

No. 11
BIGGEST AND BEST!

GET A C64 * THEN GET THIS!

8

Commodore **FORMAT**This year we've looked a bit closer
at the industry's stars, and culture and
the old standards... history**KILLER ON
THE LOOSE****POWERTESTED**

MORE

Predator 2**Viz****Elvira****Narco Police****Moonshadow****Skull &****Crossbones****Hell Hole**REVIEWS
THAN
ANY
OTHER
MAG!**PLUS LOADS MORE...****Predator 2 unleashed**


- Exclusive review! - Page 14
- Playable level one demo!
- Win a Predator! - Page 16

Commodore!

CF TAPE NUMBER 7


FULL GAME**MEAN STREAK****TOP DUCK****POWER
PACK****DEMOS****PREDATOR 2****ELVIRA**Check! This magazine is the only to see this message. It can only
appear that once PowerPack tape and then some games ending. But
your knowledge now, and don't go home without it!**Future**
PUBLISHERS
The gateway of color

GOING OVER



NASC The arcade action thriller with the big finish. Infiltrate the criminal under-world - your mission is to seek out and destroy the king pin of the **MILK** CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... (gangs of charisma-bypass patients in trench coats, the bullet bruiser 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 jock - a cool 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, sticky 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!



The Arcade thriller takes you from the bright lights of Paris to the fogged terraces of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing blimps, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



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ER THE TOP



TOTAL RECALL

As long as you have been haunted by recurring dreams of another life on Mars. You are drawn to Total Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

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You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange contacts, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that complements the success of the year's top movie.

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

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

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EXTREME

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80% *C + VG*



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80% *Your Sinclair*



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out and self-destruct sequence started.
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Time is running out - HURRY!



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There's a strong European flavour to CF this month, with games from Spain, Germany and Italy getting...

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MAY 1991

POWERTESTED!



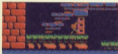
PREDATOR 2
14

MIRROSOFT
1987 and Drug Barons wage war on the streets. What's worse, an alien hunter stalks the streets of Los Angeles intent on mass murder and a high body count. CF shows to kill in this exclusive PowerTest



72
ATOMINO PSYCHOSIS

Build yourself some molecules in this German-coded puzzle game. It's got plenty of bonding and gratuitous violence. Confused? Whizz on over to page 72 and all will be revealed!



ELVIRA MISTRESS OF THE DARK

36 **FLAIR**
What's cookin'! Just when it looked like Elvira wouldn't surface on the 64, Flair find her stirring things up in the kitchen



VIZ THE GAME

32 **VIRGIN**
The cult comic comes to life on the 64. On the side it jokingly says, "You'll never play a bigger load of crap". Unfortunately, our reviewer isn't laughing...



NARCO POLICE 76

DINAMIC
The Spanish software house break their own mould with this strategic 3D arcade blaster. Just how does this 16-bit game fare on our less-slightly machine?

POWER 8 PACK

PREDATOR 2

MIRROSOFT
Guess who's in town with a couple of days to kill? We've secured a huge slice of this blaster for your pleasure!

TOP DUCK

MIRROSOFT
If you're feeling down in the month, remove that duck and get on with playing this exclusive software number



these baddies! Quarters? You will be!

ELVIRA

FLAIR

The horror hostess with the st... enormous... or... potential finally gets her pixels out for the lady. (Savvy about that, girls.)

Scan these graphics from the game first, then check out the PowerTest later on

MEAN STREAK

MIRROSOFT
Zaxxon meets Enduro! Never in this diagonally-scrolling motorbike bunt 'n' blast 'em up call on London's futuristic Motorway.



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CF SPECIAL

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Congratulations and all that...



POWER 8 PACK

ON THE TAPE

SIDE 1

MEAN STREAK

Burn some rubber on this mad chase around the city of the future. Guide your motorbike through all manner of hazards, burn out the top of the 'banshee' and you get to see the super-bike. Mean Streak!



**FULL
GAME**

PREDATOR 2 DEMO

This always-scrambling Dr McPherson is the no-furrier kind of action and a high-tech combat robot on a 3-D police drug-fighting operation. Mop up a notorious alien on a floating building...



SIDE 2

TOP DUCK

If you get your ducks out of platform quivers, Top Duck shouldn't just melt your brain. This addictive maze game plays like an Don's Comic. But first you've got to make up the ducks and get them the money!



**FULL
GAME**

ELVIRA

DEMO

Play a few graphics adventure Elvira Missions Of The Dark (locate some of the wonderful old graphics you'll never see on a CD). This showcase finds your people to some great settings and lets you admire the Elvira-style home too!



POWERPACK PROBLEMS

Should your software CD PowerPack fail to deliver the goods and you are really mad the deal with the tape drive, please see. Sorry but the offending tape cannot be protected - but only if you do an average and send it to:

Adrian Austin White, Movement, Malvern Hill, 14, Yalden, Banbury OX17 4DD

As long as you've checked a stamp, and addressed envelopes, Alex will send you a replacement tape. He won't give you any. Sorry. CD's PowerPack is a better deal any of the other CD's because...

Go for a blast on a motorbike, steer your duck around a maze, shoot some drug-pushers (being careful to avoid the alien man-killer) and feast your peepers on some of Elvira's visual treats... Ooh yes, missus, it's the tape to beat them all!

MEAN STREAK

**FULL
GAME**



Burn over ramps and hit the frozen robot boss. When you die, you restart the scene from a point nearby - not from the beginning plays, while transport is an intricate assembly/assembly.

Ordinary methods of travel have long since died and gone to meet their God (Gods Paved). And yet that great British institution, the Boy Racer, has survived. Having moved on from his 1182s, they now stretch around London's M25 orbital motorway (now called the Dartertrack) on scooped-up mega-cycles in the vain hope that they might compete one about and win the legendary high performance bike known as 'Mean Streak'.

MIRRORSOFT

Stop your handlebars in part 2, stick your friend's in part 1!

THE STORY SO FAR...

It is the 23rd century. Back Poppers won't wake up for another two hundred years, and it's good thing too. Stupidity of today is a weak. Technical advances mean that people never have to leave their houses. They go shopping using computer terminals or virtual reality de-

MEAN STREAK - a look at the old scoreboard



ELVIRA DEMO FLAIR

No joystick - just sit back and watch...

Flair's Elvira 'Misses Of The Dark' game promises heaps and heaps of lovely graphics. But that you don't have to take our word for it, just look up this specially written slideshow for a sneak peak of the visuals. All you have to do is load it up - it'll load



up through the pictures automatically. Or... that's it. But if this little view of Elvira has whet your appetite, turn to page 36.



Here, our mascot here takes to flight as well as jumping over it. He explodes moments later.

OPTIONS

You can either play on your own (if you've got no friends like out of **Q**) or with another player in one-of-one battles death death out.

Once *Mean Streets* has loaded a few test screens appears containing a wealth of available options:

- Key 1 - One player game
- Key 2 - Two player game
- Key 3 - Joystick control, player one (port 2)
- Key 4 - Joystick control on player one
- Key 5 - Joystick control on player 2 (port 1)
- F1 - Plays the soundtrack, ah...
- F3 - Does you sound fit only

JOYSTICK CONTROLS

Without fire button pressed

- LEFT - Accelerate
- RIGHT - Steer left
- DOWN - Steer right
- DOWN - Decelerate
- FIRE - Activate machine gun
- With fire button pressed
- UP - Fire rocket
- ANY DIRECTIONAL - Dump oil
- DOWN - Do a wheelie

HINTS 'N' TIPS

Obviously in the London of the future no one is short of cash so they seem to have left extra fuel, oil and even weapons strewn all over the battlefield. Run into them to collect them or shoot them to mess up your game completely. Destroying enemy blimps on the one player game should furnish you with fuel-filled extra time.

As in real life, oil and ice on the track make you slip, while other obstacles rip the map out of your tyres. The edge of the track does you damage but can be used to great effect if you nudge your opponents onto it. Walls are really bad news, avoid them or die.

TOP DUCK

MICROVALUE

LOCAL MARKET

Show your waterfront wagger in hole number two

In this platform puzzle, your task is to guide our waddling wanderer round a series of platforms and ladders. It's *Waddler*, you might suspect - apart from the multitude of misadventuring messengers who are out to turn our doughnut-shaped quacker into something hot that goes with noodles. Any contact - however slight - costs our feathered friend one of his meagre three lives.

Our ducky-hero is not totally without defence though. To kill the baddies you must lure them under a platform and then

PREDATOR 2 MIRRORSOFT DEMO

Slit your alien killer in the second hole

Now that you've finished drooling over the gorgeous Predator on the cover (what a strange state it wasen you have - **W**), you can get straight into our equally gorgeous Predator 2 fully playable, all-singing, all-dancing, juggling, marathons-paced, glocken-sounding demo. For context with an exclusive review, we've managed to procure you a huge slice of level 4. *Boom-zam!*

The green outline on screen is none other than detective Lieutenant Mike Harrigan of the Los Angeles police department. Harrigan is in charge of a drug-hauling operation in LA six years from now, where rival Colombian and Jamaican drug lords are pretty much at war. In the midst of this fevered battle-drooping enters the Predator - a relative of the tall 'N' story line-wrecker that stuffed Arnie up a tree in the original movie. Suddenly, the streets become a dangerous place for cops and hoodlums alike.

In the demo of the first level, Harrigan is trying to machine-gun his way to the first drug-baron's hideout (basically, the



Predator 2's display panel indicates (from left to right) your bullets and ammo clips remaining, Harrigan's current life force and the type of weapon currently in use.

involves shooting everything that moves (well, apart from the ever-jiggling grenades and the fat-dog salesman).

As the blood scene swirls into view, stars appear. Shoot these to splinter your ammo, detonate explosives (clearing the whole screen of baddies) and collect a more substantial weapon. When the Predator appears on screen - signalled by a faint outline of the creature - try not to let him, otherwise he gets pissed and hurls one of his flying disk weapons at you. You only have a split-second to shoot it before it finds its target and incites a big chunk off your life meter.

The demo ends just prior to the end-of-level shoot-out with the drug baron (hey don't want to give anything away!) but even so, it's still pretty tricky to finish. Once Harrigan's life force has been completely depleted, you have to try again from the beginning of the demo.



Get the machine-gunner and the screen is cleared of baddies, grenades and predators (plus in a barrage of fire)



Need for the falling blocks platform early on to complete level 2. It's a killer!

press fire to peck one of the blocks above. The block falls (hopefully) causing the last-bests.

Be careful, because a block removed in this way leaves a hole through which your duck will fall. When the enemy captures fall it, they can't squish their way out leaving another block in their place. However, in the

Peer old sticky baddies escape on the first level



for some unexplained reason there are some green dorks to defeat on level 4

time it takes for them to get out, you can always waddle off to the platforms above and chop a block on them. Sneezy, ah? You'll notice different types of block, too. The ones bearing egg shapes can be destroyed for a bonus. Once you've pecked (or should that be tilted?) all the egg blocks, you should make your way to the floating stone thing at the top of the screen to add a mega score to your total.

The blocks with lightning symbols on them are used to destroy whole platforms at a time. Peck either block (there's one at each end) and all the blocks in between fall off. This kills any baddies on the platform at the time, or leaves any nested buildings around beneath. *Hut, hut*

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES



GOING UP



GOING DOWN



STAYING STILL

1	TEENAGE TURTLES Mirrosoft	The green machines continue on, staying at number one. The game looks bad, but plays well so we gave it 70%	Hand icon
2	TURRICAN 2 Rainbow Arts	Well, it had to happen, didn't it? With a stocking 98% and it's a combat? Every Five months right in at number 1!	NE
3	DIZZY COLLECTION Code Masters	Fans of the Coder's Dizzy games can't really go wrong here. The only fly in the ointment is the slow Fast Food	Thumbs down icon
4	BIG BOSS Beau Jelly	There's really no arguing with Beau Jelly's complete boss. And this one's leading back to the charts again!	Thumbs up icon
5	CREATURES Thalamos	Tull Eves with a ranking 91%, Clyde and buddies still couldn't hit the top slot. How they're dominated found	Thumbs down icon
6	TOTAL RECALL Ocean	Big Arnie earned himself 77% for his troubles in this arcade platform shoot 'em up. Good but not brilliant	Thumbs down icon
7	HOLLYWOOD COLLECTION Ocean	Jeffery Jones, Holocap, Ghostbusters 2 and Batman go starring in the charts in this decent compilation	Thumbs up icon
8	GOLDEN AXE Virgin	The amazing Sega cult sub expressed into a 64! Don get 88%, reached gate position but is now in the VM84	Thumbs down icon
9	ROBOCOP 2 Ocean	This parking card game got 90% and is an absolute stunner. It's climbed to 9, but deserves better	Thumbs up icon
10	F16 COMBAT PILOT Digital Art's	This smart flight combat simulator just carries on sailing. Awarded by 90, but recommended maintenance	Thumbs up icon
11	GAZZA 2 Empire	Gazza 2 showed promise but delivered none. It scored a deserved 58%, and is now on a slither...	Thumbs down icon
12	WHEELS OF FIRE Demark	Yenko Hot Rod, Chase HD and Power HD are worth playing. Hand Drive? Is only worth touching at	Thumbs down icon
13	CHIP'S CHALLENGE Epyx/US Gold	We didn't expect this 90% position to appear so quickly but it has, climbing at number 13. Lucky for some, eh?	NE
14	FISTS OF FURY 2 Virgin	Yet another compilation, this time a local 'em up special. Well, not that special really - only 89% worth	NE
15	KICK OFF 2 Anco	Kick Off 2 looks like it could be in the charts forever. Much better than Kick Off, it's the footy game to go for	Thumbs down icon
16	NARC Ocean	Back in the running after a brief hiatus. Ocean's made about 'em support for 84% in C65 and is, well, all right	RE
17	E HUGHES' SOCCER Audilogic	It looks like Crazy Horse is finally on the slide, dropping from 18 to 17. We'll see next month, eh?	Thumbs down icon
18	SHADOW WARRIORS Ocean	The Warriors have had a long stay (some of it at No. 1), and are clinging to the 18 slot before going forever	Hand icon
19	PREMIER COLLECTION System 3	Another looking collection from System 3, waiting in at number 18 and 84% in C65. Six of the best from 64!	NE
20	SHADOW OF THE BEAST Ocean	At last, Ocean's climbing cart (see game 8 90%) creeps into the 20th slot, proving that you do have some taste!	NE

BUDGET GAMES

1	PAPERBOY Encore	▲	1	OPERATION WOLF Hit Squad	▼
2	DOUBLE DRAGON Mastertronic	▲	2	LE'S ELEPHANT ARTICS Code Masters	NE
3	AFTER BURNER Hit Squad	▼	3	REAL GOONZ/STREET Hit Squad	▼
4	GRATING ADVENTURE Code Masters	▲	4	RIVER RAGE Code Masters	NE
5	OUT RUN Elex	▼	5	MAGN LARD DIZZY Code Masters	▲

PREDATOR 2™



... HE'S IN TOWN WITH A FEW DAYS TO KILL

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Commodore

C64

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RTTW: voted "game of the year" and "best 8-bit graphics", pure class - not to be missed.
LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 gamers and laid the foundations for the "greatest trilogy of games ever to reach the C64".



Raid on Deep Sea



Raid on Deep Sea



Raid on Deep Sea



Raid on Deep Sea



Raid on Deep Sea



Raid on Deep Sea

S T E M 3

PREMIER

LECTION

ix Pack

(sette). £19.99 (Disk).

Commodore®

C64

NINJA 2: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

FLYING'S ESCAPE: The top selling title on the C64 last Summer, Florida provides humour and mass appeal in both posing and odd in this "pick up and play" cult platform game.

DOMINATOR: Computer and Video Games said, "Whatever format.... if you're a hardened shoot 'em up veteran, Dominator is a game to scold the shelves for".

(RE) KAWAYZ: The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.

Take a trip into the System 3 experience. The journey is magical, the result, real value for money.



Flying's Escape



Dominator



Kawayz



Myth



It was way back in the way first. Of that we brought you news of U.S. Coast's second Gauntlet sequel. Back then it was called Gauntlet 3D. For those of you who missed that story, one of U.S. Gold's most successful-over 64 games and its sequel, Gauntlet 3D, it was being followed up by a long delayed third installment in which the graphics perspective would be changed into something like an isometric 3D effect (hence the 3D in the working title). We brought you the first screen shots in issue four.

Four adventures can be controlled by up to two players and, unlike the game's predecessors, there are eight fantastic characters to choose from. In addition to the wookiee, valkyrie, wizard and elf you can now play a barbarian (a bit like Gerdic, presumably), a Shaman, an ogreman (read as Neptuna the merman). Characters have different strengths and weaknesses but they're balanced overall.

Because of the new approach to the graphics, Gauntlet III contains eight opening screens which you have to explore in your attempt to stop the evil Capocorn from despoiling the land, a process which involves some puzzle solving. This is quite unlike the original Gauntlet, in which you had to make your way down 100 levels of deadly dungeons.



Case your Commodore in lead, paint yourself white and stay in your sealed room.

Some bright blips are showing up on our radar and that can only mean one thing - INCOMING!

EARLY WARNING!

GAUNTLET III

Among the bad guys who are going to try to stop you are some old favourites and a couple of new nasties. Orcsy rears, complete with their energy draining abilities but as much of a threat as vines. Rock 'n' roll is reserved to undead (and skin). Dragons do what they do best - they furnish you with furnace breath. Spellmores have particularly sharp

sets of stompers, which you'd expect them to have with a name like that. And if you still decide to go for a swim, you'd better be ready to do some swift jellyfish dodging because those killers can burn-through armour and they have a habit of landing in pools. On top of all this, you've got to remember that all the badies have ranged weapons of some sort,

magnol abilities and airshot. Things have moved on a bit since our first report and the game is now called simply, Gauntlet III.

By the time you read this, Gauntlet III will finally be finished, so look out for our full and in-depth review next issue. Until then, feast your eyes on the pictures we've got for you this month.



An old Gauntlet proverb, when you get caught by ghosts in a graveyard, you best head on coffin (smug). Before the game is out.



HYDRA

If you've ever wondered what rovers are, have to go through so a bad day, keep your eyes peeled for Danak's forthcoming coin-up conversion, Hydra. When a top secret package absolutely, positively has to get there, Hydra is the only one with the skill to deliver the goods.

There are nine missions to complete in the game. Success depends on how soon you master the art of piloting your Hydrantail - a vehicle complete with super-charged speed and path-breaking frequency. You have to run gauntlets of boats, private, balloons, choppers, lighters and hovercraft. All the action takes

place over the top of eight-level land ranges. Could be painful. The game is due out this summer.



How many crucial services can you think of who employ custom hardware and design games? The staff at...

Not short of an Idea

A new Italian software house called Idea is developing a number of games for the 64. We've already got hold of Moonshadow, their first release (check out the PowerTest on page 106). Also on their way are *Swamp Patrol* and *F1 GP Circuit*.

Swamp Patrol is an art package for the 64 which can be either mouse or joystick controlled. It uses pull-down menus and two engagement systems to make pistol painting easier. It also claims compatibility with most other art utilities for the 64.

F1 GP Circuit is another formula one racing effort featuring nine circuits, championship racing, a choice of driver, racing stable and car, system features, detailed pits, 12 tough opponents and cars and (thankfully) a practice mode. This game was due in March but has been delayed (presumably by Moonshadow). It should be here soon.

Amazing graphics from the Always version of F1 GP Circuit. Packed with detail we think you'll agree. More than I could say...



THE FAMOUS FIVE ON A TREASURE ISLAND

Don't! Longings of old fashioned adventure are served up in Enigma's (mission) adaptation of David Copperfield's Famous Five on a Treasure Island. The game recreates most of the locations in the book of the same name, and in it, you can take on the role of Julian, George (is grief), Dick and Anne, sweeping themselves as you try to unravel a spelling mystify whiffed on holiday with your Aunt Fanny (George's mum) in the seaside village of Kew. The area surrounding the village is full of places to explore and investigate. Basically helping must be the ruined castle on an island lying out beyond the beach. Posing leads are covered surprisingly nearby.

The game, designed using Enigma's Adventure system, comes in classic graphic



You are invited to explore an amazing world.

style. You type in commands, objects at a time if you wish, and read descriptions of your situation displayed by the computer. Enigma based three years of development on the game - is the best of the program that understands what you type in - so you can talk to all the other characters, ask them about things and get people to do several things at once, such as telling them to get everything, for example. You can even get the five to split up exploring two places at once (sounds like a recipe



You are invited to explore an amazing world.

Forcing that adventure games never die, *The Famous Five on a Treasure Island* begins with a click to the window.

Speaking of atmosphere, there are plenty of graphics to add to the atmosphere, too.

Speaking of atmosphere, the game is written in a style close to that of the original author's. Basically, this means there'll be a fair amount of "Jolly good... gosh... really?" to plough through as you play. At least it'll probably make you laugh. You can expect a full review next issue.

Until then, tip up these exciting adventures (names suggest)

"What a wonder if my treasure's hidden under that tree," said George. "You're not guessing, are you," replied Anne. "What for the answer?"



To show the great find and success.

SNIPPETS

FOREVER WARS

The Software Business are looking into gear for the summer with a series of games, known from First Star creators of *BladeRunner*, called *Mission Warriors*. In each game the player and an opponent (live or computer controlled) fight through five different time periods. The first game in the series is called *Crimson*. We'll bring you more on this when we've got it.

BASEBALLS

Baseball games are the best. You don't see any for ages then three come along at once. Currently in development are *Donnan's All-2*, *Chomewar's Baseball* and *Line's Over The Hill*. *Over The Hill* is in the manager's shoes. You get a line-up of starters and subs and can substitute from the bench. The game contains details of 95 Pro teams, each with a roster of 24 real players complete with 1989 statistics. Keep your eye on *OT* for more on all of these games.

WILLIS RETURNS

The Hunt was the last game to feature the exploits of Bruce Willis. The next will be *Platoon Hawks*, Bruce's own story about a hot-burger trying to get straight who's talked into doing one last job - saving Leonardo the Yim's plans for an atomic machine. The game is being programmed for the 64 by Cooper's in-house programing team and it's unlikely to appear before the very end of the year.

JUDGEMENT DAY

Don't keep their eyes on the box office when it comes to deciding which games they'd like to do next. Two licenses have definitely been acquired since we last went to print. First of these is *Terminator 2: Judgement Day*, based on the sequel to the mega successful *BladeRunner* style 1984 film. It's certain to be a blockbuster after.

By contrast, the *Adams Family* is based on the forthcoming film of the same name, based on the classic series comedy series. The film has an all-star cast including Christopher Lloyd of *Back to The Future* fame.

CODE SCUBA

In *Thunder Jaws*, a one- or two-player shoot 'em-up being developed by Denmark, cybernetic shark and mutant marine guard an underwater lab. You scuba over 1000 to rescue beautiful students who are being transcribed by the lab into hard members. Rewards involve megaphones and underwater robotic engines. Available summer.

PREDATOR 2

Okay, so the film's not out yet, but many of you will already know the basic plot of this particular soft-B sequel. The year is 1997, and Los Angeles is at the mercy of its criminal population, led by competing drug barons. Things are getting out of control.

Mina Harrigan, a police officer in the LAPD (Los Angeles Police Department) is set to break the nasty-drugs rings but discovers to his — and everybody else's — astonishment that the criminal element in the city is not entirely of earthly origin. It is then a race against time and FBI Agent Kayce (who is Harrigan's rival and wants to take the alone glory) to find (and) eliminate the monsters from outer space. The difference between this and other alien invasion plots is that the Predators are not after world domination or anything that like that. They are purely humanen looking for otherworldly trophies to take home.

Right, plenty of scope there for an all action game but how exactly do you implement it? Well the guys at Microsoft have jumped quite simply for a sort of Operation Muffinhead, though to be honest it contains far more features and playability than that game. There are four levels in all and, glory

First time around it was left to Arnold Schwarzenegger to repel the almost invisible alien-cum-moulinex person peeler. But not to be out-done by a few hundred pounds of interstellar aggro, our reviewer takes a peep at the sequel from Microsoft and cops for some decapitation in the process



Harrigan does what he gets paid to do and what he's best at doing — blasting the bad guys. This shot shows half the screen going up in smoke as the alien hunting cop's shots hit a missile launcher.

So, it's all loaded in to one gas. No horrendous multi levels here. It's then you realize (at least the programmers have been to be able to fit it all in).

The gameplay is very straightforward indeed. Harrigan is displayed as a wire frame drawing at the bottom of the screen. Using joystick or keys you have to move the on-screen character around, taking potshots at anything that looks vaguely hazardous to your health. Your energy is represented at the bottom of the screen by a row of bolts. When they're all gone, you're gone... well not so much gone as fallen in a lifeless heap on the floor. There is also an indicator of



So level one, they're about the size of the minivan chair. It's slow and does your reputation no good at all!

While all hell breaks loose on level one, would you believe a regular takes to



interview you? Well, you're not allowed to pump this bloody hell of level!

The first level even reveals tonnes of bonuses awaiting your chosen character. As for the big guy in the foreground, well he isn't supposed to be there and then because like the bottom to punch the right one out



If you let the punk on the motorbike, you're looked to seeing the cops while out from underneath him. Service him right for being a moving target really



The end of level one has the guy in the combo in the drag lord, being protected by his lackeys (who you have to shoot in a particular order). Once they're dead, shoot down the main-line marchant

Down in the subway on level three, the Predator finally reveals himself as he reveals through the gun battle, deadheads flowing



It, however, you shoot the lift button before the doors open, this prevents them returning the hardest hits only in your number one OP. This end of level face-off takes place in your laboratory's penthouse apartment. There's no alternate aim on the ball other than staying alive until you get seeds you to level three.

After saving two of his colleagues murdered by the Predator, Harrison decides to track down the beast in the subway and this is what level three is all about. Again, opponents appear in the background, mid-screen and foreground. The Predator has become visible and proceeds to rip the heads off the odd heads here and there. The difficulty on this level lies in hitting the enemies before they become obscured by speeding subway trains which appear with alarming regularity. There is a ray of making it easier but all I'll say at this time is don't be afraid of the dark (see release hints and tips courtesy of Commodore Forum).



By a jolly margin over the top. So why should you buy it? In a word, gameplay. It takes an old formula, builds on it, builds on it a bit more, then adds a coat of varnish and voila - you have a fast, polished blast that'll have you screaming with angst but being every minute of it.

At the end of level two, the beast's offbeat the majority thing on his is actually a moderate body too - about 8 and it swings



Game Publisher Predator 2 Microsoft Cassette £9.99 Disk £14.99

And so to the final challenge. If you're wondering what's happened to the screen shots of this level, don't be pale (part of the matter is that the programmers are being cagey about the whole affair. In level four Harrison has managed to track down the fat Predator in its hideout with the intention of giving him a good looking... I've seen it, it's great, and he's prepared for the fright of your life.

So then, has Predator 2 got brilliant graphics? Not really. They're not bad and there's loads going on but it's not the prettiest game in the world. Then the sound must be stunning, right? Oh, not really - again, a good soundtrack and excellent FX are a spot a bit

I've seen level four, it's great, and be prepared for the fright of your life

Level two takes place inside the hotel where a second drug Baron is thought to be hiding out. This time bonus weapons can be obtained by shooting the lights, plants and other bits of furniture. Most of the bad guys on this level appear from the lift doors.



Harrison is busy relocating the drug baron's penthouse suite with his lackey's brains. About the light things to find secret caches of ammo. (Well, they were secret...)



Oh and it's the Fat Stage! It's... wrong review. Don't shoot the middle-aged brownheads or Harrison's hedge-mower dogs and early retirement from the force is imminent.

POWER RATING

THE DOWNERS...

- The background art is not for the faint of heart
- Graphics doesn't really change

100

80%

- Sound effects are pretty fat. The machine gun is especially violent
- There are plenty of opponents each with a different level of vulnerability
- Levels are by far the most platformer chunks. The get a little bit further every time you play
- Each level has a different theme and requires a different approach to finish it
- Shortage of ammo adds a slight tactical element
- Memorable locations like the fat ladies add to the fun

...AND THE UPERS

WIN

A PRED' HEAD!
STALK THE STREET WITH
THIS AMAZING
PREDATOR DISGUISE!
10 COPIES OF THE GAME
UP FOR GRABS!

Question 1

Laughably simple
 What has dreadlocks, pure white teeth, attitude and isn't called Fred?
 a) Bob Marley
 b) A robot poodle
 c) The Predator

Question 2

Putting out the binks from the banks
 What is the name of the main police character in the film Predator 2?
 a) Mike Harrigan
 b) Harry McInnes
 c) Mickey McInnes

Question 3

Smugger than a fat truck
 What is the name of the actor who played the Predator in both the films?
 a) Keith Chegwin
 b) Maggie Philbin
 c) Sorry guys you're on your own, if they were all multiple choice questions it would be just toooooo easy

When The Duke is attacked by a Predator right here in the CP Cultural Museum, these things are supposed to be made real!

When the Predator shows up the Duke is in a bit of a predicament. He's got to get out of there as fast as he can!

When the Predator shows up the Duke is in a bit of a predicament. He's got to get out of there as fast as he can!

While a thought, 'We've got it on the cover, it's on the tape, it's on the faces. Let's raise a couple. There we needed to think of a prize, it had to be relevant to the film. How about a day out cannot buy mass murder? Top of the class, a special day with an alien life form? Top notch, and besides, Steve Jones was busy for the weekend. Well we were in a right old lino and right.

Suddenly we received a call from Cathy Compson at Mirrorsoft and it was the object of our prayers. She offered us not just, not less, not more. Well, not any more prize.

'Eh,' said we. 'Is it any good?' Needed to say it is a stonker of a prize. It consists of a huge rubber mask and gloves mounted and painted in the delightful image of the Predator. It's got fangs, dreadlocks, claws the lot. Not only that but it

was shipped over from America by air so therefore, one of only a few in the whole of the country. Look at the prices to see just how impressive it is 190 etc. There you go your access to our operations on a postcard (or the back of an envelope) and send them to:

'I'm every and small of robber' Competition
 Commodore Format,
 Bedford Court,
 29 Mansell Street,
 Bath, BA1 2BW.

All the usual rules apply. People from outer space are free to apply. The closing date for this one is a better opportunity to dress to kill is that they do chop, chop.

REAL HATRED IS TIMELESS

L A S T NINJA

3

NINJA TELEVISION

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.



With a massive introduction sequence, incredibly detailed 3D background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excitement never before experienced by even the most seasoned Ninja fan. Ninja 3 - A game of the year.



With a massive introduction sequence, incredibly detailed 3D background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excitement never before experienced by even the most seasoned Ninja fan. Ninja 3 - A game of the year.



Actual Color Screens

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER ...

Available on Cartridge for C84 Computers
and the C64GS Console.
Also for the Amiga and Atari ST
Home Computers.

SYSTEM 3 SOFTWARE

Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 3AG
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MSX286 (Compatible with CPC Plus)

POWER UP BY



GameBusters

It really is a case of so much stuff and so little space this month. We continue with the Creatures players' guide, give you the complete low-down on Last Ninja 2 and the solution to Might Blood. All that plus Samarth's Corner - with tips for Spellbound and Into The Eagle's Nest - and the first 80 codes for Chip's Challenge. But first some cheat listings for a few cassette games. As always, type in the listing, RUN it, then LOAD your game with the requisite cheat installed. Sorry.



Help your ESWATing escapades with a hefty dose of POKEing. You get 100 more what the listing offers, but you can be sure it'll help. I think...

ESWAT

```

ESWAT CHEAT BY N PUGH 1991
FOR X=320 TO 350:READY=C+C*Y:POKE X,Y:R
C=C-4204 THEN POKE 157,128:SYS320
DATA 32,86,245,169,78,141,97,3,238,98,
77,88,1,169,173,141,53,29,141,77,
141,97,3,238,98,
DATA 88,8,76,16,8,77,77,88,169,32,141
DATA 43,9,169,47,141,46,7,169,2,141,47
7 DATA 7,238,32,288,169,0,141,122,181,96
    
```

UN Squadron

```

UN SQUADRON CHEAT BY N PUGH 1991
FOR X=325 TO 367:READY=C+C*Y:POKE X,Y:R
C=C-3963 THEN POKE 157,128:SYS525
DATA 32,86,245,169,24,141,86,9,169,78,
77,88,1,169,173,141,53,29,141,77,
141,97,3,238,98,
DATA 88,8,76,16,8,77,77,88,169,32,141
DATA 43,9,169,47,141,46,7,169,2,141,47
7 DATA 7,238,32,288,169,0,141,122,181,96
    
```

POWER PACK

Simply, we've gotten a bit behind with our PowerPack cheats haven't we? Well, in future we'll POKE our cover game series each following month. These POKEs cover the games from CH 5 and 6 and provide you with the following bonuses:
Sunstar (Invincibility), Breakaway

Rider (Infinite lives) and Chameleon (Infinite lives and energy), Tytto.



Shockway Rider

```

SHOCKWAY RIDER CHEAT BY N PUGH 1991
FOR X=320 TO 350:READY=C+C*Y:POKE X,Y:R
C=C-2010 THEN POKE 157,128:SYS320
DATA 32,86,245,169,78,141,97,3,238,98,
77,88,1,169,173,141,53,29,141,77,
141,97,3,238,98,
DATA 88,8,76,16,8,77,77,88,169,32,141
DATA 43,9,169,47,141,46,7,169,2,141,47
7 DATA 7,238,32,288,169,0,141,122,181,96
    
```

Chameleon

```

CHAMELEON CHEAT BY N PUGH 1991
FOR X=325 TO 367:READY=C+C*Y:POKE X,Y:R
C=C-5775 THEN POKE 157,128:SYS5775
DATA 32,86,245,169,49,3,169,2,141,41,3,32
DATA 245,169,32,141,86,9,169,78,141,97,3,238,98,
77,88,1,169,173,141,53,29,141,77,
141,97,3,238,98,
DATA 88,8,76,16,8,77,77,88,169,32,141
DATA 43,9,169,47,141,46,7,169,2,141,47
7 DATA 7,238,32,288,169,0,141,122,181,96
    
```

Sunstar

```

SUNSTAR CHEAT BY N PUGH 1991
FOR X=325 TO 367:READY=C+C*Y:POKE X,Y:R
C=C-6775 THEN POKE 157,128:SYS6775
DATA 32,86,245,169,49,3,169,2,141,41,3,32
DATA 245,169,32,141,86,9,169,78,141,97,3,238,98,
77,88,1,169,173,141,53,29,141,77,
141,97,3,238,98,
DATA 88,8,76,16,8,77,77,88,169,32,141
DATA 43,9,169,47,141,46,7,169,2,141,47
7 DATA 7,238,32,288,169,0,141,122,181,96
    
```

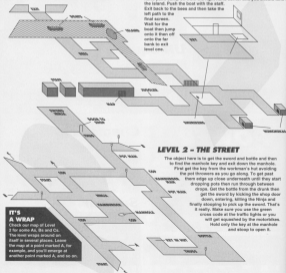
LAST NINJA II

If last month's multitude of martial artwork wasn't enough (we brought you the full solution to *The Last Ninja*), we decided to stick to the oriental orientation and so - here's the solution to *System 3's* stunning sequel

LEVEL 1 - CENTRAL PARK

You start on the stage of the theatre. Go backstage and dispose of the bodies. Hit the yellow button on the wall and go back to the stage. Drop down the now open trap door. Once down, get the key and go outside. Get the shutters and the two pieces of muschuko from the female side of the toilets. Go left and corkscrew past the juggler or he will get you with his pins. Get the map and then climb the frame (make sure you are using nothing or you won't get up). Corkscrew over the gaps and get the staff. Return to the gate outside the theatre, hold the key and stoop to open the gate. Move on to the river and wait for the boat. Corkscrew onto it then off onto the other bank. Avoid the bees and take the right hand path. Jump off from the right hand corner and you should land on the island. Push the boat with the staff.

Exit back to the bees and then take the left path to the final screen. Wait for the boat then jump onto it then off onto the far bank to exit level one.



LEVEL 2 - THE STREET

The object here is to get the sword and bottle and then to find the manhole key and exit down the manhole.

First get the key from the workman's hut avoiding the pot throwers as you go along. To get past them edge up close underneath until they start dropping pots then run through between drops. Get the bottle from the drunk then get the sword by kicking the shop door down, entering, killing the Ninja and finally stooping to pick up the sword. That's a really. Make sure you use the green cross code at the traffic lights or you will get squashed by the motorbikes. Hold only the key at the manhole and stoop to open it.

IT'S A WRAP

Check our map of Level 2 for some A's, B's and C's. The word wraps around on itself in several places. Leave the map at a point marked A, for example, and you'll emerge at another point marked A, and so on.

LEVEL 3 - THE SEWERS

From the start walk right, kill the bug and go through the door on the left. On the next screen take the door to the right and get the key in the machine. Return to the ledge with the gap, jump this and on the next screen jump the gap again then walk forward slowly. Walk for a spider to fall and quickly follow it off the screen or its friend behind will follow and kill you (the Ninja I mean). Next, open the grate with the key and drop down. Walk right and then take the middle door of three. Walk to the next three doors and take the furthest one.

Now don't use any of the next two doors. Jump the rats and exit quickly. Keep going to two more doors and exit by the one nearest to you. After killing the girl (you can't hold the bottle to the torch on the wall and the wall should turn red. Move forward and holding only the bottle wait for the alligator to appear and hit the bottle at him until he turns. Then exit to the next level (you are allowed more than one go so don't panic).

LEVEL 4 - THE BASEMENT

First get through the boxes by keeping to the wall and then advance round and through the two big boxes. Get past library then hold nothing, climb the ladder, kill the baddie to the left and pick up the credit card. Now walk right all the way round until the Ninja comes in a door. Enter and pick up the food. Now go back to the ladder and climb down. Follow the path round to the rail cars, pick your man and run across. Somersault over the next set of train lines (these are electrified).

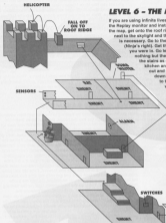
Get the hangover then it's onto the crates. Here we go. Walk onto the nearest crate then jump onto the next one forward. Pass left and jump onto the left box. Now face right and get onto the little box then onto the far side. It takes a few goes so be patient. Go into the bottle room and kill blues. Then, on the next screen, look for the flashing box. Hold the chicken and pick up the box. This poisons the chicken. Go back to the bottle room then go right and you should be with the pussy cat. Hold the chicken and walk slowly forward until he sits up. Use the pick up action

to feed the panther and watch him die (no, he, he). Do past library to the next screen and use the credit card to enter the lift and exit.

LEVEL 5 - THE OFFICE

Get off the first screen and then take the next blue door on the right. Touch the computer on the right and note down the code. The code changes from time to time. Come out, again and go round to the right to the screen with the two doors. Take the top door and, inside, touch the pen holder on the table under the paintings. A second door next to the table opens. Go through and up the ladder. Then go through the door and into the room. Now enter the fan room to the left and stand as in the diagram (backwards to the line of travel). Edge backwards until you reach the far wall (the Ninja will edge over to the drop but if you are careful he will make it). Open the grating using the pick up action. Go out onto the ledge and round to the left (it's right). Jump the gap then go up the ladder, kill the baddie then get to the last screen. This can be hard or easy. Run to the helicopter and try to get into the side or simply wait for the chopper to leave and somersault off the screen after it. The next level should last.

LAST (NINJA) LEVELS



LEVEL 6 - THE MANSION

If you are using infinite lives, pause the game as soon as you start. Enter the display monitor and install the cheat. Restart and, using the guide on the map, get onto the roof ridge. Move carefully to the right until you are next to the skylight and then get into the mansion. Again trial and error is necessary. Go to the next screen and enter the room on the left (Ninja's right). Get the rope and then go back to the first screen you were in. Go left into the room with the dumb waiter. Hold nothing but the rope and descend into the kitchen (don't use the stairs as electric eyes set off all the alarms). Leave the kitchen and enter the study to turn off the alarm. Come out and go through the door behind the bush. Once down the steps, punch the six switches on the wall to turn the lights on in the next room (the door will turn grey). Go through what is supposed to be a maze into the steam boiler room. Punch the switch on the right (not the six little ones) to reflect the steam so that you can exit the level.

A SECRET LEVEL SEVEN TIP: When trying to light the candles, kill Kurstoki. Then, just as he comes back to life, light one of the candles. This should now remain lit so that when you next defeat the bad guy you only have four candles left to light. This makes it possible for the most inexperienced Ninja to triumph.

LEVEL 7 - THE FINAL BATTLE

First, kill the guard. Then enter the final screen. Lift up the tapestry to reveal the safe. Touch the safe to bring up the number display. Use the joystick to enter the correct code. (You did remember to get it from the computer didn't you?) The joystick action is just the same as when you input high scores. Take the orb out of the safe and of course-guts appears. Kill him so that he falls within the pentacle. Now light the candles before he wakes up. Put the orb back in the safe and the game is over.



Cart blanche

Still alive? The POKE's below can be used with the Expert Cart and must be entered at the start of each level. They'll also work with the Junior (Beginner) Cart but unreluctantly. The first POKE is for infinite lives and the second, infinite shunbons.

LEVEL ONE	LEVEL TWO
POKE 37495,175	POKE 36050,175
POKE 46954,175	POKE 32378,175
LEVEL THREE	LEVEL FOUR
POKE 37852,175	POKE 39481,175
POKE 42753,175	POKE 44529,175
LEVEL FIVE	LEVEL SIX
POKE 32771,175	POKE 32676,175
POKE 44507,175	POKE 32788,175
LEVEL SEVEN	
POKE 34464,175	
POKE 42048,175	

Keep your eyes peeled for the complete guide to Last Ninja 3, coming soon.

SAMARITANS CORNER

Samaritans Corner has got a horrible infection and swollen up to cover a whole page this month. Be warned - if you don't handle it carefully it'll get all pussy and weep a lot (yuk!)

SPELLBOUND

As promised here is that solution to help you from the start - skip the advice, pick up the teleport key, then release, walk right until you pass Thor and reach the little ledge room. Jump onto the ledge and walk to the left until you arrive at a standing battle, pick it up and release.

Next pick up the teleport pad you are standing on and walk left until you come to the red herring. Pick it up. Walk left until you come to the advert and drop it on the trap pot.

Continue walking left until you reach the lift. Call the lift. Move the lift to the second floor and walk right until you encounter the lady Samson (although sometimes she is already in the lift). Take the all-hurry!Potion. Go back to the lift and drop the red herring in there. Move the lift to the roof. Walk to Lady Roamer and pick up the bottle of liquid. Walk right to find the sword of command. Pick it up then teleport.

You should now be standing next to Thor in the Desert. Give the bottle of liquid to him and command him to wake up (I have to do this to clear every day - :S).

Pick up the teleport pad and walk into the lift. Drop the teleport pad in there, then blow the floor to summon Pains. When he appears command him to sleep. Now move the lift to the second floor, lift Thor and take the Mirror from him. Command him to be happy if he won't hand it over then try again. Teleport back to the lift.

Summon Thor (using the beam) and give him the Mirror. Command him to help and he will repair the central fire. Command him to sleep, or he'll get worn-out. Move the lift to the basement, pick up the red herring then walk right and drop the teleport key.

Pick up the power pong plant and cast the Fantastic Proteusum spell. Once done, drop the plant and the red herring, pick up

NAVY MOVES

This POKE (for Barry McWilliams) rewards you with infinite lives that you do need a great battle. Simply type POKE 666 1,273 and press RETURN. Type 878 2666 to restart the game. Oh yes, and the code for part 2 is 2077.

the teleport key and teleport. Move the lift to the ground floor and walk right until you find a laser - pick it up. Summon Lady Roamer! Give the beam to her and command her to help. She should then turn a hole through the wall for you.

Stand in the pool of liquid and cast the Amazing Proteusum spell, then teleport. Move to the first floor and walk to the extreme-right. Pick up the trumpet and teleport. Command Thor to wake up then teleport back to the lift. Then move it to the fourth floor.

At the end of the second floor is Delo the Clerk. To get to him you must destroy the wall between you. This can be done by going to the fourth floor, summoning Thor and commanding him to help. He fires lightning at the tower, which breaks the stone.

Return to the lift and move to level two. Walk all the way to the right. Summon Eternity, give him the trumpet and command him to sleep. He should then trumpet and make the wall collapse. Then find the beam of antibodies (second floor) and give it to Chris.

Now the final task of the game which involves collecting several crystals. They can be found on the second floor. Take them all to the ground floor, then get the crystal ball from Samson.

Get the white gold ring from the second floor, then go back to the end of the ground floor (before you took the crystals) and summon a character. When he or she appears, give the crystal ball to him/her. Pick up the white gold ring.

Then cast the Crystallium

spell. There are

seven crystals in

all. Collect them

from him and

you are done!

EAGLE'S NEST

Andrew Walker must be a happy chap! This month, his list's far from so well. Scan the columns below for three maps and a POKE all lovingly compiled by your friend and mine (you haven't got any friends - did Andy Roberts. Just in case you're a bit surprised by the maps, we had to create them! We left you there's not so good as they are being. Right, I've stopped on long enough, now go beat some tables.

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

By Andrew Walker

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By Andrew Walker

FIGHTER BOMBER

Andrew Walker's plea for help brings about this cheat mode, when prompted to enter your name, simply enter KYLE (with a space before it) and, as if by magic, a stopgap appears. It... no, that's not right. You can't in fact start on any mission.

WITH THE EAGLE'S NEST

128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000

Spellbound and gogged by C SAMMOCORE FORNAT 8, May 1991

NIGHTBREED

THE MUTATED SOLUTION

If you've given up hope with the antics of Boone and are in need of some assistance, then dig into this: the complete solution, plus a few general tips. Anyone with an IQ less than... er... well, less than mine might like to know that L=left, R=right, U=up and D=down. Here goes...

THE PASS KEYS

UPPER
MIDIAN



THE
ROPE
BRIDGES



THE
BAPTISM



FREED
THE
BREED



Boone starts his key-collecting quest in the graveyard of Necropolis. Only once he has the key in his grasp can he enter Midian...



to 'A'

START TO FINISH

From the start position in the Necropolis, go L, get gun, R, R, R, D, D, L, get key 1, R, D, L, L, D, R, D, L, L, go through the door. You should now be at position G on the upper Midian map. Go L, D, R, D, L, U through door, get key 2, D, R, U, R, R, fall D, R, U, D ladder, R, D, R, fall D.

With any luck, you'll arrive at position E on the rope bridge level. From here go D, L, L, L, L, U, R, R, D. The Mask will appear here. Kick his teeth in then collect key three. You must now go to be hanged, so go D, L, D, R, R, D, R, D, R, R, R, then go through the door to meet with Reginald.

After the interludes go L, L, then walk into the door to free the berserkers. Then go L, L, R, L, U, L, D, L, L, and go through the door. You're now at position F (upper Midian level). Go W, L, U, R, U, L, U, and through the door. Well done, you've freed the breed. You are now situated back to position G on the upper Midian level. From here go L, D, R, R, R, fall

D, R, R, U, D ladder, R, D, R, fall D. You are again at position E on the rope bridge level. Go D, L, L, L, U. You will again be confronted by The Mask (let's assume Boone). It's advisable to have a friend tapping away on the F1 key as it is essential to be in Casual mode when talking The Mask this time. Having defeated him Lori will appear in a heart (assess?) - collect her. Then go U, L, D, R, and go through the door. Nearly there.

You are now back at position G on the Upper Midian level. Go U, L, L, W, R, W, L, U, and go through the door to finish the game. Congratulations! All you have to do now is watch the cocky-sweet and sequence - yuk!

COMBAT TIPPETTES

BOO FLY - Stay crouched down, then sit when he settles above you.

FAT MAN - If he's in your way, wait for him to move (he will). Otherwise avoid him.

SMACKMAN - It is possible to fight him. If you have to though, kick him like crazy.

FLYING TEETH - Simply crouch as they whizz overhead, then FLY!

HEAD MONSTER - Punch the body repeatedly and duck/jump to avoid the head.

HOPPER - Duck when he jumps, run when he lands.

SCORPION - A pain in the butt, basically. Punch repeatedly, and jump if he retreats out.

EYEBALL - Simply turn away from it and run although he will subsequently move again so that he faces you.



THE NECROPOLIS



"Yes, I see 'Beard Boone' (with active lipsticks). Sounds as if the signs of aging to give you that freshly discovered look the girls go mad for!"

UPPER MIDIAN

Entering the underground lair of the Breed signals Boone's first battle with The Mask...



ROPE BRIDGES

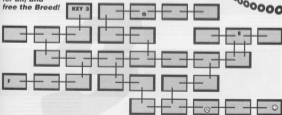
Boone is re-born during his initiating baptism into the ranks of the Breed. Only in his new form can he defeat The Mask once and for all, and free the Breed!

NIGHTBREED - KEYS

KEY 1 } THE 3 KEYS TO COLLECT
 KEY 2 }
 KEY 3 }

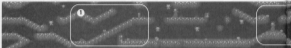
☹ - BERSERKING CHAMBER
 ☺ - RAPTURE

LETTERS A TO G LINK LOCATIONS



MORE GREAT

LEVEL 2.1A



1. Jump the worm at the bottom as he's completely indestructible. Then when you reach the cylinder head shoot the hole and he should rise up into the roof allowing you to pass.

2. Shoot the tree, then shoot the ball but don't get too close as it expands to break the wire. Next use strategy five on the bottom head and then break the wire on the platform.

LEVEL 2.1B



3. As you've reached the first of the water sections, it can be a bit tricky but having said that, there are no specific tips we can give you. Remember, if your oxygen gets low, touch the bubbles on the floor to replenish it. Also collect any creatures that crop up along the way.

4. The cylinder bounces left and right and guess what? It's indestructible. Wait on the left hand side then when he bounces away from you, drop down into the water.

LEVEL 2.2A



5. Oh Lordy, more sub-aquatic sections. Again, replenish oxygen with the bubbles and either that, you're on your own pops.

6. That wasn't so bad, was it now? That tank blocking the wall cannot be filled by firing at it. Drop down that dry wall (left) and fire towards the cylinder through the wall. The Mooker will then disappear allowing you to get back into dry land.

LEVEL 2.2B

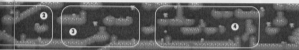


7. The tree with the face gets fire at you. Avoid his evil configurations then run past, fire breaks the walking trees as before. Then walk out for the wall on the second step up, it shoots fire. Thing get wall certain name. The Mooker cylinders are formidable and can only be dodged by trial and error.

8. This walking tree is harder to kill than any of the previous ones. Persevere with your Ray Breaker and he will die... eventually. Then shoot the birds for extra creatures.

TIPS

Clyde's back for the second part of our complete solution to Creatures. But before you rush blindly on, be sure to buy an upwardly firing missile at the mid-level shop or the game is impossible to complete! Then, at the end of the level, buy the fireball weapon



3. The beam up top is indestructible so jump him, collect the creature and then jump back. The worm at the middle platform forces into a fast move so shoot him, drop down left, then jump and fire breath to kill him

4. The bird up the top is fast and indestructible so avoid him carefully, get the creature then get the ball out again. Flame breath the two worms but be sure to keep your distance



7. If you're reading this you should have managed the water bit. Jump left out of the water, flame breath the beast on the right and visit, you're free to press on

8. Don't waste your time trying to shoot the bird, he's indestructible. As is the bouncing cylinder. Again choose your moment then run the you've got a belly full of fuelive and three miles between you and the nearest tree



11. Volpal (indecipherable) bird ahead

12. Beware the cotton fluff. The flying fire moves toward you with speed but one well aimed flame breath should reduce it to ash. The double sized creatures give you five possible credits rather than the usual one

13. You can pretty much ignore the birds in this stretch, just concentrate on the ground-based enemies. Most of them can be jumped easily enough. That bird on the right though, can be shot to obtain an extra creature



14. There are actually three brass hams, one of which is indestructible. Kill the other two, the when the fourth one sticks into the ground, jump over it

17. This is a total walk past the tree if you'll have you... well, use your breath on the blob while avoiding the Responder and that of the winged beast above. When the blob is dead, collect your reward thingy weapon and kill the winged beast. Easy! Not

MORE CREATURES

How to survive torture screen two

1 This bit is tedious. Select your football magazine and whenever possible, shoot the man at the fat level. Total and error is added to your hit attack performance of the fat man.

2 Break the top of spine that the fat man was attacking. The 5000 points will then change through the eyes, increasing the weight and saving your blood.

3 Avoid walk the fat and the operator should start putting you up to the fat.



4 Being about here until the fat is full of water. Next the breath the fat so that the water fills the fat operator and water time up.

5 Pick the switch by walking into it. This will make your family laugh towards the fat operator (I know what I'm doing).

6 Push back to the ground and that is so that your friend starts moving towards the case. Now you have the man's main time available to see past the screen.

Well that was a little warm (I bet it doesn't stop there as you will know). Best advice we'll be giving you'll know, such as the same treatment, except that time will be... including a wedge of other stuff. But see the internet best cheat mode and PCOS's and tips on how to obtain your amount of creatures for use in the ship. In fact, we'll be providing the whole game's strategy for those who will

find problems finding a chat room? Andy - Ed. That just leaves me to say a few thank you's. Cheers to Andy. Cheers to the ridiculous traps and every solution, good or so make it better. Hugh, when you're PCOS's, we couldn't be without and really thank to all of you who sent stuff in, even if we don't have space to print it. Nevertheless, keep it coming, you know where to go.

CHIP'S CHALLENGE

1 It's not a horrible gap at the bottom of the page. It goes I'd better bring something in. Facts, gobs, search. As fast! The first 50 codes for US Gold's main website. Chip's Challenge... Please!

CHIP'S CHALLENGE CODES

The first 50 levels

1 BDHP
2 JXNU
3 ECBO
4 YMCJ
5 TQKB
6 WNLN
7 FXOD
8 NHAG
9 KDFE
10 YUWS

11 ONPE
12 WWHI
13 OCKS
14 BTDY
15 COZO
16 SKKK
17 AJNG
18 HMJL
19 MHRH
20 KGFP
21 UGRW

22 WZIN
23 HUVE
24 UNIZ
25 PQGZ
26 VYVJ
27 IGGZ
28 UJDD
29 OGOL
30 BQZP
31 RYMS
32 PEFS

33 BQSN
34 NQFI
35 VDTM
36 NXIS
37 VQNK
38 BIFA
39 ICXY
40 YWFH
43 UJPD
44 TXHL
45 CVPZ

46 HDQJ
47 LXPJ
48 JYSP
49 PPXJ
50 GBDH

That worked so well we're going to print another 50 next month, then the first 50 the month after plus additional tips. —See ya next month guys!



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REVIEWS AND REVIEWERS

Who are they? Where did they come from?

How our reviews work...

The powermeter

We rate games out of 100%. We reduce any game score 50% if worth looking at. If a game gets over 50% then our test results. It's a conker!

The Powermeter on the left of the final rating is divided into red and white areas. We say what bits we didn't like in the white area and we say what we thought was good about the game in the red area. Then we measure the rating from the point at which the white and red areas meet. Each

Icons



FACE - The more heads you see, the more they are seen (ain't it)



T-SHIRT - A quality's shirt means you can save your game position to tape or disk



JOYSTICK - You need to use a joystick to play the game if you see this anywhere



KEYBOARD - You have to use the keyboard to play



PAUSE - We put spots of these in if the game has a pause screen



MOUNTAINS - Peaks mean you can choose how difficult the game is



GORGONS - This means the game is quite up late bits which lead to team tapes or disk



CAST GAME - We put one of these on if a game is 50 compatible



CONKERS - If a game gets 50% or more, we say 'It's a conker!' And why not?

It's a Conker!

What on earth do they do? These are questions many have asked of the CF team. Madmen, the asylum and as little as humanly possible are the plain and simple answers.

Fortunately installed in their new office the team decided to visit the local park for creative inspiration. But this was to be no ordinary day out, for the reviewers were in alignment, the spring equinox was moments away and, more disturbing of all, supernatural forces were at work. Uh-oh...

STEVE

On approaching the stadium in the park, the line started from Steve J. There he stood transfixed - his, perhaps - and unable to speak. Then a change came over him. He stared at the monument and uttered the sinister words, 'Steve, I'm ready for you! What do this mean?' Either he had the game *Electric* or he got terribly confused and thought he was *The Mission Of The Pope*.

SEAN

Our *Clap* fan didn't look much better. 'What do you hear in the stone and what has eyes popped naturally out of his head, his lips curled forward in how we quirk' said of a fashion and his mouthed in his neck opened to him with his causing his head to flap awkwardly to one side. He remained in this position for twelve days, after which he returned back into the office as if nothing had happened. 'What do you like this month Sean?' we asked. 'Dark, black people cannot get plastic,' he said of with a knowing look. This deflated our suspicions... He had been completely unaffected by the strange experience.

ANDY

As Andy approached the skyward floating pillar, the gravitational pull of the Earth no longer had any effect. Andy floated gently upwards into the clouds and was gone. The team later found him on the roof of the CF office. When asked about his weird experience and further of the games he had this month, his eyes glared over and he shrugged. The Mission has many talents but over-dressing isn't one of them... Goodness.

KATI

Watching the change behaviour of the fellow reviewers with keen interest, the Mission watched

seemed unaffected by this unexplained phenomenon. Then suddenly she dashed herself around the middle, fumbled over and fell to the ground, moaning. Recovering slightly, the poor girl managed to scramble to her knees and started

weeping, starting from the lowering position and murmuring something about the mystical healing powers of a local watering hole. As you can guess, she was later found propping up the bar in the local facility. Contacted out of her tiny skull on *Panic* and coffeeless tea when *Code Wars*, *1488*, *grogue*, *maps*, *stunty*.

GORDON

Our resident loner gives credit definitely towards the electric. But then, the pillar began to glow. The main's sand light formed into a large sphere and, 01-50 slowly, drifted towards Gordon. He Houghton had two fingers stiff and twitched. BOO OFF! He angrily through the glowing sphere promptly did just

that. What crazily tones were at work? We will never know but thank to Houghton anyway.



The Ed stands back at the strange power of the electric lightning bolt. Shrug!



Even Steve to the stadium like a Kylie song but Kati said Gordon was hypnotised

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ANY CHILD
OVER THE AGE
OF FIVE! CALL...



0898-101963

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CALL
**0898-
101997**

We're the second level pack, a ball up in any way, may with lots of bonuses all placed together.



Time to choose your character. It really depends on whether you want to be a puny, pump or fight your way through the race...

Right, before we start, I have to tell you that this game is only for sale to adults and very tall kids. So if you're under 18 (or a whiffler) you'd better not read this review. You can't buy the game anyway. Virgin's game of the comic (called by Probi) stars those infamous characters.

VIZ THE

Jobby Farparts, Buster Gonard and Billa Bacon in a race through Fushler. At the start of the game you get to choose your representative for the race, who you're stuck with until you get bored and re-race the game. This three-lap race takes place across five stages. Starting in the country, it moves into the town, across the beach and ending up at the Disco.



Before the race starts and in between stages, your character indulges in some odd pastimes in order to gain tokens - more on those later. There are two bonus stages for each character, which alternate throughout the game. For instance, Jobney uses his prowess with bottom bums to inflate balloons (the more inflated, the more tokens and

Now there's a bonus!

In between the racing stages, there are bonus rounds where your character gets the chance to earn tokens. These are then

wrapped for special powers in the races themselves. Billa goes into a laser frenzy, killing everything in his path; Jobney uses

an abnormally gull to propel himself over hazards; and Buster bounces along using plus powers. Well, at least it's different...



Billa Bonus 1 - Billa is charged with the task of drinking huge amounts of beer - a double for Billa. All you have to do is to walk the joystick horizontally across the bonus screen. Then the next unit offers along the bar automatically.



Billa Bonus 2 - Outside, some strange energy is sucking tokens at Mr Bacon Jr. You have to push the joystick up, across and down to knock all the energy into the bonus screen. Miss one and Billa gets washed - on his lap around here...



Jobney Bonus 1 - The last with gull power you to blow up things to earn tokens. It's balloons. More precisely, it's wrapping to release cuffs and inflate the balloons, and don't let them go kooky otherwise your token goes too...



Jobney Bonus 2 - Miss small allies as Jobney attempts to propel himself upwards using only the power of his punts. Nope, miss tiny things, which may include those Fushler's animals. No danger for you, the more tokens he gets.



Buster Bonus 1 - Similar to Mr Farparts, Buster Gonard uses the ground state properties of his punts to get himself vertically mobile. Despite that stick to get more height, find what does height matter? Tokens!



Buster Bonus 2 - Mr Gonard employs his weighty appendages to flatten dough into pancake shapes. There's a prize on offer to anyone who can flatten white rounder pancakes than white. From 0 involves the joystick and an eating area.



THE GAME



to levitate himself as high as possible (the higher he goes, the greater the boost received). These talents are stored up and swapped for a special power during the race. By holding the fire button down for a second, the three characters can utilize a special power. Billa thinks someone's spilled his pint and goes into a leger frenzy. Johnny uses guff power to propel himself along and Buster speeds up by bouncing along on his enormous... er... game. Ahem.

Once Roger Mella has introduced the contestants, Roger (instead wanders on, and with a wink of his tail, they're off!

To move your character just push right on the joystick and he thristles along. Slow Billa, Johnny or Buster around obstacles by pushing up-or-down, but be careful: moving out of lane incurs the wrath of Rodney the, who loses ticks at your character.

Falling over holes, bumping into obstacles, getting passed on by Milla (Bust's nemesis), being beaten up by The Fatso, tripping over Mrs Brady's shopping or getting lost over by Adbridge. Poor's major spoiler all prove

harmful to your contestant. Every hit sends them flying, whereupon the dazed characters sit on the ground, wasting precious seconds before rejoining the race. Worse still, they gain a 'shame' token. Three tokens and you're out of the race.

M2's visuals are brilliant. The inhabitants of Puchester are wonderfully drawn and animated, and the bonus sections are gorgeous. All this is accompanied by a number of funny sound effects and some very jolly tunes.

Gameplay is a bit dull, with the only variety coming in the different characters and the bonus rounds - and even these grow dull quickly. Worst of all, the game is utterly crippled by the worst multiload I've seen in ages. You load in

the character select screen and choose who you want to be. Then you load the first bonus game (these are on a second tape). Play the bonus round, then load in the first race. If you don't qualify for the second race (which you probably won't), you get to run in it again - once you've done the other bonus round. So you load in the big side of tape 2, play the second bonus round and then reload the main



The game is utterly crippled by the worst multiload I've seen in ages



Shady starts his particularly on-funny stuff while Billa tells you of Rodney the 'bricks. (The cartoon got past this point since a bug prevented Billa from leaving his lane. Gah, huh?)

tape to load in the first race again. And so on. No way can I recommend tape users to buy M2 - the multiload renders it unplayable and the action isn't exciting enough to warrant the wait. Like it says in the intro: "What I have thought that eleven years later, at the end of a decade of phenomenal success. We would end up trying to tag a mediocre computer game in a desperate bid to make a few bob." Bang on, guys.

Game	Mick The Game
Publisher	Virgin
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Horrible multiload apples what's an entertainment value there is
- Gameplay is lame - it only tests a few guys to test all the enjoyment
- Humor is limited to stock value meaning in speech bubbles
- Better speed advantage allows opposition to catch/outrun

58%

THE UPSERS

- Detail and animation on all the M2 characters is great
- Best sound effects are well suited to the gameplay
- All six bonus levels are beautifully presented
- Strong soundtracks are pleasing on the ears (for a bit)
- The few race clips are long and amusing
- Best presentation overall



Watch out for the redaction barrier that annoys, somewhere has spilled his pint (Billa gets into a leger-frenzy leger frenzy)



In the third level, Billa's rival comes gilling through. It's meant to get you off your nose unless you want a severe punishment

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Before long, have you ever seen maggots in somebody's mouth? Well, it's that case you're yet to see Elvira—Mistress of the Dark, a fantasy role-playing game in which you help the first lady of horror metal escape the clutches of her great-great-grandmother, Etranda.

Etranda is something of an odd ball—or at least a complex one—depending on how you look at it. She keeps her good looks by drinking blood. She's not fussy about the host, so long as it's someone other than...

destroy Etranda. The puzzle involves exploring the game and accumulating its ingredients through the game's unconventional but easy-to-use control-driven interface.

One aspect of the game which you need to investigate is magic. Spells have to be prepared from the right ingredients. Elvira has her spells



the more that can happen to you in a given spot, the longer you have to wait for the disk to cough up the code. People who someone mistook for a graduate took their games well take a lot of convincing that Elvira is worth playing for this season. To each their own, but they could be missing out on a large slice of fun.

Those who jumped that the game progresses at its own pace will be treated to the gratification that comes from solving some very difficult puzzles and those clever and atmospheric animation sequences I mentioned earlier. These spots up the action to wild and are triggered by set conditions—most will catch you unaware, adding to the shock factor.

ELVIRA - MISTRESS OF THE DARK

Not only that, but she keeps these good looks well defended. Her job is biologically situated beneath a warren of chilling catacombs, those a network of burrows. The dungeons of Elvira have been built between a king and the king's first-crowned by a vampire, vampire with fully functional meat guards. The odd magic, a little lycanthropy and about 2000lbs worth of perfectly good reason for going and slaying an a fanged beast, called the wolf.

Fight. Now you know where Etranda is, you can't go over there and stamp out the ramp up in that state out?—No. The aim of the game is to solve a set of puzzles that reward you with the things you need to

and make ready in the business and helps you prepare your spells. However, Elvira is scared off near the start of the game by the bad chick. You have to find a way of getting rid of the colony to stop her before you and Elvira have a hope of getting your act together in the pharmacy department.

As you wander around the dis-

in your view surroundings are updated in the central window, mostly an static screen. Though there are some very sophisticated camera sequences. Most of the graphics update quickly in response to your moves in some of frequent disk access. The game drives the sales of three disks but it is the nature of games like this to be close to what it either shows together you or it shows you saving mail.

A disk access leads in all the parameters for a location, so the more you have to do in one place or

Unless you've got a train the size of a planet, and then some, you're going to feel the puzzles in Elvira very difficult to solve. If you've never played a role-playing adventure before, Elvira could have you wondering your life with a stopwatch.

The game is hard, you very often have to make the things you need to complete a task—and you have to guess what it is you need to cast with what you can make with it, how you're going to make it and what you're going to do with it when you've made it. There's Oh several thoughts, this game is Very Hard.

Even hardcore adventure fans will find weeks passing before they even come close to solving



The lady herself ready to mix the ingredients of any magic spell you care to mention. You'll see what's cooking elsewhere.



Unpleasant surprises aren't limited to the puzzles. You can't even get a good view of the character you're about to kill without the game showing you a graphic of your own character's face.



In a sequence guaranteed to put you off horses for life, a stable hand changes into a werewolf. By the time you see the transformation, you're as good as dead. Only crossbow bolts tipped in holy silver can kill the beast. Of course, you have to make these points!



More bite bytes on their way

Work has already started on *Elvira 2* at Plan's Marinette headquarters. *Elvira 2* is a direct descendant of this game and has nothing to do with Marinette's forthcoming *Elvira* arcade game except that it features Elvira.

How the story continues isn't clear but *Elvira's* next adventure takes place in Hollywood, and stars film noir and the sun-bathing Californian desert. You've accompanied one of your adventures by an eccentric writer Amoscat who can write the help of spirits. It's nice to know you'll be getting help, but it's disappointing to hear that the wit that glows when he goes into action.

death to Elvira. In fact Elvira has more in common with old adventure games than most modern fantasy games, as far as puzzles go. But that hasn't done it any harm.

An uncommon amount of work and intelligence have gone into the game, with the aim of making it give you the best fun for your money. That it does too, but at a price. For this, the player has to try everything he can think of to discover the game's secrets.

This kind of challenge doesn't appeal to everybody. But some people find this sort of complex puzzle game and set speed records practically every day. For them, *Elvira* will be one of their toughest challenges.

JEAN



Yes, he, but a bedroom at last. For some reason, Elvira doesn't sleep up in this job. The secrets kept by the King's bedrooms are more than insignificant but you have to keep your eyes peeled. It would be unfortunate were you to accidentally make something... something that drinks harm, that is.

Game
Publisher
Cassette
Disk

Elvira
Flair
not available
£24.99

POWER RATING

THE DOWNERS...

- Too hard to recommend to beginners
- Inevitably size and date only

100

84%

- Easy to use interface. Once you've mastered it, you can do things very quickly
- Really well worked out puzzles for you to figure out
- Excellent graphics started over three and a half 89
- Cleverly animated sequences
- A massive game to explore highly original plot
- Efficient programming keeps disk access down to a minimum
- Truly sense of humour - doesn't appear to be a common trait everywhere

...AND THE UPBERS

0

Vamp vanquishing - a quick guide

Actions are carried out via a joystick which simply works in a point-and-click manner. You search a room, for example, by moving the cursor over the display of the room and pressing the fire button over the objects you wish to examine. It couldn't be easier to use. The game beeps and highlights any applicable menu functions if you find anything. In conjunction with the menu, you can

even look inside objects that might contain other items, place objects inside other objects, remove them again and so on. Screens are updated as you later objects from them. Knowing what to take and what to do with the items is another matter altogether.

This panel displays the directions of all the available exits from any given point. You only ever move forward. Other points you'll find that direction.

Through this central viewing window, you watch as the adventure unfolds before your character's eyes.

Your characteristics provide you with a rough idea of the health and fitness of your character.



This dual purpose window displays all the objects in your inventory. The window's secondary function is to convey fast messages to your character.

This is the menu of actions available to your character. Just click on one, then click on an object or part of the screen and see what happens.



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Being a great TV star doesn't mean you can be a great game star. In my opinion, there's here better not give up his day job.

HUXLEY PIG

Alternative £2.99

Am I out of touch or what? I've never even heard of Huxley Pig yet here I find a game based on the porcine TV personality.

From the shots of his show on the packaging it's apparent that this porker is a younger's favourite so I was expecting toddler fodder. However, Alternative have managed to get it completely wrong. HP is a very simple and unexciting platform game. And, sadly, so incredibly difficult that you're destined to switch off your C64 in a fit of rage.

It's a bit of a shame really because after level one there are three extra sub-games to get your mind into. These are based on clips from the TV programme, namely Huxley the pilot, Huxley the sailor, Huxley the chef and Huxley the Sunday lunch. You can save about that last one - £6. But the person that stays interested long enough to reach those is a better man than I.



What another disastrous month! If, like me, you take an avid interest in the Budget you'll no doubt be flabbergasted by the increase in VAT. 17.5%! It's an outrage! Naturally the extra expenditure on games has to come from somewhere, so I decided to take myself and my dog, Debit, off to the high street for a money-making venture. Spare a copper guy? Uh-oh, talking of Coppers...

FRAME RATE...

Couldn't have been a kiddies' favourite like the TV prog? But it's too difficult, it's possible to die only seconds after starting. Don't bother.

HUXLEY PIG

40%

RAMBO III

The Hit Squad £2.99

Take the role of John Rambo again and back in (or, that would be 'out') Ranger - £6. Level one of this loop around 'N' shoot 'em up is a viewed-from-above maze where you must shoot opponents, collect objects, solve simple puzzles and save Colonel Trautman from his Afghanistans captors. Level two is the escape from the fort and the journey onwards through enemy territory. Phase the bombs to blow up the fort then make your escape by helicopter. The third and final level places you in command of a tank. Using an on-screen crosshair you must clear the screen of opposition as you funnel your way to freedom and victory.

Rambo III's a smart looking game, but might prove a little dull, even for the tankies and rocket launcher brigade.

'This is the government budget and all you'll be doing, nothing more exciting... Oh, except Roger and his dog, Debit, who were abhorrently watching themselves about the 17.5% increase in VAT'



Rambo's on-screen war rolls on. There's a breath really of good graphics in Rambo III but the scenery is a bit on the static side...

FRAME RATE

The graphics are fine and the game play is decent but there's nothing really interesting here. There are much better games of similar ilk.

RAMBO III

57%

TECHNO COP

Kick £2.99

Techno Cop? Work-stay top, even like. What could be a more enjoyable job than cruising after dangerous criminals in your gleaming red sports car and blasting them in kingdoms come? Not only that but at the end of each chase sequence you get to stroll through the hoodies' headquarters taking joyful little pot-shots at anything that comes your way. When you've looted the big bad gas himself all you need to do is kill him and the whole delightful process starts all over again.

The graphics aren't brilliant but they do the job well enough with a straightforward scrolling road and pleasing explosions. The game is also fairly simple to play but at the same time strangely entertaining, especially on the platform bits. A full price would be good for budget release.



Techno Cop's intense burning activities need the parking facilities on the road to Super. That kind of drive is a standard roadster!

FRAME RATE

You won't exactly scream over the technical brilliance of this cross between Chase HQ2 and impossible Mission, but it's sufficiently playable to justify spending the dough on this neat little drive 'n' shoot.

TECHNO COP

70%

PASSING SHOT

Evolve \$2.99

Crash your ball (Bull) and your pack (ball - Bull) and get out on the pitch (court). Player: none. You've got exactly the most sports-chap on the planet and you? - Bull. It's tennis season again, or at least it is on your 64. Evolve has released previous full-price Passing Shot on budget and it's a gem.

You get to play either singles or doubles on a variety of surfaces through four different tournaments. There are a number of difficulty levels from easy (excellent to practice on) to hard (perfect for making a noise of yourself and). During a service the court is seen from behind your player but as soon as you've hit the ball it changes to a first view with the ball zooming large out of the screen when the ball is hit high. It's not the best of the kind around but as a budget title it's fast, snappy and fun.

How balls please. It would appear that this one is on its way to Jupiter. Actually that's a lie, but a high rating is well hard to return.



Ready for the guy? What guy? The guy is the small top appearing like unbelievably wide pinkish bluish old man. If you really must buy might we suggest you employ the help of a slightly less well-fed dog. That one looks like it's about to drop a liter of about 26!

FRAME RATE

Not bad as tennis games go. There are minor niggles, like the way you can't see your player when the ball's in your opponent's half - making positioning for the return shot tricky. That aside it's playable, looks good and is above all cheap... Damn, damn, damn.

PASSING SHOT

82%

POPEYE 2

Alternative \$2.99

Okay so she's fairly sexy, and she's got a noise like fingernails on a blackboard, but Olive Oyl must have something going for her or else why would Popeye risk his neck trying to save her from the evil advances of Brutus? (Oyl he's a complete jerk! - dit)

Popeye 2 is a platform game along very similar lines to those old classic Kong games. All you have to do is move upwards through the level, jumping the gaps, collecting the burpees (to get past Winky), using spinach to increase your strength and ultimately giving Brutus a good slapping, thus saving Olive in the process. Then it's onto the next level for more of the same.

The graphics are large and suitably cartoony. It's also very playable. The only problem is that some of the hazards are totally unavoidable (like the exploding bottles) which can get a bit frustrating. Still, with large, well-animated sprites, good sound and plenty of jumpiness this movie has been up to its budget price tag.



Up in a tree's work. Popeye risks pine and nuts at your command. This is a beautiful scene of colorful graphics and lively sound!

FRAME RATE

By a beautiful means, a good sound-track and plenty of playability makes Popeye 2 an all round fun.

POPEYE 2

77%

SUPER SCRAMBLE SIMULATOR

Kiss \$2.99

How beautiful, a game that simulates motor cycle scrambling. If there was ever a waste of time and money it's getting round on a machine, reading petrol and trying to get over obstacles that you'll never assemble in a million years of road use.



Once you get the hang of the controls this is dead good fun. Let the front wheel, swing-lop the back wheel then sit the tree.

There are 10 tracks to be completed against the clock, split into five sets of three. You can change up and down gears on your bike as well as performing front and rear wheel skids. Using these moves you must traverse hills, ditches, rocks, stepping stones, even cars. It's more of a trial bike sim than a scramble one but there you go.

Track number one is a doobie but after that it gets incredibly difficult to gauge the correct speed to approach an obstacle. After the unpleasant "You want to feel and fall off" message, things can get a bit frustrating.

For the 'best' game there's enough playability and polish here to make you glad you spent those few pounds. Mind you, if you're really keen on a Scramble old timer



game by tracking down the Start or Alt Start 2 on the Mastertronic budget label, you might be glad you did!

FRAME RATE...

Not for the faint-hearted... The graphics are big and well defined and the different courses provide huge variety. I suspect it's just too floppy hard for the majority of gamers, though.

**SUPER
SCRAMBLE
SIMULATOR**

78%

DRILLER

The IBM Squared £2.99

Driller was the first game to feature the FreeSpace system of creating solid 3D game environments. Here, one of the moons orbiting the planet Earth is rapidly filling with gas which will soon cause it to explode. When it does, Earth will be thrown out of orbit killing its population. You must explore the moon's 15 sectors to find the gas mines, and set up drilling rigs to release the dangerous gas.

The 3D runs fairly slowly, but if you can live with this problem (and you do get used to it) there's a wealth of excellent features and stunning visuals to get to grips with.



Oh, go over to that dead thing. Then one, try that one. Oh, oh, perhaps that platform might... Oh boy it and out it out power!

FRAME RATE

These FreeSpace games are not everyone's cup of tea but to my brother Edna says, 'One man's meat is another man's poisoning... or something like that. It's slow but they still waters run deep and there's certainly enough 3D00 here to turn you into a stroke diver.'

DRILLER

85%

THE REAL GHOSTBUSTERS

The IBM Squared £2.99

The game of the cartoon has finally filtered through to the budget market and is, all told, not bad. The play area is viewed from above at a sort of skewed 45 degree angle. You can either play alone or simultaneously with a friend and must guide your 'buster' around the scrolling screen, capturing ghosts. You do

this by first shooting them. Then when they turn into grey shadows of their former selves keep the fire button pressed to pull them in on your tractor beam.

There are various hazards around to be recognised and an extra large and-loud speak to dispatch. At the end of each level it's off to the specific store to deposit your captures thus gaining bonus points. Other than these quirk's worth of harmless fun there's not a lot more to say.



Yelp! Watch where you're putting that ion stream. Rip-tearing simultaneous two-player action in The Real Ghostbusters

FRAME RATE

The graphics are messy in places but work fairly well overall. Sound is good and as for playability, there's a glory for the solo player and loads for a team of two, worth a look.

**THE REAL
GHOST-
BUSTERS**

72%

Having learnt nothing from his last spell in the clinic, young Reg once again suffers the always one or two-minute George's Best. But this time out at £200 (or what we would know it, should we pay £7 elsewhere to the same address. If enough of you say 'no' our prescriptive get stays firmly in place). Hurrah!



Welcome to the annual Movie Making Championship Show featuring Movie's the winner' Runnings and Movie 'Deliberate' Beauty

GREAT GURIANOS

Score £2.99

My word Good Lord Great Gurlanos in the Tale coin-up conversion it is you who play the strangely named Great Gurlanos. Armed with a razor-sharp sword and taping carbon—chrome steel! you must stroll across the stinky levels avoiding flying weaponry and doing battle with your warriors.

Using joystick and function keys you can raise and lower both your shield and sword. When footfalls, blocks and needles fly towards you, fend them off with your shield. At the end of each stage a warrior not unlike yourself appears who you must hit, employing your sword's attack and using your shield to block his replies.

The sprites are huge and the sound forgettable but there's enough playability in this simple reaction tester to make it worth your while.

FRAME RATE

Monstrous grid sprites and varied backdrops are usually pleasing. Gameplay though is dead simple so if you're a bit of a buffed think twice.

**GREAT
GURIANOS**

58%

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NINJA



Five are NINJA, get... and the fully included introduction your game build 2 examination markers... The King Museum... and attempt to defeat the evil master-gang, 8000000.

DOUBLE DRAGON



The Double Dragons, Billy and Jimmy, seek to avenge the death of their father... and might even be able to bring forward justice... they can only overcome the evil forces of the Mad Dog.



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AARALLX OCEAN

Released: October 1988

Availability: The Hit Squad, £2.99

This was Sensible Software's first full-priced game. As you'd expect, it's got a silly sound-bank and some very weird gameplay elements: you have to escape from five levels of an alien world about to destroy the Earth. This involves gaining access codes from



Right was scrolling, gorgeous laserball and a plot as silly as Andy Eyer's haircut made Aarallx an all-time classic

computers in each world. To gain these magic codes you need codes from scientists, but you also need an extra scientist to enter the code in the computer. The scientist won't cooperate unless you drug him... Confused? It's not as complicated as it sounds. Aarallx is basically an eight-way scrolling shoot 'em up with some weirdly designed bugs and insouciantly tight manoeuvres. A must for all time fans.

PARK PATROL ACTIVISION

Released: April 1984 (in America)

Availability: Deleted, but was available on the Flinders budget label, and on the 3D Chartbusters compilation

People use a parker's nightmare: they drop it in everywhere, and it's more than his job's



Play a wandering parker in this old Activision world saving and tidy 'em up. Park up bikes, avoid storks and rescue ducking swimmers

Back in the days when men were men and women were trees with rubber arms, many of the following classics were tickling the joysticks of C64 gamers worldwide. This month's instalment offers you the chance to share that tickling sensation in some small measure, as Gordon Houghton minds his Ps and Qs. R, he does that too

worth to leave a scrap of white lying about. If this was the only problem, life would be easy — but the park also contains mutant snakes and turtles, and people who jump into the lake only to discover they can't swim. Fabulous graphics, a fantastic options screen, great tunes and five funky levels of arcade-quality gameplay mean addiction from start to finish. They don't make 'em like they used to (sniff).

PITSTOP II EPYX/GOLD

Released: June 1985

Availability: Kixx, £2.99 and was also on the Epyx Lights compilation

Five years old and there is still no better two-player race game than this. Its beauty lies in simplicity: basic joystick controls for accelerating and braking (no game is more about wit), a variable number of laps (from three to ten), and a selection of world circuits to race on. If you drive badly or collide with other cars, your tyres suffer, until eventually you're forced into the pits for a tyre-change. The 3D is very fast and smooth, the cars nicely drawn and the sound effects spot-on. Stay 'tuned' as you buy it, and your pleasure will be enhanced no end.



The first casualty of the tie-in is the game—usually. Ocean broke tradition with this one though to give us a thoroughly updated blood

finally, an escape back through the jungle. The atmosphere is superb because scoring is over-the-top or sensationalist; just superb graphics and four different soundtracks.

The original (full-priced) game even came with a poster and an audio tape of Smiley Pointer's 'Tracks Of My Tears! Even now, the budget price makes this a game you must add to your collection.

POWERPLAY AFKANA

Released: October 1988

Availability: Deleted, but was re-released on the Playars budget label

A rash of Ninja-Arnie-style games three years ago produced this little gem. Loosely based on mythical characters from gods to miscreants, it plays a bit like thoughts. However, to capture a square occupied by an opponent you have to answer a multiple choice question correctly — only when all answers are removed can you claim victory. ▶

PLATOON OCEAN

Released: February 1988

Availability: The Hit Squad, £2.99

One of the best first-person shooters, Platoon is also one of the few which actually takes much of its design from the film plot. This breaks down into four basic games: a section of maze-like jungle pathways dotted with Viet Cong which eventually leads to a village, an underground 3D scrolling tunnel section, an Operation Wolf-style shoot 'em up and,

Featuring silky animation and loads of options, it was best played with more than one player. A very strange game indeed, with a lovely level to keep your attention. 'Tie' balls will save it.

PROJECT STEALTH FIGHTER

MICROPROSE

Released: March 1988

Availability: Microprose £14.95 rrp, £18.95 sbs

The Lockheed F-15 represents state-of-the-art flight technology, it has been designed to give the fastest possible radar profile whilst being capable of high-speed, low-level flight. This simulation features it in four scenarios (the Gulf, Libya, Central Europe and the North Cape), each with a wide variety of ground air and air-to-air missions. The depth is incredible, with over 20 weapons and anti-weapon systems, an equally high number of enemy fighters and ground-based weapons and superbly realistic terrain, its realism is beyond doubt. Realism isn't always what games players want (indeed, *Scowtime* for example) but flying this bird is an acquired skill you'll be proud of.

Despite its mildly jingoistic tone, you won't find a better flight simulator than this. Check it out and earn yourself a pair of 21st century pilot's wings.

coloured backdrops, boring gameplay and blackboard-scraping music are weighted against the game's good point — a jinx cassette shell. Otherwise, it's as plain as your nose (the jinx sticks).



UEDEX

THALAMUS

Released: November 1987

Availability: Kixx, £2.99 and on Thames' the rts compilation (with *Delta*, *Sanshou*, *Hunter's Moon*, *Harekaze* and *Armed*) £14.99 rrp, £17.99 sbs

Programmed by Stanton Plotoules (who also wrote *Delta*), *Uedex* has had many a joystick jigger checking his television through the window. It features ten levels of frustration as Stanton takes you through all eight directions plus the fire button in an attempt to solve puzzles, escape from invisible mines, avoid acid pools and leap from one precarious platform to another. Oh — and there's a time limit as well. If you manage to get hold of a copy, addiction awaits.



ACING DESTRUCTION SET

ARROLSOFT

Released: October 1988

Availability: Dated

888 one of the most appropriate names around, *ACDS* was really two games in one. First there were 88 split-screen two-player battles to choose from (on disk), 18 based on scenarios from around the world and 31 originals. If you got bored with these, you could then make use of the second part of the program — building your own track. This gave you extensive control over the design, with several kinds of slope, ice, dirt, gravity effects, obstacles, jumps and loads of different vehicles — and it was all very easy to put together (if a tad slow at times).

Scalarctic alternatives everywhere loved it — and if you can find a copy looking around, you will too.

RAINBOW ISLANDS

OCEAN

Released: April 1988

Availability: Ocean, £8.95, £14.95

This little game is based on the con-op of the same name. Featuring those squat cuties Bub and Bob (you burn after their arduous adventures in Bubble Bobble), it's a platform game set in seven 'rainbow' islands, each with a theme such as toys, monsters, insects and dragons. Your aim is to reach the end of each by scaling platforms until you



come face-to-face with a giant guardian. Along the way you find bags of surprises, such as frozen goodies, magic, 31 stages and monsters. It's a near arcade-perfect conversion, with loads of colour, all the con-op's secret rooms, and end-of-world facilities.

RED LED STARLIGHT

Released: October 1987

Availability: Dated

There are only a couple of brilliant *Atari* *Master*-style games: *Spiralix* is one, and this is the other. It consists of five levels, each with 37 brain-connected isometric 3D landscapes. Each landscape contains four energy pots: collect the quietest and you can access the next stage. The task is filled with danger and puzzles.

You get to choose one of three droids to accomplish the mission. Each droid has unique capabilities, such as the ability to slide over acid lakes or hang onto slopes — but lives and time are limited. The 180 superbly designed levels are just lying on the data



Over 180 levels of 80 trap-sticking action await immediate play — data for this rock-solidly superb *Quantum*/*Meridian* *Atari* play-alike. It's gone, but not forgotten.

RESCUE ON FRACTALUS

LUCASFILM ACTIVISION

Released: September 1988

Availability: Dated, but appeared on *Quantum's Star Games One* compilation

The best of Lucasfilm's line of 32 fractal graphics arcade adventures, *Fractalus* plots you squarely in a search and rescue situation. Your mothership has picked up distress signals from the barren planet Tapodi Vast Harshel (after 'dreaming' world without the quest 'booster'). It turns out that several stupid plots have crash landed right in the middle of a gang of J-Huggan Kachaki — and the only thing worse than that is a night-out with wild dogs.

You pilot the rescue ship on the planet surface, leaving missiles, putting up shields when necessary and picking up casualties before the *Cybernetic* and *Atari* *Atari* get them. Great graphics and a nice twist at the end make this one to watch out for.



If sophisticated flight sim want something, then don't come much more sophisticated than *Project Stealth Fighter*. Feed your eyes on this wonderful display.

PINK PANTHER

GREENSB

Released: November 1988

Availability: Dated

Pink is dead, so he's decided to become a bullet. Not being an honest nitky dirt partner, he decides to fill any voids for the games across when the carter is asleep if he's tight-fingered enough.

he can afford a holiday in the sun, it would be hard to find a better cartoon icon than this. The terrible control method, *gutsiness*



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**PIRACY
IS THEFT**

Here we've stuck two Spanish games together for a panoramic view of the action. After test-ing fairly Rodriguez, this Eye slides down the wire to his next appointment with danger!



In places there are little crosses on the ground. Press the white standing on them and a small amount of gold is dug up for bonus points. Also each time you kill an opponent a gold coin appears (well, gold squares, again not visible for extra points.

At certain stages throughout each level all of the enemies must be killed before progression to the next stage is permitted. Care must be taken to wipe out all opposition or else the exit to the next stage scrolls off screen and there's no way of continuing. A creepy design feature if ever I saw one.

When you reach the end of the level a slightly larger than normal opponent appears who requires slightly more than normal hits to defeat than it's on to the next phase.

Each level has a specific theme. Level one contains Spanish Conquistadors (remember in earnest but fatter than your average darts player, level two features pirates, pirates and more pirates, level three is the Ninja level!) and so on. Graphically, *Skull And Crossbones* is a bit of a mixed bag. While the visuals are colourful and the sprites well drawn the animation is poor. The grating backdrops are very cartoonish which, given the

nature of the game (a sort of poor man's Golden Axe), seems all wrong.

The game is fairly playable but too simplistic; it's simply not sophisticated enough for your average games player.

Given the choice between playing this for long periods of time and walking the plank into shark infested waters it would have to be Yello! (it and Mrs Hammerhead).

AMDT



Game	Skull And Crossbones
Publisher	Domark
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- The graphics, while colourful, lack detail and the sprite animation is poor
- Joytek controls are unsteady and frustratingly unresponsive
- Poor game design means it's all in one first progression impossible
- Gameplay is simplistic and repetitive. Real 'retro' stuff
- Sprites and sprites are inappropriate sound-effects for a pirate game

100

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- First few levels are easy to get to grips with - good for the nippers
- Nicely detailed (wealthy) sprites
- Several nice touches enhance the playability, well-balancing Review
- The main soundtrack is a clever 'loop' for its
- The backdrops are colourful, cartoonish and very jolly... Roger

...AND THE UPPERS

52%



The final level is on board ship, where old one Eye battles his crew crew (well that's what it looks like). Here, an opposing heading has just exploded. Er...?

After the ship makes Avast! ye landlubbers! Press at night in Spanish Dubious! We set sail tonight for a tropical island and on the way we shall drink large

regions of the finest ale, talk in a gruff and ludicrous manner and strike wealthy poses aptly.

Just when we thought software couldn't get any more ridiculous we're given this murdering pirate simulator from Domark, where you play either One Eye or Paul Beard (original, huh?)

Anyway, having paid your savings and when your choice it's off to level one. By moving your mizzer, most of movement (I think he means joystick - Eil in various directions and pressing the fire button you can access a number of moves. You can walk back and forth, turn around, roll and thrust with your outlaws and parry to fend off the blows of your opponents.

You start each level aboard your ship (The Jolly Tailor) or some such piratey name and have to hit off a few opponents before screaming 'land ho!' and leaping onto the Golden Isle. From here it's more of the same: killing, collecting and overcoming hazards.

Spanish Conquistadors
fatter than your
average darts player



Bob-A-Rob! There is a dusky malice (couldn't be pleased!) (didn't that bloody hit grey stuff me into oblivion of pirate stuff)

The Spring equinox being what it is, our reviewer comes over all sidereal as he checks out a new platform offering from an equally new Italian software house. His investigations reveal a snake (that's no fake) threatening to destroy his planet, dammit!

MOONSL

There's no time to daydream when your planet needs you and it. Moonshadow, you can take it as read for starters that your planet needs you. The action takes place both on and under the surface of your home world, which it would appear has no name (would that be the place where the climate has no name then?) — [E]. The two moons, orbiting this mighty globe, though, do have names. Pluto is the lovely little spheroid that keeps the planet alive with magical energies. Saturnus on the other hand is the black mass and will, before long, eclipse Pluto, thereby cutting off its magical protection. Big deal? So what?

The problem is there's a huge snake waiting in the darkest recesses of the planet and, when the eclipse occurs, it will be free to carry out a variety of nefarious activities, of which most probably involve death on a large scale.

The game looks much like an unscrupulous Black Tiger with flick screens rather than a smooth scroll. At first sight this makes a look unimpressive. But, as you find after a few games, its merits are in the gameplay. The playing area is a large maze made up of platforms, stairs, ladders, doors and so on. By

leaping around and collecting a number of useful items (more on those later) you can access more and more of the planet which is spread over three distinct sections.

No arcade adventure would be complete without a substantial helping of beauty types. Moonshadow delivers in this area too. While the number of opponents is limited, all have very distinct movement and attack patterns and are placed in such a way that you hope to form a well-defined strategy if you hope to get anywhere. You also need to practise your

shooting skills during your first few games. Otherwise battles make mince-meat out of you.

The weakest of your foes is the pathetic bird. Birds tend to hover around before diving at

spaced towards you. One well aimed shot is enough to kill them though. Tentacles rise from beneath the ground now and then. These can give you quite a painkilling. The trick is to remember approximately where they are and edge towards them. Their wail just after they sink back into the ground. Fire spitting and gangolies are also worthy opponents. Other avoid them or employ nerves-of-steel tactics and follow them away.

The toughest beasts by far are the leaping sprigs (you don't really know what they are,

Total eclipse of the heart

Okay, every now and then it's worth your while keeping an eye on the control panel just to make sure it ain't quite the one of the world. On the left of the display, a dagger and heart appear together. When you're hit, the dagger moves toward the heart. If it pierces the heart, you're dead.

Next to the health marker is a window indicating your chosen weapon (in this case a dagger). The time remaining is indicated by the red meters which move closer to eclipse as you play. The next advance displays any selected object. Finally, the game generates Andy's IQ (it's the score really, Andy's IQ is 0).





The leaping gargoyles make level-11a tough, twisted, varied stuff. They, rather, it leaps towards your head, fire at it twice

It don't fancy mine much. The hints in this game are a bit rough. Still you can obtain necessary beauty like this strength potion



Bashing your head against a brick wall is like - 20, bashing your head against a brick wall, fire the key, dummy



Remember the hint? This is the door it opens. Use it and the puzzle is solved



Collecting the superpower allows you to access a map of ground already covered

SHADOW

do you Andy? - Ed. If you try to out-manoeuvre them you'll die sure as eggs in eggs. Stand your ground and fire a lot.

The good thing about all of the nasties in Moonshadow is that they always appear in the same screens and form the same patterns. When you've cleared a screen they never reappear so retracing your steps to previously unexplored sections is not the impossible task it could have been.

Moving quickly on now to the fruits of your labours, namely the collectibles. Across the top of the screen in your inventory bar. By using the cursor keys you can access an empty space then when you next find an item it will automatically appear in the gap. By selecting the item you wish to use, pressing RETURN will implement your choice. Items can be found lying around the play area but are usually protected by a levy of beasts. Keys open doors, potions replenish your energy and map items allow you to display a map of the rooms you've already visited. Those are the

You soon get gripped by the gameplay and can't tear yourself away

self-explanatory ones.

There are also other neat and wonderful items that are for use in specific sections of the game. The horn lets you enter a castle bit and the stick with a stall on it allows you to kill a pile of floating skulls that block another part of the adventure later on. All are simple puzzles like this but are sufficiently well structured to make solving them tidy but highly enjoyable as well.

On first playing Moonshadow it appears fairly unimpressive. However, ignoring the run-of-the-mill gaffers (and they're by no means

poor) you soon get gripped by the gameplay and can't tear yourself away. I imagine there are very few 16-bit games out there who would walk away after trying a few plays. Great visuals, good sound and incredibly gripping gameplay make Moonshadow worth basking in.



All that stands between you and that key is the dreaded labyrinth of doom. Don't try pushing the gate. Just wait for it to sink back into the ground then fire the key. Boom! Boom! Not quiet. Try to remember where the treasure was or they'll get you on the way back

Game	Moonshadow
Publisher	Idea
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Slightly buggy. Nice and open but Moon gets stuck and can't move... but it rarely happens
- Screen tips instead of scrolling
- Graphics are slightly repetitive

100

76%

...AND THE UPPERS

- Large play area should take years to explore
- Spikes are well drawn and nicely coloured
- Backdrops are atmospheric and colourful
- Your character is highly manoeuvrable
- It's neatly structured; the puzzles are neat, the monsters well placed
- An excellent platform game with a difference
- Precise control method

THE CF COMPENDIUM OF MEAN ...SPACE SHIPS

Choosing the leanest and meanest space craft in the entire known universe is about as easy as finding an international footballer in Halifax. You have to take into account qualities such as design, aerodynamic sleekness, colour and engine capabilities.

The availability of weapons counts for a lot, too: if you have to go groping for the keyboard every time you want to let loose a laser beam, you might as well stay home. Not that good ships are always the ones with the biggest weapons: a craft that can't negotiate narrow canyons or whose control response is sluggish is about as useful as a glass hammer. Finally, technical factors to consider: some games forget that planets have gravity, or disregard deceleration and inertia. The best ships are often the realistic ones.

Guru of games gizmos Gordon Houghton builds up enough momentum to launch an investigation of the best space ships you can fly. The only question is, 'What's yours called?'

CYBERNOID

The Cybernoid's main features are its multi-sectional movement and heavy armament: a standard laser and five special weapons. Its bombs can destroy large defence emplacements, impact mines are used to halt alien craft, a shield provides temporary immobility, bounce bombs only detonate on contact with enemies, and seekers actively track down their quarry. The ship can only carry limited stocks of all these weapons, but has facilities to utilize the contents of containers deposited by its victims.



LOCATION: Cybernoid, Cybernoid 2 (with two extra weapons)

HARDNESS:



The current model Cybernoid (see it breasting retreating multiples. Head at work!

GILBY FIGHTER

An energy storage and transfer device with wings on, the Gilby is actually two ships in two alternate realities, able to transfer between them both using a neatly focus. If the Gilby is left abandoned for too long, it destabilises and explodes. This isn't the only problem: the Gilby gains energy by destroying enemies. If this isn't transferred to the planetary core, or is lost via enemy attacks, the ship explodes. Recommended only for devoted dogmas with substantial life-insurance or a very hard helmet.

LOCATION: Into Alpha
HARDNESS:



The Gilby: capable of existing in two places at the same time, but prone to overloading

HUNTER

Probably the sleekest-looking ship in existence, this is a one-man craft designed for suited manoeuvres in confined spaces - it's trapped inside 128 lines filled with self-replicating cells emitting deadly spores. These cells guard vital resources which the ship can process to reveal coordinates to the next five - and so, eventually, escape the entire system. Its weaponry is limited to one laser capable of continuous forward fire, but this is enough to defeat most aliens. It also comes in four different colours (silver, white, gold and purple) and can be fitted with one of

Mean measurements

The dinky little symbols of the end of each space craft description are designed to help you sort the Merks from the Millennium Falcons. They reflect not only the power of a ship's weapon systems (which don't have to be huge to be effective), but also the craft's manoeuvrability and speed, the way it looks, and any special tricks it can perform. Is it the machine you'll still be drooling over in five years' time? Is it a bounding blower or a sleek locomotive?

GOLDEN FURRY DICE

The ultimate in space craft design represented by the ultimate in control accessories. The mere sight of one of these ships turns alien knees to jelly, and alien jelly to a sticky pool of evidence on the pavement.



THREE GO-FASTER STRIPES

A highly manoeuvrable and heavily armed beast that packs a punch and sends it

Deceptively close to all alien ears. Not recommended for children, pregnant women, or people with a heart condition.



TWO GO-FASTER STRIPES

Many a commander chuckles when this craft kangaroos around the corner. This is a mistake. It may not move like a grazed fern, it may not have the hottest engines, but it can still fly any forbear too at forty paces (as long as the battery hasn't gone totally flat).



ONE GO-FASTER STRIPE

A Lada driver's dream: nippy (in a good way), lightly armed but completely easy. It relies on pilot strategy rather than in-built power, and also doubles as a forerunner.





Three juicy engines. Penta (and) steps when thrust is failed). Cruise (slow, continual forward movement) and Turbo (fast, continual forward movement). An optional Penta-armed guards it from space missiles and keeps the pilot's underparts dry. **LOCATION:** Hunter's Moon **HARDNESS:**



The Hunter comes with special anti-radiation paint. All you have to do is change the paint job to tag a hunter!

IBIS

This craft is capable of carrying five people - which is fortunate, since its pilot and four celestial shuttles have just discovered that they are trapped on a Deathstar about to destroy



Five smooth women good looking, crisp suspension

the Earth. The Ibis is equipped with life support systems (for reconnaissance on the planetary surface), shields, lasers, and immediate turning capability. A special attitude controller also means that it can fly above or below the landscape. However, it isn't a strong craft; the landing gear and engines are particularly subject to damage, and though these systems are self-repairing, a sustained attack leads to quick demise. Keep a parachute handy. **LOCATION:** Foucault **HARDNESS:**



INFLUENCE DEVICE

One-part remote-control space craft and two-part robotic brainwasher, this one-man, high-device is the only recognised means of

interfacing with a variety of robot designs. In addition it can easily gain access to ship-control systems, allowing it to glean data about other robots and their layouts. It has no other systems of its own and

no integral brain, being operated from a remote keyboard; it's armed with two power-fail lasers, but automatically recognises superior weaponry in its robot host, and makes use of it. A major disadvantage is its limited energy capacity, which is weak against higher class robots, but can be recharged by an Energizer. **LOCATION:** Proximal **HARDNESS:**



Make friends and influence robots with this device

JET BIKE

Moving with the speed of a turbo-charged ZCV, Dan Dan's jet bike is machinery at its most basic. Fitted with anti-gravity hover jets which allow it to float a metre above any surface and cushion the blow of any fall, it is also armed with lasers capable of slicing out leg flesh to little Meksans. Optional extras include a full-size Mandy padded leather seat and plastic handle grips for tight turns. **LOCATION:** Dan Dan's **HARDNESS:**



Dan Dan's to be seen on what looks like a huge legless duck. Now that's clever...

MANTA CLASS FIGHTER

Any energy Super-Dreadnought caught stealing missiles from Mandy planets deserves a good whipping - and that's what the Manta was designed for. Ideal for low-level strafing runs, it's capable of landing at short notice, and has a couple of nifty flight tricks up its sleeve. For there's its turning ability: as craft velocity decreases, the fighter performs a half-loop followed by a half-roll, switching direction. Then there's its jet degree roll, allowing it to negotiate tight spaces and corridors on the Dreadnought surface. With all

that manoeuvrability, there has to be a drawback, and this is it: the Manta is extremely vulnerable to enemy fire and ground obstacles, and is easily destroyed. Beware. **LOCATION:** Lullaby **HARDNESS:**



The Manta. Fly like a dream, but could die with Yuletide Impersonator and a throaty wagny

SCOUTCRAFT

In the year 2248, the Scoutcraft is essential hardware for techno-scavengers. All of their dreams of discovering the legendary planet of Florion, in whose pits the Ancients abandoned fabled space hulks, packed with unsurpassed weapons and technology. The Scoutcraft is a leader's dream; it's equipped

with a Pappa Tech robot to collect the loot, and a Surface Rover for planetary reconnaissance. This nippy buggy is armed with laser-fire and can enhance its power by interfacing with any technology you find. The Scoutcraft also carries Psytek, a science droid which controls the ship while the player is looting and evaluates any treasure. All you need supply is a planet and wooden log. **LOCATION:** Kromer Pit **HARDNESS:**



The view from the Kromer Scoutcraft



THRUSTER

Deep within the abandoned carbon exerts of Gargos lie energy sources vital to the survival of mankind. A custom-designed ship, known as the Thruster, has been built to exploit this. It isn't a craft that pilots take to easily, but once mastered it proves the most manoeuvrable ship around. It can spin through 360 degrees and thrust in all directions, but is subject to planetary forces and its centre of gravity changes whenever it picks up an object. It is also armed with a limited force-field, fuel supplies, a laser-weapon for grabbing surface objects and latching onto them, and forward cannon. **LOCATION:** Thrust **HARDNESS:**



It may not look impressive, but this baby really flies!



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The Mighty Brain

Many apologies, but *The Mighty Brain* can't send personal replies - so save those stamped addressed envelopes. Brain gets loads of letters, so if your questions aren't answered this month - try again! The address is: *The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW*



TURRICAN TRADE-IN

Dear Mighty Brain
Just a word to pass on some info for Daniel Baker from Worcester, re: Turrican. Daniel, the 4.1 level is missing and you have got to send the game back to Soligård, 7-8 Burnham Trading Estate, Lawson Road, Dartford, Kent, DA1 5BH, and they'll send you a complete one by return. At least they did for me.
Joe Cartwright, West Yorkshire

Yes, that's what I was going to say...
TMB

BIRDS OF A FEATHER

Dear Mighty Brain
I am currently involved in re-activation of the HMS Dapney Computer Club. We have a good selection of hardware but nothing else. The range covers CBM04, Ariva, Amstrad 484 and 5120, the Sinclair QL and Acorn's Electron. If anyone has any kind of queries, please don't hesitate to contact me on 02625 620011 extension 3425.
M J Waddeon, Dorset

ALIENS R U.S.?

Dear Mighty Brain
I've had every CP since issue 1 and I always read your page first so I think its time I asked these questions...



Aliens R U.S.?, with digitised pictures from the movie and original game screen in a multicoloured format. See **ALIENS R U.S.?**

- 1) Are there one or two versions of Aliens like you said in CP4? I have the one by Electric Dreams which is rubbish and I want to know if you can get a version like the Arcade.
- 2) My machine has a green power light. My friend has a red power light on his. Does this make any difference to loading?
- 3) What can I do if a game I've had for a couple of months suddenly stops loading

and I haven't got a shop receipt, as Barbara and Shoochi both no longer read? I only bought them in January and am a bit fed up as I find both of them.

4) I own two-wrecked Cheetah Amstrads (yuk) which have just clipped out. I have saved up £15 for new joystick but can't decide whether to get a Competition Pro or a Powerplay Cruiser. What do you suggest?
Yours with 'smily',
Gwurt Holmes, Lancashire

7) Yes, there was another Alien, the CP version released by Activision. The following sequences from the movie more closely than the Electric Dreams' Aliens, but was a mish-mash of varied game styles. Since Activision has just about shut down its UK operation, I'm afraid you'll have to scour the small ads or mail order companies to find it.

- 2) The green light on your machine means that it runs on unregulated electricity. (Sorry, that's a rather crap Dyer 'joke'). Seriously, different lights make absolutely no difference to the workings of either machine.
- 3) Unless you accidentally dropped your tapes in a vat of acid, they should continue to load. It sounds like your tape head armature needs aligning. I'll be covering this again in the next issue, but if you can't wait until then, try getting hold of a copy of CP1, where Inside Info has a full explanation of the technique.
- 4) Mind, the CP reggies favour the Cruiser, but that's mainly because their Competition Pro doesn't work any more and they're too busy to get a replacement. The best thing is to ask the nice shop-

begin if you could try both disks before buying one. Good software shops should let you do this.

TMB

THE PONDERER

Dear Mighty Brain

I have some questions to ask you. They are driving me potty because no-one else can answer them. It will show how Mighty you really are. (I already know - 3365)

- 1) What is the best American football game available for the C64? Will Electronic Arts produce John Madden's American Football on the C64?
- 2) Where can I get hold of a copy of Tag Team Wrestling and WWF Wrestling?
- 3) Will Lemmings appear on the C64? It is stated, will you put a playable demo of it on the covertape?
- 4) I've three tape recorders for my computer. One is brand new, the second is a bit rusty and the third is falling to bits. The first tape recorder loads all of my 200 games. The second only loads my BASIC programs and most of my games. The first one loads some games. Is this normal?
- 5) I have a disk drive. My brother loves playing the disk games, but recently he has wiped a game off a disk. Is there anything that will stop games being erased from disks?

Please could you print this letter in your brilliant mag as I feel it will fit perfectly.

Yours gratefully,
Paul Barrett, Surrey

- 1) it depends: if you've only got a tape deck, go for 4th & 5 inches which was released through US Gold (021 356 3365). Alternatively, if you have a disk drive and don't mind a bit of multiloading, try TV Sports Football from Microsoft (071 828 1454). They're both very good, although I prefer 4th & 5 inches, because it's less fussy and a bit faster.

- EA have no plans to convert John Madden's Football (currently available only on the Mega Mega Drive) to the 64.
- Try US Gold again for Tag Team Wrestling (although I wouldn't if I were you - it's not up to much). I think you're getting WWF Wrestling mixed up with Micro League Wrestling which features WWF stars like Hulk Hogan. This is better (but only slightly) and you might be able to get a copy from Microprose (0656 304325).
- It's possible that either Ocean or Granini might publish a C64 version of Lemmings if Popjoyce. At the moment they're trying to see how many lemmings they can squeeze into the C64 (yeah, if they succeed who knows, maybe they'll give us a demo on the front cover!)
- Yes, I'm afraid that tape decks, especially the dreaded C2V, are incredibly unreliable - especially the newer ones which are very poor.

C64 V CPC

Dear Mighty Brain

Since purchasing my Commodore 64 Christmas, I've had many arguments with my mate (his name Sam about Commodores and Amstrads (Cought! Heed! Heed! Crap!)).

He reckons Amstrads can get 16 colours at an screen compared to Commodore's eight. He reckons the sound is better, and every time I say that Commodore's got a SID chip, he says that it doesn't make any difference. And (there's more) he says the scrolling and speed are superior to a C64. Please, tell me who's right and who's wrong about all this stuff, because I think C64s are better. From a confused eight-year-starter.
Nathan Moorby, Lancs

Well, I'm glad to say that your so-called 'mate' is horribly, utterly wrong. For a start, the C64 has 16 colours, not eight (the same as the Amstrad). The Amstrad has a pretty PO sound chip, which is the

same as the Spectrum 128 and older Atari STs. The 64's SID chip is far superior to the PO any day. The C64 has hardware scrolling which allows full colour (and multi-layered parallax with a few tweaks) vertically, horizontally and diagonally. The Amstrad sort of fiddles along at best as it can.

As regards speed, the Amstrad's 2864 zip along at 4MHz, while the poor old C64's 6502 manages a feeble 1MHz. However, the 6502 is far more efficient at processing certain instructions than the 2864 and the Amstrad's screen memory is a whopping 16K so it takes ages to redraw the screen. This is why some Amstrad games have really tiny playing areas. Also, the C64 has eight hardware sprites unlike the Amstrad which has to spend time creating sprites using software which slows it down more.

All in all, the Amstrad is a very worthwhile machine. But when it comes to games, you just can't beat a 64.
TMB

- 2) Yes, if you want to protect a disk put tape over the notches on the disk. This stops the drive from writing on the disk and effectively erasing the game which was originally there.

TMB

BRAIN WAVE If you have questions about POKEs or cheats for

games, don't write to us. Write to Thicko Dyer at GameBusters. He'll do his minuscule best to help.

MORE REVIEWS PLEASE

Dear Mighty Brain

Your magazine, on the whole, is an excellent achievement, but I think you should be careful of having too many 'extras' such as Back To Basic. While these are necessary, there is the danger of leaving out review space, which I think should be your main objective. I refer to that: I think your 'Classic A to Z' is a total waste of time and money. It looks refreshingly plain to page padding, when insufficient material could be gathered at the drop of a hat.

I wish to disagree with Scott Leach, who wrote in with a brain complaint (CF 6). The average age of computer magazine readers generally is about 13. This 'Mighty Brain' idea is something that appeals to the younger individual, because of its novelty value. No other magazine has such a letter answer. Since the 'Brain' beats 'an IQ are less

than infinity', it means that sensible letters get answered sensibly, and ridiculous letters don't get answered at all.
Jonathan Toolan, London

The reason for features such as Back To Basic and the Classic A to Z is to inform. There is more to C64 life than reviews alone, and the CF teamsters long thought they and their single-sided best to provide a balanced diet of all things 64-bit.

In the case of the Classic A to Z, this has been done to provide new C64 content with the chance to think down classic games of the last few years. If you've only had a 64 for a few months, you may read of heard of superb games like Koronis III, Mercenary, Nebulus, Buggy Boy... the list just goes on and on.

I've dropped these items, you wouldn't have more reviews. Commodore Format PowerPacks just about every 64 title can during the month. We don't need more review space, we need more games!
TMB

POWERPACK POWERTEST?

Dear Mighty Brain

First I would like to say how pleased I am that there is now a decent mag for C64. However, it is, not perfect and I hope I will not trouble your mighty IQ if I give you some tips on how to improve your mag.

I think your tape pages which review the cover tape are unfair, they say how good the game is and give you the controls, but they don't give you an overall fair review of the game at all, so when you put Star Star on PowerPack 5, noahens in the

tape games did it say how boring the game is. I think you should be more honest, and perhaps give percentages for the cover tape games.

Next I would like to beg you to stop printing the letters with questions like, do you see back issues? And how much memory does a C64 have? The people who ask these questions clearly are just trying to get their name on your page.

Next, why can't you review budget games like any other games rather than giving them about 3 pages with a stupid doodle called 'Flogies' Frames. (Doodle? How just told an - FF?)
Patrick McKinney, Hampshire

All the games that we include on the PowerPack have been hand-picked for their quality. The game may not be to your liking (I thought Sun Star was quite a feat), but they are all decent games and we aren't reviewing them. There seems to be point in giving them percentages when they don't really cost anything; it's not as if you're taking it to an arcade new title. £2.00 for a high-class mag AND five decent games sounds like a bit of a bargain to me. And speaking of bargains, I think 'specy' Frames does a decent job.

What do other readers think? Is it time we 'doose' 'flog' out and instead budget games like 'flog' prices? (No-o-o-o-o-o-o-o-o-o-o?) Write in and let me know.

TMB

CHARS AND SPRITES

Dear Mighty Brain

Please could you give me some tips on graphics and backgrounds? How can I make graphics float around the screen and how do you make backgrounds? I also have some simple questions that a genius like you wouldn't mind answering. 1) On my copy of Beyond The Forbidden Forest on the C64 PowerPack the monsters do not come. Do you have to press a certain key to bring them on? 2) On my copy of Madlock on the C64 PowerPack my keys do not open doors. Why not? 3) Do you plug Carts straight into the S4? 4) How do you get past the river after the swarm of bees in The Last Ninja 2?

Christopher Cumliffe, Lancashire

Always! To get into detail about creating sprites and backgrounds would fill up the rest of the mag. Your best bet is to try and find a programming manual.

1) You try to get games before they are released so that you can be first-moved when they do come out. What's the point of reviewing a game which has been in the shops for three months? 2) This often happens because of bad timing, where a company wants a game to hit the streets as soon as it's finished, to coincide with their advertising campaign, or in time for the holiday season. Christmas is a prime example.

Alternatively - and more annoying - apply - software houses don't bother to send out pre-production copies of games because they fear poor reviews. In this instance the only way you can PowerTest the game is to actually pop down to our local shop and buy it! 3) We do our best to warn you of particularly poor multi-levels, but on every review look out for the octopus icon. If he's there, you can bet that there'll be plenty of tape rewinding going on.

4) On the one, go R, D, L, U, L, D, R, U, L, D, R, D, L, U, L, U. Push the red blocks onto the red bombs. Move the fifth red block to uncover a chip. In the final room, push the red block onto the switch. Wait for the football to pass over the sticky pad. Then walk into the exit.

TMB

Commodore's C64 Programmer's Reference Guide (2000 number 0-872-22000-3) is very useful. If you're pretty much starting from scratch, try writing to Phil South at Back To Basic. He's starting to get to grips with the intricacies of C64 graphics in this very issue.

- 1) If nothing happens, try pressing F1.
- 2) Dummies: If you're live on our version, although it is a bit fiddly. Make sure you have Madlock right in the middle of the doorway, push towards it and then press the 'x' key until it opens.
- 3) YES! C64 cartridges plug straight into the back of your C64.
- 4) Easy. Using your Ninja skills of page-turning, move deftly over to page 20. TMB

BRAIN WAVE Many readers have written in asking which is the best flight simulator to buy. Well, I thought that it was about time to do a flight sim round-up, so next month your questions will be answered by Grand Master 'Boggles' Gordo.

EIGHTY FIVE PER CENT FOR EFFORT

Dear Mighty Brain

Just to show you how I rate your magazine, I have put it through the PowerTest...

I also have a few questions which weigh a ton on my chest, so would you relieve me of this pain by answering them? Thanks.

- 1) Why do reviewers get all the decent games before they are released to the general public?
- 2) Alternatively, why do we get all the crappy software like Teenage Mutant Hero Turtles way before we get a chance to see how good it is? (Luckily, I wasn't one of those naive punters who rushed out and bought the game.)
- 3) I think your ratings system is a good idea, but could it be possible to give an indication as to how painful the loading is from tape? Reformatting the tape every time I lose a life is becoming a pain in the neck.
- 4) PowerPack 8 was the best yet, but Chip's Challenge is driving me mad because I can't get past the map. You of all people, must know how to do it!

That's it for now, thanks for listening.
Nick Cassey, Norwich



1) We try to get games before they are released so that you can be first-moved when they do come out. What's the point of reviewing a game which has been in the shops for three months? 2) This often happens because of bad timing, where a company wants a game to hit the streets as soon as it's finished, to coincide with their advertising campaign, or in time for the holiday season. Christmas is a prime example.

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TMB

Game	Commodore Format
Publisher	Publishing
Cassette	Damn fine
Disk	M/A

POWER RATING

THE DOWNERS...

- Not enough pages
- Not enough features, such as modes, etc.

100

85%

- Excellent detailed reviews
- Equally great previews
- Clear, good quality screen shots, with mounting, witty captions
- Brilliant letters page - TMB is a good idea
- Plenty of worthwhile web-published (though I never visit)
- Attractive presentation, plenty of colour, good quality font
- Many maps and tips - they really do save work
- Brilliant mag, brilliant PowerPack, great value for money

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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South's series on programming the BASIC language for beginners. This month he asks for some **INPUT** and

shows you how to program a number-guessing game. And the prog prof has some advice for apprentice programmers

Welcome back to the difficult but rewarding task of teaching yourself the BASIC language. I warn you now that some of the material in this issue is a bit harder to grasp than previous issues, but I've broken it down into easy-to-digest pieces, so just take it one chunk at a time and you'll be all right. This month I'll be looking at character graphics, and how to use **INPUT** statements.

CHARACTER GRAPHICS

One of the most frequently used forms of graphics on the Commodore is the character graphics which are shown on the key fonts of your keyboard. These graphics are just characters on your screen, just like the letters and numbers, but made so that they can be put together into shapes. All you do is insert them into **PRINT** statements. Go to check a book around

some text all you have to do is follow this simple procedure:

◆ **PRINT** a corner piece, followed by enough line spaces to get to the other side of the text, followed by another corner piece.

◆ **PRINT** an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.

◆ **PRINT** an upright line, followed by enough spaces either side of your text to centre it in the box, followed by another upright line.

◆ **PRINT** an upright line, followed by a line of spaces equal to the amount of characters in the first line, followed by an upright line.

◆ And finally **PRINT** a corner piece this time the other way up, followed by enough line spaces to get to the other side of the text, followed by another corner piece.

And that's it. Nobody can really teach you how to use character graphics, as the best way to learn is toinker around with them. (This also adds so much to your programs, though, it is very useful to employ them whenever possible.)

RANDOM NUMBERS

Once upon a time, in the dark past of computers, some bright spark realised that if you wanted to get a computer to play games for you that it was no good if you already knew where all the numbers were, what they were and what the computer was thinking.

Programs like our number game this month would have been impossible to write unless the computer had a method of generating randomly chosen numbers.

The computer thinks of a random number every time you employ the **RND()** com-

mand, where *n* is the seed value. If the seed value is 1 or any positive number then the random number will always be different. If the value is 0 then the random number will always be the same. There are 256 seeds for this, but for the time being always use 1. The number generated is always between 0 and 1, expressed as a decimal.

Step By Step

Here's what we'll learn at school today...

1. Character graphics are input from the keyboard like letters or numbers.
2. You can bolt them together in **PRINT** statements to make boxes, lines and other shapes on the screen.
3. Random numbers can be generated by the use of the **RND()** statement.
4. Numbers generated by **RND()** are between 0 and 1.
5. In order to make them whole numbers, just multiply them by the biggest number you want and then chop off the decimal places by using **INT**.
6. **INPUT** takes a number from the user and stores it in a variable.
7. The input from a user can be used in a program to add something to a program that the user knows but you may not, like his name, age, telephone number, or the number of toes on his dog.

Program listing

This month's program is more than a demo, it's actually a game. The game is that of number guessing, and it works like this: the computer tells you it's going to think of a number from 1 to any number you tell it. So you type in a "6" and the computer will think of a number between 1 and 16, right? If your guess is way off the mark it will tell you if it was too small or too large, and hopefully you can guess right after as few goes as possible. The computer keeps track of how you do, and if your performance deteriorates, it will let you know how well you should have done. Obviously the bigger the number you give it, the harder the game. It's a fun little game, and one which could easily bear a little bit of customisation. See *Homework* Prob Number 4 for details.

So if you type

```
PRINT RND(1)
```

you get a number like this:

```
470900847
```

To make the number a whole number you have to multiply it by whatever the largest number you want it to generate by, and then chop off the bit after the decimal point. The chopping is done by the INT (X) command, meaning "make the number X an integer", where X is your random number. To get the computer to think of numbers in a certain range the formula is:

```
number=INT((upper limit+RND(1)*(lower limit
```

```
- 1) to get a number between 1 and 10)you have to say
```

```
PRINT INT(10/RND(1))+1
```

You can test this with this program:

```
10 FOR N=1 TO 5
20 PRINT INT(10/RND(1))+1
30 NEXT N
```

This will print a row of 5 random numbers between 1 and 10. This means you can simulate a dice by making the lower limit 1 and upper limit 6, a percentage by making the lower limit 1 and the upper limit 100, or a pack of cards by making the lower limit 1 and the upper limit 52 (I assume from you specify the cards in your program).

INPUT

If you want the computer to get some input from you, say a number or letter for use in a program, you have to ask for INPUT. INPUT is used in two ways — in its own like so

```
INPUT N
```

or with a bit of text asking for whatever:

```
INPUT "WHAT IS THE NUMBER?" N
```

The semi-colon after the quotes means that the prompt for your input will be turned right up against the question. Semi-colons always shove stuff that you want to have done by. In PRINT statements, you can insert a figure that changes each time by typing it like so:

```
PRINT "This added on for 10 minutes."
```

You can't try this out like this:

```
10 INPUT "How many pounds do you have in your pocket?"
20 PRINT "You have"R" pounds in your pocket"
30 GOTO 10
```

Anyway, back to INPUT. There are two types of variables that INPUT will take, alphanumeric (letters) and numeric (figures). As in the rest of BASIC, variables which represent

letters have a \$ sign after them. So to input a yes or no from someone, you can do this:

```
10 INPUT "Do you like chips
(Y/N)";A$
20 IF A$="Y" OR A$="Y" THEN B=
30 IF A$="N" OR A$="N" THEN B=
40 PRINT "Too complex, try a 1
or an N";GOTO 10
50 PRINT "Well, you are
unusual";STOP
60 PRINT "Good, so do it";
STOP
```

Using INPUT means that your programs can take data from the user, and you can also get the computer to talk to the user by name, simply by putting a

```
INPUT "What is your name,
please";N$
```

at the beginning of your program. Then every time you want to talk to the user you can print their name back at them! Simple really, but very effective at the same.

GOSUB/RETURN

In this month's program we have a taste of GOSUB and RETURN statements. They work together and how they work is one of those things you really have to understand before you can write effective BASIC programs. Don't worry, they're easy to understand. Listen.

GOSUB stands for GO to SUBROUTINE. A subroutine is a little program contained within a larger program and it takes care of one particular task. When a subroutine is called by a program (using the GOSUB command), the little program contained in the subroutine is RUN. The last command in a subroutine is always RETURN. This ends the subroutine and returns to the command in the main program that directly follows the original GOSUB command. The program then simply does what it ought to do next.

The subroutine is actually part of the main program, of course, but you write it in such a way that it can't be got to from anywhere else but by GOSUBbing to it. That usually means it goes at the end of the program, outside the normal listing. Have a look at the second example containing three subroutines.

Done that? Good. Now you might think, "Hey, wait a minute here! I could not write the program without all the GOSUBs and RETURNs and still get it to give the same result." Yeah, you're not right but this is only a small example. It's a good idea to keep your programs easy to read and make them above all, easy to change if you use subroutines, you'll find that your programs are easier to

Homework Prob No. 4

For those of you who like to run around of computers, here is some stuff for you to be going on with. The number games program is fine as it is, but there are some ways it could be improved. Examples would be nice, for example, using the character graphics I spoke about earlier, show a few rounds; the title on the first screen.

And how about making the program so that it doesn't scroll up all the time? Make it so the title bar with its line around it stays in the same place, and perhaps get another box at the bottom to display all your guesses. I'll give you a clue: In order to update something on the screen, you have to PRINT over it, so that some parts stay the same. Also, try putting in a line which asks the user if they want to try again. If they do go back to the beginning, and if they don't end the program. Trying, huh? Think you can do it? Of course you can.

Read and modify, it isn't as important for short programs but when your code gets more than 500 lines long, it becomes good practice.

Also, before you plan your programs, take a few sheets down on a piece of paper what it is you're trying to do, and then write a sub-routine for each job the program has to do, you can test bits of the program at a time, and just test the bits together by writing a main program that calls up all the subroutines in the right order.

For example, say you're writing a game. You'd need a subroutine for the movements of aliens, a routine for a hi-score table, a routine that prints instructions on the screen at the start of each game, and so on. This is an example of good programming practice and you'd do well to follow it if you want to go on to write bigger and better programs. As we continue the Back to Basic notes, we'll be seeing more of GOSUB-RETURN.

Subroutines in a program

```
10 REM ***MAIN PROGRAM**
20 GOSUB 100
30 GOSUB 200
40 GOSUB 300
50 END
100 REM ** SUBROUTINE 1 **
110 PRINT "HI, I'M SUBROUTINE 1"
120 RETURN
200 REM ** SUBROUTINE 2 **
210 PRINT "HI, I'M SUBROUTINE 2"
220 RETURN
300 REM ** SUBROUTINE 3 **
310 PRINT "HI, I'M SUBROUTINE 3"
320 RETURN
```

Blow by blow: that listing in full

Line 10 prints the CLARHOME control character, clearing the screen and sending the cursor to the top-left corner. Then the colour for the screen and border are forced to location 00000 and 00001. In this case colour 2, red.

Lines 20-30 prints up the title, using the TAB function. This acts like a typewriter TAB key, moving the cursor the number of spaces you mention in the brackets.

Line 40 prints three cursor-down control keys. These send the cursor down three lines before it starts printing the next line.

Lines 43-50 prints the title message, and this tells you in an adult's expected in the game.

Line 60 gets your input for what number the computer is guessing from 1 up to 10.

Line 70 is a very subtle piece of mathematical or fiscal intelligence, which uses logarithms to calculate the average number of guesses you should have to make to guess the right number. If your amount of guesses proves over the value of L1, then the computer will think you.

Lines 110-120 tell you that the computer has thought of a number, although it hasn't until line 150, and starts to add one to the amount of goes you have had, in the variable G.

Lines 140-160 asks you to guess the number the computer is thinking of, calculates a random number between 1 and the number you mentioned in line 90, and then asks you to input your guess, which it stores in variable H.

Line 170 tests your guess to see if it is greater than zero, and if it is then it sends the computer off to line 200.

Line 180 sends the computer off to the subroutine of line 300.

Line 190 sends the computer off to line 40 of the program, back to the beginning in other words.

Line 200 checks the number you guessed to see if it equals the number the computer thought of. If it is the same, then the computer goes off to line 250.

Line 210 increments your amount of guesses by one. Why? If you didn't get the number in the last line, then you just blew one of your guesses, so this line adds one to the variable G, right?

Lines 220-240 govern guesses that you make which are bigger or smaller than the number that the computer has generated randomly. Line 230 checks the number you put in, H, to see if it is greater than 0 (ie: a number the computer's number, H). If it is greater, then the computer prints up the text at line 250. If it isn't greater, then it must be smaller, so if the text on line 250 is false, then the computer simply moves on to line 230 and prints the text about the number being too small. After the two text messages giving you clues, both send you back to 150 which again asks you to guess and the whole process starts again.

```

10 PRINT CHR(13);CHR(10);PRINT "CLARHOME"
20 PRINT "TWO IS A VERY INTERESTING GAME SO"
30 PRINT "TWO IS A VERY INTERESTING GAME SO"
40 PRINT "TWO IS A VERY INTERESTING GAME SO"
50 PRINT "TWO IS A VERY INTERESTING GAME SO"
60 PRINT "TWO IS A VERY INTERESTING GAME SO"
70 PRINT "TWO IS A VERY INTERESTING GAME SO"
80 PRINT "TWO IS A VERY INTERESTING GAME SO"
90 PRINT "TWO IS A VERY INTERESTING GAME SO"
100 PRINT "TWO IS A VERY INTERESTING GAME SO"
110 PRINT "TWO IS A VERY INTERESTING GAME SO"
120 PRINT "TWO IS A VERY INTERESTING GAME SO"
130 PRINT "TWO IS A VERY INTERESTING GAME SO"
140 PRINT "TWO IS A VERY INTERESTING GAME SO"
150 PRINT "TWO IS A VERY INTERESTING GAME SO"
160 PRINT "TWO IS A VERY INTERESTING GAME SO"
170 PRINT "TWO IS A VERY INTERESTING GAME SO"
180 PRINT "TWO IS A VERY INTERESTING GAME SO"
190 PRINT "TWO IS A VERY INTERESTING GAME SO"
200 PRINT "TWO IS A VERY INTERESTING GAME SO"
210 PRINT "TWO IS A VERY INTERESTING GAME SO"
220 PRINT "TWO IS A VERY INTERESTING GAME SO"
230 PRINT "TWO IS A VERY INTERESTING GAME SO"
240 PRINT "TWO IS A VERY INTERESTING GAME SO"
250 PRINT "TWO IS A VERY INTERESTING GAME SO"
260 PRINT "TWO IS A VERY INTERESTING GAME SO"
270 PRINT "TWO IS A VERY INTERESTING GAME SO"
280 PRINT "TWO IS A VERY INTERESTING GAME SO"
290 PRINT "TWO IS A VERY INTERESTING GAME SO"
300 PRINT "TWO IS A VERY INTERESTING GAME SO"
310 PRINT "TWO IS A VERY INTERESTING GAME SO"
320 PRINT "TWO IS A VERY INTERESTING GAME SO"
330 PRINT "TWO IS A VERY INTERESTING GAME SO"
340 PRINT "TWO IS A VERY INTERESTING GAME SO"
350 PRINT "TWO IS A VERY INTERESTING GAME SO"
360 PRINT "TWO IS A VERY INTERESTING GAME SO"
370 PRINT "TWO IS A VERY INTERESTING GAME SO"
380 PRINT "TWO IS A VERY INTERESTING GAME SO"
390 PRINT "TWO IS A VERY INTERESTING GAME SO"
400 PRINT "TWO IS A VERY INTERESTING GAME SO"
410 PRINT "TWO IS A VERY INTERESTING GAME SO"
420 PRINT "TWO IS A VERY INTERESTING GAME SO"
430 PRINT "TWO IS A VERY INTERESTING GAME SO"
440 PRINT "TWO IS A VERY INTERESTING GAME SO"
450 PRINT "TWO IS A VERY INTERESTING GAME SO"
460 PRINT "TWO IS A VERY INTERESTING GAME SO"
470 PRINT "TWO IS A VERY INTERESTING GAME SO"
480 PRINT "TWO IS A VERY INTERESTING GAME SO"
490 PRINT "TWO IS A VERY INTERESTING GAME SO"
500 PRINT "TWO IS A VERY INTERESTING GAME SO"
510 PRINT "TWO IS A VERY INTERESTING GAME SO"
520 PRINT "TWO IS A VERY INTERESTING GAME SO"
530 PRINT "TWO IS A VERY INTERESTING GAME SO"
540 PRINT "TWO IS A VERY INTERESTING GAME SO"
550 PRINT "TWO IS A VERY INTERESTING GAME SO"
560 PRINT "TWO IS A VERY INTERESTING GAME SO"
570 PRINT "TWO IS A VERY INTERESTING GAME SO"
580 PRINT "TWO IS A VERY INTERESTING GAME SO"
590 PRINT "TWO IS A VERY INTERESTING GAME SO"
600 PRINT "TWO IS A VERY INTERESTING GAME SO"
610 PRINT "TWO IS A VERY INTERESTING GAME SO"
620 PRINT "TWO IS A VERY INTERESTING GAME SO"
630 PRINT "TWO IS A VERY INTERESTING GAME SO"
640 PRINT "TWO IS A VERY INTERESTING GAME SO"
650 PRINT "TWO IS A VERY INTERESTING GAME SO"
660 PRINT "TWO IS A VERY INTERESTING GAME SO"
670 PRINT "TWO IS A VERY INTERESTING GAME SO"
680 PRINT "TWO IS A VERY INTERESTING GAME SO"
690 PRINT "TWO IS A VERY INTERESTING GAME SO"
700 PRINT "TWO IS A VERY INTERESTING GAME SO"
710 PRINT "TWO IS A VERY INTERESTING GAME SO"
720 PRINT "TWO IS A VERY INTERESTING GAME SO"
730 PRINT "TWO IS A VERY INTERESTING GAME SO"
740 PRINT "TWO IS A VERY INTERESTING GAME SO"
750 PRINT "TWO IS A VERY INTERESTING GAME SO"
760 PRINT "TWO IS A VERY INTERESTING GAME SO"
770 PRINT "TWO IS A VERY INTERESTING GAME SO"
780 PRINT "TWO IS A VERY INTERESTING GAME SO"
790 PRINT "TWO IS A VERY INTERESTING GAME SO"
800 PRINT "TWO IS A VERY INTERESTING GAME SO"
810 PRINT "TWO IS A VERY INTERESTING GAME SO"
820 PRINT "TWO IS A VERY INTERESTING GAME SO"
830 PRINT "TWO IS A VERY INTERESTING GAME SO"
840 PRINT "TWO IS A VERY INTERESTING GAME SO"
850 PRINT "TWO IS A VERY INTERESTING GAME SO"
860 PRINT "TWO IS A VERY INTERESTING GAME SO"
870 PRINT "TWO IS A VERY INTERESTING GAME SO"
880 PRINT "TWO IS A VERY INTERESTING GAME SO"
890 PRINT "TWO IS A VERY INTERESTING GAME SO"
900 PRINT "TWO IS A VERY INTERESTING GAME SO"
910 PRINT "TWO IS A VERY INTERESTING GAME SO"
920 PRINT "TWO IS A VERY INTERESTING GAME SO"
930 PRINT "TWO IS A VERY INTERESTING GAME SO"
940 PRINT "TWO IS A VERY INTERESTING GAME SO"
950 PRINT "TWO IS A VERY INTERESTING GAME SO"
960 PRINT "TWO IS A VERY INTERESTING GAME SO"
970 PRINT "TWO IS A VERY INTERESTING GAME SO"
980 PRINT "TWO IS A VERY INTERESTING GAME SO"
990 PRINT "TWO IS A VERY INTERESTING GAME SO"
1000 PRINT "TWO IS A VERY INTERESTING GAME SO"

```

Line 270 tells you that you've guessed the number, and stores the variable G into the text to print your number of attempts.

Lines 280-290 refer back to the LOG calculator which estimates how many attempts it should take you to guess the number. If it is less than L1, then you go to line 320 which prints up the word "Very", and if you equaled the computer's estimate of how many it would take, it goes to line 350, which prints the word "Good". So if you get it right in a few goes, it says "Very Good" and if you do it in a few more goes it just says "Good" clever, eh?

Line 300 is very useful if you don't make the computer's target for how many guesses you should have taken to get the number. If it falls through the tests on lines 280-290, then you must have taken more guesses. It prints up on screen that you should have got it in L1 goes. To be.

Line 310 stops you over the "very good" print command (because you didn't get it right quickly) to 340, which also you back to the subroutine at line 300.

Lines 320-330 print up the "very" and

"very good" messages, depending on which line you hit.

Line 340 GOBUILS you to the subroutine at the bottom of the program. This prints a lot of lines in to make the discovery of the number more dramatic.

Line 350 sends you back to line 110, which starts the program again.

Line 360-380 is the subroutines which prints up five lines or so and then returns to the line it was sent from.

Line 400 is the END command. You don't actually need this, but it's a good practice to include it in a program, just in case any of your procedures fall through and the program drifts off the end.

There you have it - instant game. Save, hit Ctrl-F, save it, and then mess around with it (see the Howtoook 50).

That's it!

That's all we have for you this month, but we'll be back for more BASIC and more fun. If you have any questions about BASIC or other programming, then why not drop me a line at: Mark Te Bavin, Commodore Forum, 41 Monmouth Street, Bath, Avon, BA1 1AP.



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INSIDE INFO

SOUND BYTES

After last month's lightly breezy tutorial fun, we're getting around to sound. As everyone (even CPC owners) knows the C64 has the best sound kit of the eight-bits. Not only do you get multiple voices but controlling the waveform shape and ADSR (attack, decay, sustain and release) envelope — in the variables that control the type of sound — is very easy. Jonathan Putman of Billingham, Cleveland takes us with a synthesizer that offers you the option of three different voices. By changing (or adding to) lines 170-220 you can add your own voices. The variables to change are M, F and the values PORE0 through the P and the I00 on line 190.

Dear Inside Info,

In response to you asking for any interesting sound routines in Inside Info 4, I have sent in the following program. It is an electronic keyboard program, which, when it is typed in and run, is self-explanatory. Jonathan Putman, Billingham, Cleveland

```

1  REM ** KEYBOARD **
2  REM ** BY JONATHAN PUTMAN **
3  REM 0-54210:0-54210
20 FOR I=0 TO 12:POKE
  5,5:NEXT I:REM ** CLEAR SOUND CHIP **

```

Paul Lyons is a tech-head in touch with nature. What with all the birdies tweeting again outside his window (instead of sunning it in the Med), he's been chirpy enough himself to compile lots of sound effects programs for your 64. Not bad, considering we got him on the cheap (oh dear...)

```

30 POKE 0+5,15:REM ** SET MAX
  VOLUME **
40 PRINT "KEYBOARD IS AN ELECTRO-
  NOMIC KEYBOARD-08"
50 PRINT "YOUR 64, THERE ARE THREE
  VOICES FOR:"
60 PRINT "YOU TO CHOOSE FROM THEY
  ARE:"
70 PRINT "1, PIANO/ORGAN"
80 PRINT "2, GUITAR"
90 PRINT "3, TRUMPET"
100 PRINT "ARE YOU READY?"
110 GOTO 1,2,3
120 GETS AS:IF AS="" THEN 120
130 IF AS="1" THEN 170
140 IF AS="2" THEN 180
150 IF AS="3" THEN 210
160 IF AS="" THEN 120
170 PRINT "PIANO/ORGAN"0+5:0+5:0+5

```

```

200 POKE 0+5,7:REM 0+4, 110:0+5:0+5
210 PRINT "GUITAR"0+5:0+5:0+5
220 POKE 0+5,3:REM 0+4, 8:0+5:0+5
230 PRINT "TRUMPET"0+5:0+5:0+5
240 POKE 0+5,5:REM 0+4,110
250 PRINT "YOUR KEYS ARE AS FOL-
  LOWS:"
260 PRINT "PIANO ORG, C D E F G A B
  C"
270 PRINT "GUITAR ORG, C D E F G A B,
  ."
280 PRINT "BLY THREE KEYS!"
290 PRINT "PRESS 0-9 BY THE TUNE AND
  YOU WILL"
300 PRINT "RETURN TO THE VOICE
  SELECTION MENU."
310 IF 0+5="Y,N,S,M,L,.,,.,,," THEN 300
320 IF 0+5="0" THEN POKE 0+1,10:POKE
  0,10:GOTO 410
330 IF 0+5="1" THEN POKE 0+1,17:POKE
  0,10:GOTO 410
340 IF 0+5="2" THEN POKE 0+1,42:POKE
  0,10:GOTO 410
350 IF 0+5="3" THEN POKE 0+1,44:POKE
  0,10:GOTO 410
360 IF 0+5="4" THEN POKE 0+1,59:POKE
  0,10:GOTO 410
370 IF 0+5="5" THEN POKE 0+1,56:POKE
  0,10:GOTO 410
380 IF 0+5="6" THEN POKE 0+1,43:POKE
  0,10:GOTO 410
390 IF 0+5="7" THEN POKE 0+1,47:POKE
  0,10:GOTO 410
400 IF 0+5="8" THEN 40
410 POKE 0+5,0:REM 0+5
420 POKE 0+5,0:REM 0+5

```

FIRE AT WILL

Dear Inside Info,

I have been experimenting with sound effects on the C64 and have come up with a simple program that provides two common sound effects. The program will make your machine produce the sounds of a shellburst and a gun firing. You could use these effects in your own programs.

Philip Everett, Fols, Bristol

```

20 REM ** SOUND EFFECTS **
25 REM 0-54204: 0-54278: 0-54277:
  0-54276
30 REM 0-54271:0-54272:POKE 0,10
40 PRINT "PRESS 0 FOR SHELLBURST"
45 PRINT "PRESS 1 FOR GUN
  SOUND"
50 GET AS:IF AS="" THEN 50
55 IF AS="0" THEN GOTO 60
60 IF AS="1" THEN GOTO 200
70 PRINT "DO YOU WANT TO REPEAT,
  Y/N?"
75 GET AS:IF AS="" THEN 75
80 IF AS="Y" THEN GOTO 40
85 IF AS="N" THEN GOTO 200
90 REM ** SHELLBURST **
95 FOR I=0 TO 3
100 SOUND 120
110 SOUND 120

```

```

120 REM 0-54204:0-54204
130 FOR I=0 TO 8:POKE 0,1
140 POKE 0,127: POKE 0,127: POKE
  0,17
150 SOUND 0,0,0,0,0
160 SOUND 0,31,POKE 0,127:POKE 0,1
170 FOR I=0 TO 9:POKE 0,0:POKE 0,0
180 NEXT I:GOTO 90
190 REM ** GUNFIRE **
200 FOR I=0 TO 10
210 SOUND 0,15:POKE 0,0:POKE 0,0
220 SOUND 0,127:POKE 0,127
230 POKE 0,1:POKE 0,1:POKE 0,1
240 SOUND 180:POKE 0,0:POKE 0,0
250 SOUND 180:POKE 0,0:POKE 0,0
260 SOUND 0,0:POKE 0,0:POKE 0,0
270 SOUND 0,0:POKE 0,0:POKE 0,0
280 SOUND 0,0:POKE 0,0:POKE 0,0
290 SOUND 0,0:POKE 0,0:POKE 0,0
300 SOUND 0,0:POKE 0,0:POKE 0,0

```

Note the way that Philip has used the variables. Values that are repeatedly used in a program have each been assigned to a variable and registered at the top of the program listing.

Each time that number is needed, the variable can be substituted instead. Not only is this easier on the eyes and the typing fingers, but it cuts down on possible typing errors. Smart.

BLAST, BLAST

Dear Inside Info,

Here are two sound programs, which make sound effects you can use in your own BASIC programs. I hope you like them as CP is my first mag.

David Thomas, Pickering, North Yorkshire

```

10 REM ** CUSTOM BLAST **
20 REM ** BY DAVID R THOMAS **
30 REM 0-54273:POKE 0-24,20
40 POKE 0+0,0:POKE 0+0,0

```



```

129 POKE 2+4,129
130 FOR C=8 TO 8
131 POKE 1,2:POKE 2+4,84+C*84
132 FOR T=1 TO 30:NEXT
133 NEXT C
134 POKE 2+4,128
135 GOTO 180
    
```

Press **RUN/STOP** (or **RESTORE**) to escape from the program.

SOUND INTERRUPTS

As the adverb says "Why can't everything in life be as reliable as a Volkswagen?" in the BASIC section here **ACCP** (overs are things I can rely upon) is a monthly letter from the extremely prolific **Andrew Gals** of **Western Super-Mare**. Useful as ever, they by explain how to enter music into your **BASIC** programs that run in the background without being slowed or affected by anything you may do on the screen. This month's fact: Andrew Gals is even more reliable than a Volkswagen (mine's just broken down, **GG**).

Dear Fred,

Here is another program that may be of interest to you. The program will play music in the background while you are running or typing in a **BASIC** program. This sort of effect is sometimes found in arcade games. You will notice the program has two main blocks of data, the first block is the machine code and should be entered as shown. If you type it in with an error in it, the program will warn you of this. The second block of data contains the numbers needed to make the music. You may become tired if the music you included, so you can quite easily type in your own. The music data is laid in the following format (frequency low byte), (frequency high byte), (duration).

The frequency, low and high bytes can be looked up in the back of the **C64** manual. The duration of each note is given in pulses (a pulse is 50th of a second). To obtain a pulse in the music, you should have both frequency bytes at 0. It may be necessary to have a short pause between similar notes. The maximum number of notes is approximately 280, and the last three bytes of data should always be **-1,-1,-1**.

To start the music running type **575** **49152**. To stop it, type **575** **49042** or hit the **RUN/STOP** and **RESTORE** keys. **Andrew Gals, Wrote, Western-Super-Mare**

```

5 REM ** SOUND/STOP MUSIC **
10 REM ** BY ANDREW GALS **
20 C=0:FOR T=1 TO 4:GOTO 40
30 GOTO 40:FOR T=1 TO 4:GOTO 70
40 IF C=15555 THEN PRINT "DATA ERROR"
50 DATA 249,13,141,34,202,249,
0,241
60 DATA 266,142,249,0,141,249,
192,120
70 DATA 149,24,141,30,8,249,
192,120
80 DATA
90 DATA
31,2,84,84,273,289,292,281
    
```

```

10 REM ** C64 MUSIC **
20 REM ** BY GALS IS "TRICKS" **
180 G=54272:G=848 6+34,15
110 G=84,8,8:G=84,8,4,8
120 FOR S=1 TO 4
130 GOTO 6+4,55
140 G=84,8,8:G=84,8,4,40
150 FOR T=1 TO 548:GOTO
160 G=84,8,8:G=84,8,4,40
170 FOR T=1 TO 548:GOTO
    
```

```

80 DATA 8,140,8,244,249,192,16,49
100 DATA 244,244,244,192,273,274,
142,208
110 DATA 251,272,289,8,289,0,
141,274
120 DATA 193,76,41,192,273,284,
192,249
130 DATA 289,282,141,8,232,149,
289,249
140 DATA 141,8,232,149,289,194,
141,218
150 DATA 142,87,251,274,141,4,
121,74
160 DATA 49,204,249,149,49,249,
28,1
170 DATA 192,204,142,21,3,89,
162,9
180 DATA 142,8,232,84
190 DATA 14277,17:GOTO ** APPROX
CHECK **
200 GOTO 14278,248:GOTO
** APPROX **
210 GOTO 49149,15:GOTO
** SOUND/STOP **
220 END
230 REM A,B,C
240 IF A=1 THEN GOTO 260
250 GOTO 49449+C,A
260 GOTO 49449+C,B
270 GOTO 49449+C,C
280 FOR T=1 TO 255:GOTO 49449+C
290 GOTO 230
300 DATA 49449,C,A
310 REM ** 894 49152 TO 49142 **
320 REM ** 894 49449 TO 490 **
330 REM ** MUSIC DATA **
340 DATA 95,8,8,8,18,87,8,8,8,8,
12,87,8,8,8,8,87,8,14,8,8,12
350 DATA 95,8,8,204,8,8,242,18,8,
141,23,23,24,14,8,8,8,8,2,14,14,8,
141,23,8
360 DATA 8,8,1,141,23,8,88,41,8,
141,23,8,88,11,8
370 DATA 87,8,2,8,8,12,97,8,2,8,8,
12,97,8,2,8,12,97,8,2,8,8,8
380 DATA 87,8,8,144,8,8,141,28,8,
48,11,8,141,12,8,8,8,1,144,14,8,48,
31,8
390 DATA 8,8,1,44,11,8,194,8,8,
141,14,8,144,8,8,97,8,14
400 DATA 24,24,8,8,8,1,24,14,8,8,8,
8,1,24,14,8,121,24,12,8,8,1,121,
34,8
410 DATA 8,8,1,249,14,8,8,8,1,249,
24,23,288,18,12,21,21,12,24,12,12
420 DATA 141,12,8,8,8,1,141,21,8,
88,21,8,8,1,48,11,2424,8,8,141,
18,8,194,8,8
430 DATA -1,-1,-1
    
```

```

340 POKE 2+4,32
350 NEXT T
400 GOTO 180
    
```

Press **RUN/STOP** (or **RESTORE**) to escape from the program.

SILLY STRING\$

With high-resolution graphics and scarily bouncing movement (see such a silly **BT** subject) and finally (people) pay attention to the line test handling features of **BT BASIC**, with **LEFT**, **RIGHT**, **MOVE** and **LEFT**. These allow you to sample, modify, alter and direct individual characters in a single text string. **Arthur Enslin** explains...

Dear Inside Info,

Here are a few routines that create a good effect on screen and demonstrate some uses of the **LEFT**, **MOVE** and **RIGHT** commands. All the routines can be combined into your own programs very simply.

The first routine demonstrates the basic principle behind the attractive "moving colour" effects on games like **Conquest**. It prints a string of characters on the screen and rotates the colours of each character. **Arthur Enslin, Worcester**

```

5 REM * MOVING COLOURS IN A STRING *
10 PRINT "CONFORMATT";POKE 51280,5:POKE
51281,0
20 END
30 G=1:"XXXXXXXXXXXXXXXXXXXX"-(?"A
,XXXXXXXX"
40 L=LEN(G)
50 FOR C=1 TO L
60 POKE 448,C+8
70 PRINT "XXXXXX"*(C/32)END;C,1:G
80 NEXT
90 G=0:G
100 GOTO 30
110 REM ** BY ARTHUR ENSLIN **
    
```

The next routine centres a string so that it's printed in the middle of the line.

```

5 REM * CENTRE A STRING ON SCREEN *
10 G=1:"XXXXXXXXXXXXXXXXXXXX"-(?"A
,XXXXXXXX"
20 L=LEN(G)
30 G=448+L/2
40 FOR C=1 TO L:G=C+8:PRINT G
50 PRINT G
100 GOTO ** BY ARTHUR ENSLIN **
    
```

This routine scrolls the text onto the screen from the left and looks quite good.

```

5 REM ** SCROLL OVER SCREEN FROM
LEFT **
10 G=1:"XXXXXXXXXXXXXXXXXXXX"-(?"A
,XXXXXXXX"
20 L=LEN(G)
30 FOR I=1 TO L
40 PRINT "XXXXXXXXXX";I;"-XXXXXXXX"-(?"
50 NEXT
60 REM ** BY ARTHUR ENSLIN **
    
```

Finally, a short routine that does the same as the one above, only from the right.

```

5 REM ** SCROLL OVER SCREEN FROM
    
```

```

KEYED **
10 AD= "COMMODORE FORMAT - IT'S A
CORNER!"
20 GO TO 100 END
30 FOR C=1 TO 30
40 PRINT "COMMODORE - IT'S A CORNER!"
50 NEXT C

```

MAXIMUM REACTION

Most people seem to improve their performance in their favorite sports. Facilities run, sports teams and computer games, et al., will also show the joystick-wiggler able to train? You could try this reaction timer from Andrew Boothby in West Yorkshire.

Dear Jack into,

In a lot of games you need reactions like a hot of prey, so the following program times how long it takes you to find a key on the keyboard. If you want to test - or even improve - your reflexes, type this and run it.
Andrew Boothby, West Yorkshire

```

5 KEY ** REACTION TIME PROGRAM **
10 PRINT "PRESS (ENTER) TO BEGIN"
20 FOR I=1 TO 1000000
30 FOR J=1 TO 1000000
40 FOR K=1 TO 1000000
50 PRINT "PRESS (ENTER) TO STOP"
60 PRINT "TIME TAKEN TO REACT:"
70 AD=TIME (TIME)
80 FOR L=1 TO 1000000
90 PRINT "PRESS (ENTER) TO STOP"
100 PRINT "AD=TIME (TIME)"
110 FOR M=1 TO 1000000
120 PRINT "PRESS (ENTER) TO STOP"
130 FOR N=1 TO 1000000
140 PRINT "PRESS (ENTER) TO STOP"
150 PRINT "AD=TIME (TIME)"
160 PRINT "TIME TAKEN TO REACT:"
170 FOR O=1 TO 1000000
180 PRINT "PRESS (ENTER) TO STOP"
190 PRINT "AD=TIME (TIME)"
200 NEXT O
210 NEXT N
220 NEXT M
230 NEXT L
240 NEXT K
250 NEXT J
260 NEXT I

```

We want info...

And so we desire the curtain on another brief trip through the twilight world of the 84's inner side (p.6).

As ever, I would like to thank everyone who sent progress and listings to me. If you have anything that you think other 84 users might be interested in, send your program (preferably on tape or disc with a print out) to me, Paul Lyons, at:

Inside Info
Commodore Format
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BA1 2BW

Tape in next month for more techie tricks, and look out for some lengthy listing on the cover page. See you there!

COMMODORE CUT THE TAPE

Commodore have announced that they're no longer going to include a C2N datasette with C64 packs. CF examines why, and what it means for tape users...

The writing is on the wall for something dear to every 84 owner's heart - the C2N Datasette. Commodore has announced that it will cease bundling the C2N with C64 computer packages from July. The C2N has been the standard storage medium of the Commodore 64 since its launch, and for the last few years has been included as part of C64 packs like Mindbenders and Night Moves. But, according to Commodore, the last C64 bundles containing a C2N will probably have been sold by the end of July.

From the beginning of August, the C64 will sell at a new lower price of £119.99, complete with the Commodore Joystick Pack consisting of four games on a cartridge and a pair of two-switch joysticks. The pack, which up till now was bundled with the CB400 console, sells separately for £29.95. Individual C2N units retail at between £30-£35.

TAPE DEATH

Commodore's PR Manager Andrew Ball explained the decision to scrap the old cassette deck, saying that it had been the "biggest problem for the 84." He went on to say that now that games are bigger, cassette is a frustrating medium. He also pointed out that it was inherently unreliable, slow to load and a favourite target of pirates. Cartridges are the ideal medium for games, he concluded.

"The C2N crossed more counters to and from repair than it ever did being sold," Andrew Ball told us that removing the unit from the package made the bit one of the "most reliable computers available."

C2 UN-FRIENDLY

Basically, Commodore is pulling its money where its mouth is by abandoning the domain of tape based software - a medium which is universally hated by publishers, distributors and users alike. As Andrew said, "people deserve better in this day and age." For Commodore at least, the cartridge is the way forward, and the move to end bundling the C2N as a way of persuading gamers to buy cassettes.

However, many people in the computer industry believe the move will merely force

64 users to buy 84-compatible cassette recorders from third party manufacturers. No bad thing, in the CP office we find an Atari deck far more reliable than our C2Ns.

SOFTWARE SUPPORT

On the one hand, folk who buy the new cartridge based C64 bundles are going to be in for a treat from the moment they unpack their machine. Their software will load instantly, simply and reliably. This will please System 2 and Ocean, both of whom were fully briefed last year's launch of the C6400 and Commodore's search for more cartridge support.

On the other hand, cartridge sales are still low. Retailers are reluctant to stock them and publishers like System 2 are being forced to shelve the cart-only game in favour of a version on all formats.

Meanwhile, the C64 software chart shows that budget priced games on cassette are still by far your favourite purchases. It's unlikely that the new move by Commodore will cause carriers for software houses who publish on tape who's there's still an active tape user base.

As far as Commodore are concerned, you can buy a third party cassette deck if you want - and anyone wanting to program with the machine will have to buy some sort of storage medium. Commodore's only alternative is an expensive and, by today's standards, ludicrously slow disk drive.

Commodore, at least, have made a positive attempt to limit the 84's fortunes, better than let it wander aimlessly in the right hand wilderness. Let's just hope it's the right one.



So many C64s are being produced, but will this force new C64 owners to buy cartridge games or is it just giving third party cassette deck manufacturers a chance to print money?

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ATOM



Here I've got a molecule well under way. The next atom in the chain is an oxygen with two free electrons, so I could place it under the green nitrogen atom...



But instead I've replaced the oxygen I put the O atom to complete the molecule and fill it off to the next round! The 'O' cursor just shows that the N is ready to be placed again.

CF delves into some nuclear *DIY* and finds that the bonding process is never easy, especially when you've got free electrons who only go off in pairs. Today's review is brought to you by **H, O, N** and **C**. Oh, and **S-J** too...

You're probably thinking, 'oh, this sounds like a cross between atoms and dominoes.' And, of course, you'd be completely wrong. *Atoms* are great black flies with white dots on, while atoms are invisible to the naked eye. So don't be stupid.

No, *Atoms* is a puzzle game based heavily on these large, coloured polystyrene molecules that you play with in chemistry class (you know, the ones that always end up looking like a cross between Mickey Mouse and the starship *Enterprise*).

Anyone with the slightest knowledge of things really, really small will be familiar with atoms and their bonding electrons. For the sake of this game, consider an atomic bond as two electrons linked together. In *Atoms*, there are four types of atom based (pretty loosely) on Hydrogen, Oxygen, Nitrogen and Carbon. H has one free electron, O has two free electrons, N has three and C has four. So, to make a complete molecule with no free electrons dangling around, you could have four hydrogens joined to a single Oxygen. Or a H-O-O-H in a line. Got it?

Well, if chemistry isn't your strong subject, never mind. There are no double or triple bonds or anything complicated like hexagonal benzene rings. It's all totally simple, once you get the hang of it.

The aim is to produce molecules with no free electrons. Once the last atom is in place and there are no free electrons to bond with, the molecule is complete and disappears from view. And that's all there is to it.



Occasionally you get a mutant atom appear in the chain - signified by the black-shaped icon. These can be placed anywhere on the molecule, and it immediately changes into...



... The correct atom. Here it's turned itself into a grey-headed Carbon atom sticking up like the Carbon feature on the immediate right. Great useful, those mutants...



Makin' molecules - 12 easy steps to atomic bonding



STEP 1 - We start off with an oxygen O, valent nitrogen. The tutorial shows that there's another N on the way...



STEP 2 - But the 3-valent atoms slide by side and then pressure for a 2-valent Oxygen to sit up on top.



STEP 3 - Oh good, there's another O atom in the chain, so let me join the O and N atoms together in a square.



STEP 4 - The pair of Oxygens are out of the action - they've no electrons left. Here is here is another Oxy



STEP 5 - That N is all used up. Now we have a spare electron on the O and another Nitrogen on the way.



STEP 6 - Oh, stop the N down there for the time being, there we can use the nitrogen N to sit that spare electron.



STEP 7 - Oh, it's all looking quite nice now, with only one free electron. We'll stick the next O down below.



STEP 8 - Hmm, another Oxygen molecule will fit in! It'll sit down the bottom and help another Oxy arrives soon.



STEP 9 - With the O in place, you may think it's done. When you would think things are essential. It's gonna be a N



STEP 10 - Oh (gasp) nitrogen. Here the nitrogen N is, please another one would have done the trick. But no...

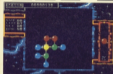


STEP 11 - It had to be another N didn't it? But hold on! I've only spare electron to pair up, with a N in the algorithm.



STEP 12 - So, with a finished Oxygens topped on, there's the complete molecule. See you on the next level!

MINO



Here's an entire level of a completed molecule seen consecutively before it disappears off screen forever.

This uses colour enhance II, which is a bit prettier than A.

To make playing a bit easier, there's a cursor on screen which shows the nearest (number of free electrons) of the next atom in line. This is moved around via the joystick, and whenever it sits next to another atom, it shows you what bonds can be made by little sticks in the compass directions. It looks like a good move, but

the and the cursor is replaced by the atom in question.

The pie on the right drops by one and off you go again.

If an atom appears that would be better placed where there's already one, all you have to do is place the cursor over the molecule-bound atom and press fire. The two atoms swap places and you can then place the second atom as before. However, this doesn't stop the pile from filling up, so it's best not to get too involved with all this swapping machinery.

At first you're given a complete molecule, a bit-style makes it spot-at-you-going where the aim is simply to keep clearing the screen, and one with greater targets. Starting with easy tasks like 'make three molecules', it progresses to 'make four molecules with at least nine atoms', starts pinking blocks on screen to get in your way and then adds un-removable atoms which have to be removed to clear that screen. After every few levels, there's a puzzle round where you have to fit a pre-defined shape exactly with a complete molecule of exactly the same shape!

Thankfully, the programmers in German (yes, by the name of Play Byrd) have included a coloured shade where you can start again without having to replay the earlier levels. And with 800,000 levels for thereabouts this proves to be extremely useful, although I wish the passcodes weren't so far apart (mean strings). As

with most puzzle games, the graphics are small but nothing to write home about. They're simple and clear and functional — and at least they do look like little spheres. And if you get bored of the colour scheme you can even change the palette made from subtle browns and oranges to bright reds and yellows.

Sound is rather less impressive and you'll be glad they included an 'FX only' option. Amazingly the music into the mould forged by the likes of Tarkenton, Puzoski and Akbaris, but



The last 100 levels in Mino is a 3-valued tetrahedron. There are no free bonding electrons near the centre, that's why there are no little sticks.



So later levels the sticks often prove gone and you could be stuck in which you are forced to build round. As you can see, I'm doing crap.

Has enough nice features and innovative gameplay for it to emerge into your puzzle collection as well. Be warned, though, while it's a testing challenge the gameplay doesn't really alter that much: there's just more of the same, only faster. See, I played it and enjoyed it, the sure you will too.

STEVE

Game	Atanimo
Publisher	Pygnosis
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Things get a little too soon
- Even with puzzle stages, gameplay suffers from a lack of variety

100

83%

- Intriguing puzzle gameplay proves very addictive right from the start
- Graphics are nice (duly the increased it smart) and the 'atomic' look nice 'n' round
- Reasonable entry system lets you progress without having to replay earlier levels
- Incredible amount of levels
- Smooth controls for Pygnosis, free play under pressure
- Nice array of options with different gamestyles, colour and sound modes
- Simple to pick up and play, yet extremely challenging

...AND THE UPPIERS

Round pegs...

Atanimo regularly throws up an in-betweeny puzzle stage where you have to make a molecule in exactly the same shape as the hole. Only once the molecule is complete (is it that complicated) and it fits the hole exactly



The first possible layer placed in a straight-lined hollow. Just fill all the atoms in when it's they appear and you'll fit all right.

can you blow it. If you make a complete molecule and leave room for another atom, or blow an atom in, then you have to look, time building. These early stages seem easy enough, but it's not as simple as it looks!



Things heat up on the second puzzle stage where you have to fit the rectangle with six atoms. After the red Q, it is meant for nice...

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A steady chat to start off with. The first console of the game; group one's squad leader learns that tanker jetties don't always work.



At this junction a tanker is discovered. The green flash above the tankings is the glare of enemy fire. Rocket launchers are needed here.



Your available weapons are by all means easy to learn. First things they'll do is take behind the tank and shoot at you.

NARCO POLICE

Dinamic dish out a cartridge game with a difference. Join our reviewer as he takes on the role of squad leader in a 21st century drug bust but finds danger deep in a subterranean island



Es, it's grim in the City of London. Let me explain. Narco Police is set in a possible future when drug manufacturers have found a way of their disposal, so they can produce themselves while they continue to manufacture and distribute narcotics to populations across the globe. In fact, the idea in Narco Police is that you must lead a team of said Narco Cops in an assault on an island used by a drug manufacturing operation.

You equip three squads of five men each, deploy them at strategic points on the perimeter of the enemy's defenses and then guide the squad leaders through the network of defenses, into the core of the drug factory.

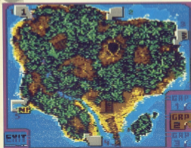
Firstly, all you have to do is plant some factory-crushing explosives and you can kiss the place goodbye.

At the start of the game you have three options. You can go straight in and play, in which case the computer will use default settings for your troops' starting positions and weapons, or you can re-select weapons and re-select starting positions. When you check out the weapons screen, a full range of combat kit is laid out before you, from flux jackets to personal robot systems and fragmentation rockets. It's worth experimenting with as many devices as possible in your first couple of games and making sure that you know how to use them. Also, at least one squad should carry a fragmentation pack and activate it soon into the mission. You have back up troops but unless you activate them unless a squad has withdrawn.

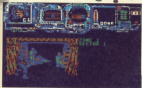
The deployment screen shows the whole of the factory island. The little 'spiral the druggies' base is an underground network of tunnels, much as you'd find in a mine. There are five points from which this network can be entered and you must choose three of them.

Once you're happy with the kit and deployment orders issued to each of your squads, it's time to start the game proper. Your view is that of someone standing directly behind the leader of the squad currently selected. You control the squad leader with the joystick, moving him left or right or pushing him deeper into the tunnel. A display at the top of the screen tells you which squad is currently selected, indicates your direction on a compass and displays other useful data such as ammo counts, hit being used and damage.

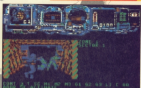
As you make your way through a tunnel, guards jump down from rafters or appear from niches in the rock walls and open fire. Because of your viewing angle, it's a little difficult to see where your leader's gun is aimed but a tunnel-wide spread of bullets or a launch of a fragmentation rocket (if you're heavily outnumbered) should have the foe falling to the ground in no time.



The screen allows you to direct your three squads (any of the five tunnel entrances but only one squad can attack a particular tunnel. It's worth mapping the tunnel layout if you want to get anywhere. Some of them double back on itself.



A squad leader comes face to face with some guards during a typical scenario. This time one of the guards makes it to cover but the third takes a bullet. It avoids the whole a little...



One squad rolls and the other throws a grenade. The action happens in the green menu bar appears, allowing the trooper to launch a missile. Check out how accurate that animation is!

Occasionally, you come up against armored views. These can be penetrated by missile fire. If you come up to a junction, sliding the character left or right allows him to take a different exit. If your squad leader becomes a casualty, he's automatically replaced by the next member of the squad. A squad is best for good when to last trooper dies.

You can switch control between the groups at any time. You also can opt for an update on the whole game is being. However, the enemy does it split up the sectors and zones and you should try to comprehend the progress of your five squads before they all proceed into a new section at the same time. If you let this group get too far ahead, the other two will never be able to catch up with it.

The terminals are also fitted with automatic-defense systems and cameras. If one of your squad leaders comes across a computer ter-

minal (and several of these are dated around the complex) he can access the controls of these cameras and systems and switch them off. It's an added bonus to the game which should appeal to cyberpunk fans.

That's about it. How does it play? Well, after a while hard but wait. For a start, you won't find a game that looks anything like *Mario Police* (big gun). The way squad leaders shuffle along the tunnel walls makes the action tense and convincing and the size of the sprites alone is impressive. Your opponents all across the floor to dodge your fire, find cover when possible and generally behave as though they're intelligent (another big plus). But it does have its problems.

The graphics are so complex that the joy stick is slow to respond. Fortunately, it doesn't feel as though you've been cheated if you take a bullet while you were trying to find cover, but if only it could have been a bit

better... Another problem I've already touched on is that of saving your weapon. Some kind of loading mechanism would have helped. My other complaint is that functions like firing missiles or changing squads are selected from a fairly menu, freeze the action.

Nevertheless, *Mario Police* is a very different kind of game and it's most-ah... despite the fact that you keep getting blasted off the screen at first. The graphics are unusual but terrific and moody sound effects accompany tunnel exploration. Machine gun and rocket fire sounds are suitably chunky too. I'd say that the *Mario Police* should expect a few more minutes when it hits the streets.

BRAM



plant some factory-crippling explosives and kiss the place goodbye



Your weapons payload is predetermined but you can afford to use this screen. Do offer one less type of ammo, three rockets, explosives, a first aid kit, a teleprinter and scanner.

Game	Mario Police
Publisher	Dynamic
Cartridge	£9.95
Cassette	£14.95
Disk	£19.95

POWER RATING

THE DOWNERS...

- Some loss of clarity due to quite size menu being difficult
- It is bit on the slow side, again due to the massive sprites
- Single game play throughout

100

78%

- An original game idea well programmed
- Colourful graphics
- Good animation on enemy and their guys. See 'em roll, die and fall
- Variable building sound effects and various pressing machine gun sounds
- Optional missiles and jets spectacular landing appeal
- Challenging game play
- Features like tagging on to the terminals add depth

...AND THE UPPIERS

... it's dynamite!

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CF



So, someone's finally written a game about the Commodore Format offices, and? Er... no. Apparently this hell hole is a Taran outpost among primitive but biologically hostile aliens. And so it is about the CP office!

Your poor character has been inadvertently dropped behind enemy lines (somewhere between Andy's desk and the door) and must make his way home, crossing a barren landscape littered with hazards both static and animated.

The scenery scrolls past (with a bit of nice Harekaze-style parallax therein in her good measure) as our hero runs and jumps across platforms and bottomless chasms in the ground. I also can't help feeling that we've stumbled into the alien

equivalent of your local high street, since all the local inhabitants are going in the opposite direction to you. If you're ever going to reach your destination, you're going to have to blow their way.

Luckily your machine-gun has a handy auto-fire mode that holds onto the fire button for a tedious stream of alien doom. Unfortunately, you can't fire and move. If you start firing, you plummet like a brick. So start.

HELL HOLE

Hell Hole's visuals are all very pleasant, with smart backdrops and some large animated creatures. The action is fast and furious, but my main

cause for concern is that the game is incredibly tough.

You're constantly up against just-perfect jumps, incredibly tight timing, huge numbers of aliens, and a severe time limit. If you just go pooshing through the level, you get nowhere. However, when you begin to remember whose the tougher aliens appear and form a plan of attack, you start to make progress. Also, collecting the right weapons of the right time is absolutely vital.



While our mainman copes with a rampaging dragon, let's take a look at the control panel. The current gun is shown in the central meter, with the number of clips remaining, while the bar panel shows your ammo decreasing (filled by bullets, bombs, but slightly everything)



This central-level guardian from level 1 might look impressive, but it's a real power: just stand on the mobile platform and blow away



On the second level, our hero stumbles upon the lair of 'G' - a deadly deliverer of doom

Once you get a decent strategy sorted out, you should make it on to the second and maybe even third levels, but actually finishing the game is, well, unlikely. (And all you get for your troubles is a prize 'Congratulations'!)

Hell Hole is good for a quick blast, but if you're a fan frustrated by the threshold, beware.

REVIEW



Game	Hell Hole
Publisher	CRL Interactive
Cassette	£9.95
Disk	£14.95

Weapon systems

Your main weapon is a fairly naff machine gun but this can (and must) be swapped for more powerful arms along the way. You must also collect extra ammo. Otherwise, when your last clip is empty, your gun automatically switches down to the next most powerful, and so on until you're back with the crappy slow-firing machine gun you started off with.

KNOW YOUR WEAPONS



- 1 - This is the one you start with: bog-standard machine gun with slow fire. Severely under-powered for anything but the very first battles.
- 2 - Slightly better, but still unable to defend you against the bigger assailants.
- 3 - Extremely powerful, but fires slowly.



- 4 - Ammo. Automatically adds another clip to your armoury.
 - 5 - Increases your firepower.
 - 6 - Increases your rate of fire.
 - 7 - Tatten bullets. Rip through any enemies in the line of fire.
 - 8 - Choose your weapon. Four types of machine gun cycle through the select window. Press fire to select your weapon.
- Good against anti-air defences, but goes in a mangle.
- 4 - Incredibly tight-fire. Great for alien-bashing, but uses up ammo far too quickly.
 - 5 - The reviewer's choice. Fires quickly and quite powerfully.

POWER RATING

THE DOWNERS...

- 1 Labyrinthically difficult. Really tough task and a lengthy save time limit.
- 2 Repetitive action - one level plays off pretty much another.
- 3 Poor presentation, with limited options and already documentation.
- 4 Unable to jump and/or precise movement and frustrating.



58%

- 1 Smart graphics, with large animated characters and a pleasing variety in enemies.
- 2 Long levels, nicely three and a half.
- 3 Great weapon select system, allowing you to choose the best equipment for the job.
- 4 Scampering does become addictive once you've overcome the difficulty hurdle.

...AND THE UPPIERS

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ALL THOSE INTERESTING ITEMS...

OK, we admit it. We forgot to put the winners of this time compete in last month's winners box. Well, there's nothing like keeping you in suspense! Let's check our winners — OK.

What we wanted to know was: 1) your name; 2) your favorite colour; and 3) how many gallons of paint does it take to cover an F4 Phantom from underside to camouflage and markings. And the answer we wanted was 28 gallons (more or less). No one got it being us, but the best closest entries were Chris Parneprev, Howard Serrat, Nicole Reinhardt, Rochester, Stephen Edwards,

Trowbridge, Dave Mellis, Northampton; Leigh Capin, Spoons; Keith Robert, Guernsey; Jamie Capin, Spoons; Russell Scapp, Bogner Regis; Mark Daniels, County Durham; David Russell, County Durham.

Well done, guys! Good guess. Your collection of interesting items are in the post.

NAIL A NINJA TO MY WALL

All we wanted was a funny caption to our poster, that's all. It's not too much to ask is it? A witty tale or two to make us chuckle. And what did we get? About seven billion entries relating to dogs doing a wee on the Last Ninja's leg, and another three billion entries about doing the

harlem. Oh well, at least all the stamps are going to charity! Still, the best entry we could find belonged to M J Lane of Worcester. Congratulations and all that stuff, games and picture are on route as you read this.

We also managed to pick 11 winners up from the huge mass of entries, and they are: Mark Fletcher, Glasgow; R Lingo, Burton On Trent; Mark Kaye, High Wycombe; Robert Harvey, Malton; P Madrasai, Wood Green; Matthew Haslam, Wrexham; Steven Lomas, Cheshire; Paul Hines, Aberdeen; Gary Wilson, Kilmorby; H Wilkinson, Wexley; Mark Jones, Wrexham.

Copies of the splendid Shadow Dancer and Last Ninja 3 should be winging their way to you soon.

NEXT MONTH



Oh! What a wonderful issue we have lined up for you next month. It's going to be full of wonderful things, with lots of wonderful words and pictures, and all held together with two wonderful high quality stories. We'll no doubt have lots of wonderful adverts and... (If you don't actually know what it is, do you? — Ed)

Well, not so much. We do know that all our regulars will turn up, like the Gamebusters to celebrate the conclusion of our amazing Creature Questers. The Mighty Man has promised to appear again, and (more late) we has Roger Preece. Back To Glass, inside into the Classic A-Z and the CP Maze. Competitions of Adam Sponner are all ready for a smart turn-out.

On top of all that — by popular demand — we've got the complete low-down on high-flyers, what Sardo checks out the best 84 right now.

As regards reviews, we have a host of stuff that just oozed out of the blue, look out for HeroQuest, Gauntlet 3, Zentrix, Escape From Castle, The Phoenix Plan, Jialie, North And South, and anything else we can get our paws on.

And, of course, we have the best coverage of the latest news items, containing such wonders as a possible demo of HeroQuest, two full games and some major indie programs which we couldn't squeeze in this month. Apart from that... er... we really don't have a clue.

FOUR STEPS TO C64 HEAVEN...

We've been getting loads of letters and phone calls from video readers who just can't grab down their monthly supply of Commodore Format.

So, in a matter of mercy, here's the CP guide to making sure you never miss out on the hottest 64 issue each month.

Step 1: If your local newsagent doesn't have a copy of Commodore Format (or sells every third

Thursday of the month) ask why not. Even when there are no copies on the shelf they may have more copies in their storehouse and they can order new copies.

Step 2: Check one of the bigger newsagents such as WH Smith or John Menzies. Again, ask if they have more in reserve somewhere.

Step 3: Fill in the form below and hand it to your newsagent (a photocopy of the same information on a piece of paper will do just as well). Remember, every single newsagent in the country — from W H Smith to the corner shop — will be delighted to reserve you a copy each month. **Step 4:** If you still have no luck, mail your request on 0225 432284 and tell us what magazine you're after and where you've tried.

MAKE SURE OF YOUR COMMODORE FORMAT EVERY MONTH!

Don't risk the horrible side effects of not getting CP regularly. Fill in the form below, and it will be handed over the entire magazine and give it to your friendly newsagent. This ensures that when CP comes rolling in, hot off the presses, you'll be safe in the knowledge of a copy, new Commodore Format just waiting for you to pick it up. Easy.

Please Mister (or Misses) newsagent, please reserve my copy of Commodore Format each month, starting with the June issue, on sale Thursday, 18th of May, please, give.

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