happen. The title, *Teenage Mutant Hero Turtles*, is all set to march into a 64 year soon.

Obviously, Michelangelo, or... Raphael, or... Leonardo, are all set to bring that authentic pizza-fueled action atmosphere into your home. Your mission is to save the (famous April 23rd) who has been snatched away by the dragon and carry away "Shredder", the guy in your Turtles (Don, Mike, Leo, Pat and Leonardo). Yes, a connection between them is able to make full use of their skills and strategies against the various enemies.

While tramping through five regions of New York, you have to enter into some close-quarter combat with some Ninja Warriors and a powerful robot run by *Shogun* and *Rocksteady*. This classic takes you on a scenic tour of the Big Apple's sewer system, polluted there and generally stinky streets as you attempt to find your way to Shredder's secret hide-out and the location of Miss O'Neil.



Down in the sewers, Shredder (left) gets ready to slice up some turtles.



That's a...uh... *Pravara!* I think I should say (and you know how to use the keyboard). Watch out for that *Shredder!*

As long as Shredder doesn't stick his ear in, his/her/himself should have lots of real reasons for being obvious reasons...

The game features two game styles, an over-the-top map where you explore the New York landscape, and the standard to buildings and streets, plus a fair amount of strategy to how you can best control your turtles, jumping, climbing and using various weapons and items.

ImageWorks are currently putting together the base version of *TMT* and trying to get some of the graphics of the final game which was coded by *American Software House*, *USA*.

As long as Shredder doesn't stick his ear in, his/her/himself should have lots of real reasons for being obvious reasons...

The game, for those of you who can't make it into the arcade, features amazing first-person perspective scrolling as you and a buddy try and escape from enemy territory after sneaking in and capturing their secret weapon. Or something equally sinister.

Anyway, there are a couple of *Mad Bombers* in the mix (it's unlikely that *64* Gold will handle these with the CDS version) with unlimited ammo, and a supply of missiles with which to defend yourself. Use pop, heat and flame to blast your way through the jungle, wearing hundreds of enemy soldiers, blasting trucks and tanks, and blowing all sorts of aerial hardware from consciousness planes to massive ganeship helicopters! Indeed the carnage is terrible - your mother wouldn't like it!



One of the nicely earned screens from Kingsoft's arcade puzzle, *Gotcha*. Remember your blue ball around the screen and destroy the blue intel!

The *CP* crew think it's fun but how Gold can give to exam all this enters into the *64* is anybody's guess. We should know next issue.

GOTCHA KINGSOFT

This brand new game from German outfit *Kingsoft* amounts a bit different, but apparently its (another) puzzle game. This time the computer is a learning ball much like those in the various *Breakout* clones, but instead of steering it around with a bar you control the ball itself using left and

right joystick movements. Blocks of various colours fill the screen and you can only get rid of blocks that are the same colour as your ball. If you need to get rid of different coloured blocks you can dunk your ball into the various patterns that fill the play area. *Gotcha*, 487.

There are a number of nasty objects that kill you on contact plus disappearing walls to make you life difficult and is really a test of dexterity as much as a puzzle game. It all looks fairly jolly but you'll have to wait until next issue to see if it really comes up to scratch.



ATOMIC ROBO-KID

"BRILLIANT GRAPHIC TOUCHES-TOTALLY BRILLIANT AND EXCEEDINGLY TOUGH GAMEPLAY-A POTENTIAL CULT HIT OF THE YEAR"

-Commodore User

AVAILABLE ON ATARI ST, COMMODORE AMIGA, COMMODORE 64



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PUZZLE

This latest and greatest puzzle game to hit the system world has now come to your computer. It's called *PUZZLE* and it's available in 44 levels of increasing difficulty as you position the

blocks and make them disappear!
Sounds easy?

The gameplay is extremely simple - the objective is to Get puzzled by the game and be prepared for many long hours of frustrating and exciting

