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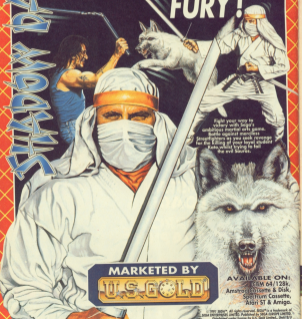
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Summer Fantasy Special: five red hot roleplaying releases fight for our highest accolade as they get...

POWERTESTED!

16 HEROQUEST

GREMLIN

Five years after Swords & Sorcery, the Sheffield crew code the 64 version of the smash hit boardgame and it turns out to be a corker! Check out the compo tool



DEATH KNIGHTS OF KRYNN VS GOLD

Empireforce beckons once more.

The 501 team have come up with another epic game based on AD&S Dragons, as we all know,

WRATH OF THE DEMON EMPIRE

Cut yourself a loin cloth and step down for some smash-buckling. The adventure is massive all right but does it pull its weight?



20 GAUNTLET III VS GOLD

The all time favourite dungeon bash is back with new creatures, characters and worlds to explore. But is the new angle a breakthrough or a bore? We track a few monsters and find out



ULTIMA VI MINDSCAPE

72 The latest instalment in the longest running series of computer roleplaying games finally comes to the 64. But has it been out-evaled by others after all this time?

NORTH & SOUTH INFOGAMES

44 Reds and Yanks come into head-to-head confrontation on your computer in this combat-inspired strategy game. But it isn't quite what it seems...



POWERPACK ZAMZARA

Mexico

A hassled alien escapes from his captors in this gorgeous full game

HEROQUEST

Gremlin

Surely we can't have got a whole level of this corking

New game? Some mistake? No. Light

your torches and get on down in the dungeon!

BULLDOG

Gremlin

An idle but goodie. This full game puts parallax into historical perspective, and there are levels and levels of



It just waiting for your undivided attention.

FIRE POWER

MicroIllusions

Get your head around this forthcoming Disrupter-like two-player net'n' rescue game. Exclusively yours on the one and only CF PowerPack!



ON THE TAPE

SIDE 1

ZAMZARA

Created by Peter Jubb

Taparama, this Hewson title is one of the smallest 84 shooters you're ever likely to see. Stunning animation, great power-ups and a rather easy time in background graphics. Are we too good to you or what?



FULL GAME

HER-O-QUEST

A mighty quest all round for Brontie who have joined us with an absolutely brilliant 'demo' clone of HeroQuest, where you and three

DEMO



others can play the very first level of this corking conversion. Tallyo!

SIDE 2

BULLDOG

Combat the evil Poison Empire in this exciting total 'em up. Fly low over enemy installations — and bomb the s—t out! Collect all the power-ups released and generally have a whale of a time.

FULL GAME



FIREPOWER

While everyone else is merely looking forward to this simultaneous two-player tank trundling answer to Chopchop, loyal OP readers can actually have a taste of the action with our spiffy demo!

DEMO



IF YOUR TAPE IS FAULTY...
Please remove the box and send the tape and an OAR to:

Amiga Audio Video Ltd,
Roxcourt, Halesfield 14,
Salford, Shropshire TF7 4QS

Amiga will then rush a replacement to you as fast as possible.

POWER PACK

ZAMZARA

HEWSON

Joystick is gone!

Zamzara is a genetically engineered mutant, bred against his will in a laboratory complex. As you can imagine, this isn't the most fun he's ever had. So for decades it stays.

Having broken out of his enclosure, Zammy sneaks into the armoury, nicka some heavy-duty firepower, sets a Detonaf! Mine

FULL GAME

Your Aaa Goodbye! time bomb and heads for the departure lounge at scarily high speed.

You have to make sure Zamzara reaches the escape vessel in one piece.

You control the mine using the joystick to move left and right, and to jump. If you tap the joystick upwards, repeatedly, you can make Zammy hover.

Hit the fire button to release a barrage of five tons whatever weapon Zamzara currently has selected. Choose your current weapon by hitting the F keys or the space bar (see text) and replenish low stocks by picking up items.

Keyboard killer

Zamzara has a number of impressive weapons at his disposal, accessed via the function keys on the

space bar. Take it easy, Zam-baby...

Standard fire — this is what you start off with

SPACE — Missile, 1 shot per beam collected

F1 — Missile fire, 50 shots per beam collected

F2 — Rocket Blast, 25 shots per beam collected

F3 — Rocket Laser, 15 shots per beam collected

F4 — Rocket Laser, 15 shots per beam collected

F5 — Rocket Laser, 15 shots per beam collected

F6 — Rocket Laser, 15 shots per beam collected

F7 — Rocket Laser, 15 shots per beam collected

Zamzara — look at the stat(us) of that!

Super weapons release bursts. Hold the fire button down and these start to fill with white when they're full, release fire bar (unless after down)

Score

Weapon selection. The load changes here, signifies which super weapon is currently in use



Lives remaining

A rather easy design-type area here. This indicator's eyes light up when you fire a super weapon

Overheats when 55 minutes and counting...

Number of game bottles you've not looked on for

Missile selection. If you tap the space bar, the little missile shape glows for six only (that's the same three you possess the you release a missile. The number shows how many missiles you have left)

Getting to grips with Zamzara

Level 1

1 - To get going, simply let off a quick burst of your Machine Laser (PL) to demolish the first wave.



2 - The third enemy is best defeated with a burst of Machine Laser.



3 - More fire button mashing should see off the first wave of heading bands.



4 - Quickly jump up onto the ledge and use all the last band with normal fire.



5 - This second band is in easy. Stand here and fire like mad.



6 - Then, to avoid any damage, stand here and release a missile in clearing the remaining ether.



7 - Shoot the remaining band, then, hover up to the wall and wait for it to be cut off.



Level 2

1 - Obtain a Web Miss with PL to destroy all the enemy's missiles, then fire normally to kill off the band.



2 - It only takes a bit of jumping and firing to demolish the next wave of heading.



3 - The head-projecting stamp pipe can be a killer if you let it hit it with some Machine Laser.



4 - You can kill that last band if you really, really want to...



5 - Stand on the edge of the lower platform and fire like mad to destroy the second band.



6 - Dip down and release that game button, that launcher tray for the fire button to slaughter those hoppers.



7 - ... Alternatively, launch some Machine Laser (PL) to destroy the first ether and then jump up to the wall.



Launch normal fire, rapid fire and missiles by tapping fire. To use the three types of lasers, hold down the fire button until the charge bars on the control panel are full. Release the button and the lasers are launched. A-Type fastest.

SCORING

The size of the monitor destroyed determines how many points you receive for killing it. (Mind you, you have to kill everything to get on, so I wouldn't worry about the score too much.) Oh, and collecting a game battle gives you 100,000 points and for every ten battles you gain an extra life.

CONTROLS

Joystick

BF - Jump repeatedly tap up to hover
DOWN - G - nothing. Sorry. 'down' (left)

LEFT - Moves left

RIGHT - Take a game...

Keyboard

F - Pause

← → [back arrow] - Abort game

low over their missed installations and guidelines with all lessons a-planning.

Among the enemy installations to equipment stores labeled with letters and icons. Fly over these and your drift (down-up (or down) depending on the symbol). Continue as far as possible.



To whet your appetite, here's a view from a later level where things start getting really tough!

You have to face and destroy a mother-ship. Kill this mother and you get to scroll your thrifty way down you reach on the next, harder level. And that's all there is to it!

POWER LIFE

↑ - Speed up

↓ - Slow down

⊞ - Bonus firepower (autofire)

⊞ - Increases firepower

⊞ - Drops all your extra goodies

⊞ - Clears the screen of enemy missiles

(just like it should)

← → - Restricts your movement to left and right only!

⊞ - 140 this and you can scroll back down

the screen for a while to collect any bonuses that you missed!

BULLDOG

GREMLIN

Part two'll do for you

Once again it's you versus every-

one else in a one-man deadly mission to the death. This time it's the dreaded Phoenix who are taking up a storm - time you want in and battle the lighters out.

Having been auto-piloted to the portside of the Phoenix's defenses, you now take direct control of your spacecraft and must cruise

FULL
GAME

BULLDOG (scroll on)



FIREPOWER

MICROILLUSION

Start your barrel buster in part 2

DEMO

This new game from MicroIllusions features simultaneous two-player tank-busting action as both players scold around attempting to find the opposition's flag and return it to their own base.



The enemy red tank is one of your men. Drop him off at the red cross station.

In this mini-version, the two-player mode is missing and you only get a limited amount of fuel, but you still have enough time and tanks to go and lose the red flag straight-out of some enemy installations and to run over some enemy troops as well. Har-oh har har, if that isn't just the bit!

You start from your garage (the green building in the middle of the screen) to pull close on the side and your armoured vehicle will reveal itself.

CONTROLS

Equipment with the controls a bit 'top heavy' will lobby. Push in the direction you want to go and the tank turns to face that way — unless you push in exactly the opposite direction. Then it reverses. Try it out, it's really not that bad.

To fire, just hold the fire button down. Any solid objects that get in the way take a good pounding and eventually blow up leaving lots of lovely debris!

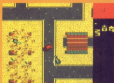
KEYS

F5 — Abort

F1 — Full direction

TAKE AIM

The idea is to go and destroy as much enemy hardware and rescue as many of your chums as possible. Friendly gun emplacements and buildings are brown. The enemy is green. Blast enemy buildings and you release allied troops. Pick 'em up (stop while the little fat-tired clerk is behind) and score yourself some points. Alternatively, you may see some little grenades come scurrying out. Why not set one over them and see what happens? (Siggiff)



Watch out for the tank-busting helicopters. Make sure you've a helicopter-busting tank commander.

Once you've filled up with troops, return to the Red Cross building near the garage and approach from right to left. Bump into the building and your men are automatically transported to the safety of the hospital facility for a warm good-ole-glow inside (not to mention a huge load of points).

When your time/tank/fuel runs out you can start the game afresh or pick a new tank from the three on offer (for more info see the Programmer Power Test on page 10).

The enemy status display on the right tells you (from left to right) points scored, number of men carried, number of tanks remaining. The large red square above is your radar, on which any advancing enemies show up.

HEROQUEST

GREMLIN

DEMO

Slaying mink in the second slot

When you first load up this — it has to be said — STONKING demo, you'll find a small menu asking you to Play Game, Buy Equipment or Select Players. Since you don't have any gold to start with and you can't load in saved characters (unless you do you get them from) don't even bother clicking on Buy Equipment. Can you count. To change the names of the four characters, go to Select Players, click on your choice of panel and then push up and down to cycle through the letters. Click on Exit to move back to the menu and click on Play Game!

All four characters are involved, so if you're playing on your own, you're going to be busy! But for the full effort, we advise you to invite around a few mates.



Picking up spells for the Elf or Wizard is as easy as ABC. The Elf's choice is more limited than Waz's.

Both the Wizard and the Elf have to lug a big bag of spells round with them, so the next thing you do is enter another menu where you get to choose your magical arsenal. Spells are carried in bundles of three, so you have to select which particular group of spells you require. (Don't ask us what they all do, find out yourself.)

The Heroquest 'board' then appears. To get the ball rolling, just press fire to stop the random-o-dice counter thing in the top left of the screen. This tells you how many squares you can move.

THE ICONS

Press right to left: All your character's moves are implemented via the joystick using cards and a pointer. To get your hero on a square, you can either click on an adjacent board square (this is fully at hand), or use the arrow keys (lower right corner — much better).

Once you've finished your move, click on the Move Arrow Man icon to swing control over to the next character.

The next Eye-con allows you to conduct a quick search. You can choose to look for Hidden Doors and Traps or Treasure. Take your pick.

If you're getting a bit lost take a gander at the Level Map. This shows the rooms, corridors and doorways that your adventurers have visited. To rest from the Level Map, click on Cancel (and



Use direction arrows (bottom right) to move

if the Cancel symbol has gone — it's a bit buggy — just click anywhere in the lower right of the screen.)

The Shield & Sword symbol allows you to integrate some hand-to-hand combat. To fight effectively you usually have to be on a square adjacent to the enemy. When the map appears, point to your intended victim (make sure it's the right one) and click.

The computer automatically sorts out the blows and parries, so it speaks, and tells you how the outcome of the battle.

Ignore doorways at your peril. Or let your curiosity get the better of you and open it, using the Key icon.

And finally, the Goodie Bag is used to access any spells or tools that you might have collected about your person(s).

Right, that's yer lot, you had come-to-fantasy lands. We don't have huge amounts of room to tell you every little bit about the game (but of course it on pages 10-11). First one out of the dungeon-tape for 100 gold pieces, so load it up, have a good wander round and enjoy yourself!

PREDATOR 2



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

AVAILABLE ON:

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THE CHARTS

FULL PRICE GAMES



GOING UP



GOING DOWN



STAYS STILL

1	TEENAGE TURTLES <i>Mirrorsoft</i>	The green machine troubles on, staying at number one. The game looks bad, but plays well so we give it 75%	Hand icon
2	DIZZY COLLECTION <i>Code Masters</i>	Fans of the Coder's Crazy games can't really go wrong here. The only fly in the ointment is the slow Fast Food	Hand icon
3	LAST NINJA 3 <i>System 3</i>	So's reports this game (which gained a sparkling 95% score straight in at No. 3. Top and next month, eh?	NE
4	VIZ <i>Virgin</i>	Oh dear. You won't be told will you? We gave it a 50% - the game is No. 4. Needs up four corners who are sorry	NE
5	CREATURES <i>Thalamus</i>	Tall men with a sparkling 91%, Clyde and buddies still couldn't hit the top slot. Support, but stable at No. 5	Hand icon
6	TURRICAN 3 <i>Rainbow Arts</i>	Wow! It's a real surprise it has given up without down to the fifth slot. Is he or is he not already?	Down icon
7	BIG BOX <i>Bess Jolly</i>	All games for a tacker... you can't go far wrong, especially with Spinaway, Mankar and Showdowns in there	Up icon
8	LOTUS TURBO CHALL' <i>Gremlin</i>	Possibly the best two player race game to date. We awarded it with 90% and it deserves to be well	NE
9	GOLDEN AXE <i>Virgin</i>	Virgin's good but slightly flogged coin-op genre capped for 80%. It did well but is now on the slide to oblivion	Down icon
10	ROBOCOP 2 <i>Ocean</i>	Ocean's standing card (see game 8 50%) sinks ten places from last month - and deservedly so. It's back!	Up icon
11	SUPER MONACO GP <i>US Gold</i>	We weren't too sure about this one and gave it an 80-ish 70%. Well, it looks like you got the bit!	Up icon
12	S.C.I. <i>Ocean</i>	After months of burning down in hellfire, SCI finally hits the top 20. With 70%, we weren't that impressed	NE
13	SWIV <i>Stern</i>	Stern's reports should earned itself 80% and a place in the charts. Recommended for blasting with to only	NE
14	F16 COMBAT PILOT <i>Digital Int'n</i>	Yes, it's still here and selling in thousands. Is there anyone who doesn't own a copy of this right now?	Down icon
15	GAZZA 3 <i>Empire</i>	The other enemy Gazza it is on the way out. And with a puny 50% who can blame him for sliding quickly out?	Down icon
16	E HUGHES' SOCCER <i>Audigenix</i>	Every time is still doing the rounds, and looks like has taken up permanent residence in the top 20	Up icon
17	PREMIER COLLECTION <i>System 3</i>	A stunning collection, which got a sparkling 90%. If you haven't got it, what are you waiting for?	Up icon
18	TOTAL RECALL <i>Ocean</i>	Big title takes a massive 10-slot drop this month. We like 77 percenters will be around next month but it's	Down icon
19	HOLLYWOOD COLLECTION <i>Ocean</i>	Had a last compilation this with Indy Jones, Batman, Showdowns 2 and Robocop all showing their wares	Down icon
20	FISTS OF FURY 2 <i>Virgin</i>	And bringing up the rear is this average (50%) compilation from Virgin. Needs work both ways with, really	Down icon

BUDGET GAMES

➤	MAGIC LAND BREST <i>Code Masters</i>	A	➤	QUATRO FIREPOWER <i>Code Masters</i>	NE
➤	PEPPEROT <i>Essex</i>	F	➤	OUT RUN <i>Kiwi</i>	V
➤	DOUBLE DRAGON <i>Mastertronic</i>	B	➤	OPERATION WOLF <i>Hi Speed</i>	V
➤	CPI'S ELEPHANT ANTICS <i>Code Masters</i>	A	➤	EVILS DRAG <i>Code Masters</i>	B
➤	QUATRO ADVENTURE <i>Code Masters</i>	V	➤	GARY LINKER'S HOT SHOTS <i>Kiwi</i>	NE

System 3 never contemplated producing a car racing game before. But when Formula appeared and reviewers consistently applauded the in-between road racing section, they thought, maybe it's time we did...

They then reviewed the current racing game market to discover what they could do differently and how they could do it better. The aim was simple: to produce the best driving game so far.

The obvious next step was to find someone who could actually make the thing. Enter Chris Butler into the story. A long-standing code programmer, Chris' credits include tech releases at J. Comarney, Thunder Blade and Space Harrier.

With Chris of the team a storyboard was then drawn up, incorporating the ideas that had been thrown around. Starting with the car chase theme, they then decided to give it another twist. The original game had the

It's blip city on the scanner and we're in trouble! The interceptor missiles have failed, the laser web has been breached, and the door to the lead-lined bunker won't shut properly. Too late! Prepare to be Turbocharged!



TURBOCHARGE



(COURTESY) Surrounding road, a bend in the landscape, thick walls, wind tunnel, rain flow that blows off the road. (EGL:OW) Some of the engine's everyday material, featuring the first level map from Justice in Baghdad, a grid symbols and graphic ideas for enemy vehicles and border paths.



working title of Borderline and was based around a terrorist operation meant on capturing UN hostages of arms in different parts of the world. As a special customs officer, your task was to block the terrorist convoy through intensely territory as they make their getaway toward the border of their own country.

This theme has since been honed down and is now based upon a global drug busting operation. The new plot line remains the same, where you chase a drug dealer who is making a break for his own country, loaded to the full-caps with roughy chemicals. Your car is armed with a machine gun and a limited supply of missiles and, as you can't imagine, the only way this guy is going to stop is with a fresh rocket up his arsehole.

Usually you are given back-up by friendly police vehicles, but if you don't kill Mr. Drug-dealer by the time he reaches the border, you

Turbo tech specs

Turbocharge is a regular, gritty bag of old-school excellence. For anyone who's eagerly interested, here's the low-down on the Turbo:

- The large, roadside objects are made of characters (called char sprites). You can have any number up to an 16-bit configuration.
- Character sprites are full multi-color (eight colours in an individual sprite object).
- You can have 12 char sprites on screen at any one time.
- There are 21 multiplexed hardware sprites for the car and windshield bullet holes.
- The variable perspective track works in same way as stroke rate games. The constant point always stays the same - only the angle of the sides of the road change.
- The roadway is created with user-defined characters to create the illusion of road angles.
- The program uses look-up tables to map a base structure of the shape of the road, then a separate algorithm puts a smooth edge on. The middle is a straight forward character fill.
- The screen updates every two frames on average.
- All the normal raster interrupts are tied up with the sprite multiplexer, so both CMA (Composite Interface Adapter) chips are used to generate interrupts for the colour sprite on the horizon, the approach of the tunnel and to alter the highlights on the car.
- All cars, vehicles, choppers etc. are constructed from multiplexed sprites.



BARRELS This is no simple road race – all those graphics are needed (SRAM) allowed Turbocharged starts a game have to breach the barrier point, with enemy tanks and continue the chase on your own.

Once they had the scenario pretty much fed down, System 3 team decided to change the title from *Revolutions in the Drift* to *Turbocharged* (much better).

YES, BUT IS IT ANY GOOD?

So, we've got a mad chase through different parts of the world, plenty of traffic to swerve and a fair amount of trigger-finger action. What makes *Turbocharged* any different from any other racing game? Well, although the screenshots here don't even begin to tell the real tale, *Turbocharged* is the fastest, smoothest, busiest and most responsive road racer we've seen. The road movement is incredibly smooth and rapid and you see those huge buildings and billboards by the side of the road? Well, they update and move just as smoothly. There are hills, dips, tunnels, lots and – well – why not test for the exclusive PowerTest next issue?



Well screenshots fail to convey any of the speed or movement here: this road racer wins. Here, you're hurled down a dip into



Turbocharged features

- Roads incorporate curves, hills, dips, lots and tunnels.
- Five levels with friendly and enemy territory stages (each, ten roads in all).
- On entering tunnels, the road itself changes colour and the headlights on the car are dimmed to give the impression of decreased lighting. (Subtle, but technically brilliant)
- Large graphical helicopters hover in its attack.
- Loads of large roadside features.
- You have an unlimited supply of cannon fire and five missiles.
- Bullet holes on screen indicate damage sustained.
- Soundtrack and effects have come from a secret German source.
- True perspective roadway.
- Turbocharged employs an innovative control method whereby the road is viewed in perspective by the car. This provides extremely realistic and responsive control.
- It's Super! Test!

SNIPPETS

AUTUMN GOLD

US Gold are really gearing up for the Autumn with a range of titles signed off in production, including new additions to the range of Capcom conversions: check out Alien Storm, Final Fight, Mega and Mega Twins. The Mega class continues with Q-LDC (Japan), the long-awaited Out Run Europe plus Sega's stunning new Mega Drive title, *Stunt: The Hedgehog*. Waiting in the wings are *The Godfather* and *Romance Bros*, plus a new Lucasfilm game, *Indiana Jones And The Fate Of Atlantis*. With a plot scripted by Stephen Spielberg and the 64 action game written by Attention To Detail (Night Shift) this could be a real winner. Fantasy fans can look forward to *Medieval Lords* from SSI plus *Tears Of Rage* – a *Starhawk* adventure.

SNOW BUSINESS

Latest updates from Ocean: *Toté* and *Battle Command* will under way new snippets include *Shore Wars*, and Spielberg's *Peter Pan: Job Done*.

RANDY COIN-OP

There are more coin-op conversions coming from the Italians, thanks to Walsell-based Elite. Scan these: Sega's *Last Battle*, Namco's *European Championship 1990*, Sega's *Ken's Gameworks* (to be converted by Electron the Cat, who coded the 16-bit version of *Last Ninja 3*), Namco's *Super OP s.t.a.*, *Winning Run 2* (plus a new coin-op with the unbelievable name of *Randy Er... 7*).

GET YOUR OX

Following the stunning 64 version of *Wings Of The Dragon*, Empire are about to unleash the *Death Bringer* on us, another bank 'n' stay jobbie with the emphasis on action rather than puzzle-solving. Not only that, but the big 64 here also got the conversion rights to *Talor's World*. This sounds like *Ox* with monsters and blasting, so it should be a good 'un.

ZOO GAMES

The Zoo have just introduced a new game with the tantalising title of *The Bull Game*. This multi-player strategy puzzle sees you take control of a character who can shoot, jump, walk and teleport around in order to out-manoeuvre the opposition and gain control of a 30 tower.

EN-GER-LAND!

Following in the wake of *Red October*, Grandstream are about to release the official England soccer sim (preview next 185), and watch out for a flaming *The Lord Of Death* landing on your 64.

EARLY WARNING SCANNER

Our early scanner shows you how near to release new games are. The numbers are rings showing sales at monthly intervals, so those on the outer ring are the closest games. There may just not have been an upcoming game from Nintendo to match...

FIRST SIGHTING

The Power
Nintendo
Cubicle Puzze-style puzzle game. Collect the hearts and head up with them!



FIRST SIGHTING

Security Alert
First Sight
Virgil is a team that who breaks into a variety of buildings and has to defeat a range of sophisticated security systems.



FIRST SIGHTING

World 100

Gold Simulations
Fantasy
Commander style shoot 'em up. Converted from the Japanese side-up. It features elaborate graphics and great audio-visual hardware.



TEARS OF RAGE
Toshiba
Good

SARAKON
Virgin

SECURITY ALERT
First Sight

WORLD 100
Gold

EUROPEAN CHAMPIONS '91
Top Gear

SHOT
Simple

ALIEN STORM
US Good

SWITCHBLADE
Granite

WOLFIE
Empire

LAST BATTLE
Ipsa

THE POWER
Nintendo

DEATH BRINGER
Empire

WORLD CLASS
Empire

WORLD CLASS SODDER
Elite

THUNDERBOLT
Bentley

TURBOCHARGE
Granite 2

EXTREME
Digital Integration

FINAL FIGHT '91
Good

DEM'S
Nintendo

EDGE
Ludogames

RED BASKETBALL
Bentley

FINAL FIGHT '91
Good

RED LIGHT
Ipsa

EDGE
Ludogames

GOES UP
DeLuxeWare

BATTLE COMMAND
Ocean

ROLLING ROBOT
Virgin



FIRST SIGHTING

Rolling Robot
Virgin
Maze-style puzzle game, where you have to alter the colour of game in one go to solve the match the pattern approach.

FIRST SIGHTING

Star Top
BentleyWare
Pang strategy, with stunning graphics and plenty of action.



FIRST SIGHTING

Star Top
Bentley
Shoot 'em up. Shoot players' staff, choose your team and get those Run Ballies to free up in every bar, for



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THE HIT SQUAD - PO BOX 350 - WYCHESTER MICHIGAN



Slipman the barbarian discovers a secret treasure chest. Would he open it and risk getting all a lovely lady? Perhaps there's a huge wall of cash inside! Fortune favors the brave, so...



... With a heave he prizes the lid open, and lo and behold - there are a thousand gold coins to put in his inventory! Any cash collected can be saved up to buy weapons in later scenarios.



The biggest boardgame hit of 1989 finally finds

its way to the 64, courtesy of a deal between Gremlin Graphics and Milton Bradley. Our reviewer sharpens his blade on a few of its bad guys, creeps down its corridors and finds his way back in time to file this report

If I don't dash here, And stamp, it's hard to keep the torch burning. And though I've been down here for hours, I couldn't tell you what's around the next corner. The things I have to do to write a review... Even my portable PC is running low on battery power. But now I can tell you why I've put myself through this suffering.

HeroQuest the boardgame was brilliant. Its simple rules and open-ended design meant scenarios (the technical word for adventures) could be as simple or as complex as you liked. When you took of the twelve quests provided, a blank map was there for you to make up your own scenarios. In fact, the game was so neatly done, it was a piece of cake to make up rules, maps and monsters of your own. But there was just one problem, you needed two people to play it. Or at least you did. For now it has been coded onto your dear 64 and the danger awaits your old one.

HeroQuest is played out over a series of missions or quests. The goal of a quest can be anything from saving kidnapped Vikings to destroying a wicked dungeon full of crea-

tures. All the scenarios together form a whole "campaign" you have to complete, each quest forming a small part of the total aim. In this game the forces of evil are controlled by the Lord of Chaos, Morcan. In the original boardgame, one player was needed to act as Morcan. On the computer version, the program itself handles this task. So the plot is simple. Morcan has invaded his forest once more and you have to put the wind up him - quite appropriate, we think.

There are twelve missions - or scenarios - to choose from, each one increasing in difficulty. And players of the boardgame think they know the score, there's in for a surprise. Even though the scenarios are much the same as in the boardgame, the maps have been altered to make life more difficult. Easier missions include The Trial and The Rescue of Sir Ragnar, a very simple kidnapping rescue: only one trap and monsters to trap they make pitifully goodies look vicious by comparison. But just when you think there's nothing you can stand in your way, the scenarios start to heat up a bit.



Fantasy Special



Before you start a new quest, you can choose to load in characters saved from a previous mission or re-time the four adventurers you chose. Mind the "Oxy" over job, and Eric!



Both the Wizard and Elf possess magic-torcing powers. Before you set off, players re-allocating these characters must select a batch of spells to take with them. (Which takes three)



A character screen from the third scenario. One wretched Mage must be killed to fulfil the quest, and here's the little knight... as... hiding behind a really great Chain Warrior. Eric, across the, Mr Oxy...!



Oh, cut to it. I may as well just go and attack the great sumner. Oh, I've debated this. (Sighs) Righty-ho, Mage, you little shirker, you can come quietly or you can come in a lady bag. The choice is yours!

WARQUEST



Each turn you have a choice of actions. You can move, fight, look for traps and secret doors or look for treasure. However you're limited to movement plus one other action.

Searching for traps and secret doors will reward you items if they exist. The program either tells you that you've found a special quest treasure or it generates a random find which could be anything from a pile of coins to a wandering monster.

Moving around in the dungeons/castle fortress couldn't be easier. A series of numbers flash up on the screen in quick succession. Press the fire button and a random number is selected, representing what would normally be your dice roll. You move over this number of squares in one of two ways. You point the cursor at the square you wish to go to or use direction icons.

Coming into contact with monsters means combat. Every creature has a number of body points. Body points indicate how

rough you are. The monsters usually have only one body point, so hitting them kills them unless they successfully defend against your blow. You only have to defend if the monster actually attacks and you have more than one body point per character. All combats, including dice rolls, is carried out automatically. The results are displayed

blow by blow on the screen (for excitement). The elf and the wizard use magic. Each magic user chooses one of four sets of spells (three spells per set) connected to the four elements: earth, air, fire and water. All the spells come into their own.

Then there are traps. Take the pit traps area revealed 4 steps where it is and has to be jumped every time. Or there's the spear trap: causes a body point of damage outright but then it's restored unless. Traps, traps everywhere. Make sure one of your characters checks for traps and secret doors each time you enter a new area. (It's good advice - Ah! Forget to check and you get humiliated.

Morcar has massed his forces once more and you have to put the wind up him



It's just here a look through here and - Oh, indeed! It's a 'Force Of Chaos' chess routine. Sorry to interrupt game - I'm outta here!

The boardgame's colourful realism and high quality artwork can't possibly be accessed on the 64. The flick screen presentation and speed of some operations - like opening a door, for example - are a bit crude. But these are merely cosmetics and considering the size of the game, they're forgivable.

You couldn't do better than save up your pennies and buy it. You can then play it with your friends, boot them out of the house at about midnight then continue adventuring on your 64 until the early hours.



Game	HeroQuest
Publisher	Grawlin
Cassette	£17.99
Disk	£15.99

Dicing with death



STEP 1 - Find a suitable combat opponent (in some cases little crabs who you can defeat easily) and click on the combat icon



STEP 2 - The map appears. Move the pointer over your chosen target and press fire to commence with the duffing



STEP 3 - The computer undertakes the dice-throwing bit, automatically biased for strength and temporary luck



STEP 4 - Goodbye with glee as your opponent's body points disappear, taking the nasty little goblin with them. Not job done!

POWER RATING

THE DOWNERS...

- The game update is a little slow
- The boardgame's playability has been perfectly translated
- At last you can play boardgame style or with friends
- Excellent and efficient scroll-driven gameplay
- All new magic - no-one's played these before!
- Atmospheric screen display (with the boardgame, the walls are stone)
- Save option: take characters through all 12 adventures
- All the boardgame's features have been reproduced in magic, treasure, the lot
- Excellent usability - you escape for expansion sets

93%

...AND THE UPERS

HEROQUEST COMPO

**WIN
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BOARDGAMES**

**WIN
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6&A HEROQUEST**

-  Wizard
-  Barbarian
-  Dwarf
-  Elf
-  Skeleton
-  Goblin
-  Door
-  Exit

Have a competition to determine the best HeroQuest building plan. And, if another individual, or group, is jumping up the inevitable ladder for this year's prize.

Five lucky OF readers are going to receive a copy of HeroQuest the boardgame AND HeroQuest the computer game. And if five winners can't see results in the fact that they will soon be receiving HeroQuest for the Commodore 64.

As ever, we just can't give the stuff away – you'll get to work it out yourself. Here's how.

On this page there should be a detailed HeroQuest-style map of a dungeon of those lost to us in low-lands. Four adventures: a wizard, an elf, a barbarian and a dwarf are trying to escape from the dungeon before nightfall (if they don't they're in trouble). But fate is cruel & cruel here. There is only time for one of these brave souls to escape.

Which one will it be? That's what you have to tell us. Five rules will determine who the survivor shall be.

1. To escape before nightfall, the adventurer must reach the exit (the red square) and mounting the quest for the dragon's hoard.

2. The barbarian cannot move through walls.

3. The adventurer only has one key and all the doors are locked.

4. The adventurer can only survive moving through one square occupied by a skeleton at a time.

5. The adventurer must escape by moving over the adjacent to one of the two red square squares.

Play your advent' on 64.

Register, Dwarf or Elf, on the back of a postcard or sealed envelope, include your name and address as it is and add it to:

**No. 11's No Good – I'm
Completely Lost Compo,
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Adventure Fantasy Special

US Gold have put a new perspective on an old favourite with the latest episode in a long running series of tricks, traps and treasure hunting that harks back as far as 1986 and a four-player coin-op. Our reviewer tours the land of Capra and finds that the familiar quest has taken on a whole new angle...

Breaking a promise can have all sorts of results: a clot round the ear, detention, noilly for a week - it's bad, but not that bad. Tell yourself on the island of Capra, though, and you're got a lot more to worry about. The moment the eight kingdoms broke their pacts of peace in good old island Magnus, the forces of darkness were unleashed. Leaping out of the shadows with a truly bloodcurdling scream, the evil Capricorn kidnapped Magnus, took over his throne and started to spread death, B.C. and some throughout the land. Bleuch.

But don't despair: Thor the Warrior, Thys the Valkyrie, Melin the Wizard and Quester the Elf are here. Armed with swords and shields they battle their way through Capra's underworld casting out darkness and...
Hang on a minute. Haven't we heard of this somewhere before? Well, yes. That's, actually, Gauntlet's a lot longer in the tooth than one

GAUNTLET



or has the
been
place
waters I
could



A look with a close-up. Ingauntlet's Gauntlets heads down amongst the dead men. You'll find no treasure in these castles!

mention, it's been around as a computer game since 1986 and it was a coin-op way before then. So why, you may ask, are they doing another one?

The answer is because this is the first time it's ever gone 3D. Instead of 100-odd levels you've got eight fully scrolling worlds in glorious isometric 3D. Not only that, the original quartet of castles wielding goodly goodies has been joined by another handsome totemic: Pallas the Rockman, Gracels the Lizard Man, Bizzard the Ice Man and Neptune the Merman. Missions are based in each of their homeworlds, come in five mini-

missions, involve solving a puzzle or two and can be tackled as a gruesome bossman or solo.

Each of the heroes is fully equipped with arsenal, some magical ability and long- and short-range weapons. They're not all equally good at using them: if spells are your thing ask Merlin - but for a good hand-to-hand bash, Rockman or Thor are best.

In addition to the original Gauntlet's spooky ghosts there are different fables for each of the eight levels, everything and anything from mummies, zombies and dragons



This is the very pretty ultraviolet colour screen which boasts small map-views and some neat level animation.



Poor old Bly looks like he's in trouble. Surrounded by blue enemies and with his only means of escape across that rickety-looking bridge!



The screen looks a little out of place in this green and judgement level. These castles are no doubt fortresses, so watch your step!

Let's take a quick look through one of the early levels. Starting from a devil's egg (complete with cross on the beam),...



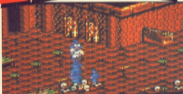
...we wander through a pleasant area (or should that be swamp?). There is plenty to be found - and much that you may not know you can...



And finally we slip upon a gurgling brook. Take care lest, feeling lost in the swampy area, these gurgles get you duffed up a tree...



TLET III



Back in the tomb room, our hero is under attack from the blue-skinned wizards (again). Although these gags feature heavily on the early levels, there is a huge number of enemies, including ghosts, sharks, jellyfish, poisonous vines and huge scaly dragons!

In various situations, some rooms and walking party hats. Touch 'em and they drain your energy - all 'em and you'll be taking in the points. En route there are plenty of goodies to collect. Treasure boosts points, food tops up your energy (except when it's poisonous) and potions provide a marvelous array of magical effects: invulnerability, rapid fire and rapid clearance among them.

Gauntlet II has all of the original Gauntlet's most distinctive features and then some. It has better graphics, loads more monsters and plenty of puzzles. There's a whole host of new battles in each world and the music (even the high score and between-world only) is absolutely best. Some people might still find it gives them too much of a feeling of déjà vu but if you're mad about monster mashing, you ought to give it a try.



KAT

Game	Gauntlet III
Publisher	US Gold
Cassette	£10.99
Disk	£15.99

LOADS OF LEVELS

Gauntlet II does at least let its adventurers out of those wretched dungeons for a breath of fresh air. The quest now takes place across eight different worlds each with their own brand of scenery, traps and monsters. So, what sort of exotic locations can you expect to visit?

WET: This is no place to go if you can't stand the heat. With rivers of lava and walkways warm enough to cook eggs, it's a good place to get a tan - on the bottom of your feet.



COOL: You'll certainly stay fresh in this climate, where water pipes are always hot and thermal coffins are a vital item in an adventurer's inventory. Even your bogies freeze!



WET: The water world where your arthritis plays up like mad and your shoes leak. Adventurers are going to need more than a brook and gobstones to survive this haven of H₂O.



GREEN: Green and pleasant it may be, but you can't bet it's home to legions of energy. Creatures crawl on ferns. At the very least they'll stamp all over your plants and get in your pants.



POWER RATING

THE DOWNERS...

- Great playing area
- Tedium: multiball means long waits between levels

80%

- Two-player mode is fun
- 3D scrolling is unusually fast and smooth
- Huge variety of ghosts and battles, which differ according to the theme of the level you're tackling
- Detailed water-stream background graphics
- Lots of (simple) puzzles
- Four new characters, all with different qualities
- Fantastic quick-fire combat
- Each level provided via jump key
- Different weapons
- Excellent front-end music

...AND THE UPERS

Use this guide with the maps to survive long enough to collect some diamonds. Collecting the diamonds is hazardous but the solution does allow you to visit hot masses of extra lives this way – and it's essential if you're to finish. There's a lot of mugging in Turrican 2 so if you didn't know, so we'll be coming back to a neat month.

LEVEL 1.1

Make your way right and up to position (A) where there's an extra life. Go right, up the hill and down the waterfall (stay in the centre). Jump off to the right and follow the route up to position (B) where you'll meet the Stomper. It's better to stay in the middle of the screen and unleash your firepower when he's stand-

ing still. Once he's destroyed, go to the cavern on the right to find some extra strength. Again follow the route up, then jump right down the hill. Work your way up to position (C), fall down the narrow passage to collect the two extra lives. Follow the same route up again, this time head for the exit.



TURRICAN

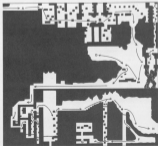
HOW TO COMPLETE IT (PART ONE)

LEVEL 1.2

Be careful here (A), as the blocks on the ground often disappear below your feet if there's a vine growing out of the block, jump on it. Go quickly through the waterfall and beyond the cascading falls, to arrive at the top of a huge ravine. Fall down, pushing right as you descend. You eventually land at position (B). Climb up and collect the bonuses and lives at (C). Go back down to (B). Then make your way to (D) where you'll encounter the spaceship. Attack it with your topdowns and collect the four lives it leaves behind.

Follow the route from here through the watery maze, over the waterfalls, until you get to point (E). If you turn into a geysercope and fall down the waterfall you enter a hidden cave (F). Collect all the diamonds (you have to or you can't get out) and go steadily to position (G) where there are six extra lives all for you. Go get 'em.

Follow the route back up to the waterfall and go down to (H) to take on the huge opponent which jumps down there. Use all your weaponry on her, then constantly shoot her eye (while avoiding the waller bombs). You will be rewarded with progress. Onwards...



GameBusters

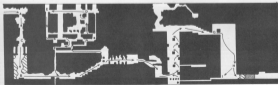
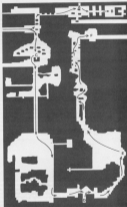
Is there no end to this boy's talent or stamina? Andy Roberts, the chap with the cheats brings you the first part of our complete guide to **Turrican II** (probably because he hasn't finished the second bit yet - Ed). Big game, innit?

LEVEL 2.1

From the entrance, climb up and geyroscope through the narrow passage. At position (A) and (B) are extra lives. Make your way back to the start and go down to (C) for some weaponry enhancements. Then fall down into the watery labyrinth and work your way (bring the crank, I should add) to position (D) to collect another extra life. Head for (E) to get another life, then fight your way up to position (F) where the head-on-a-stick bossie resides. Having a laser at this point helps enormously. If not, use your trusty lightning.

LEVEL 2.2

Go to position (A) and hop onto the lift to arrive at point (B). You can work your way up to point (C) and collect the six extra lives, but it is tricky and time-consuming. Follow the scale eggs, then return through the labyrinth and collect the lives at point (D) and point (E). Make your way to position (F) and fall down to collect two more lives. Blast your way through to the wind tunnel, climb up it and prepare to meet the tough robot at (G). Shoot the guns off, then aim for the sphere in the centre mucky but it's the only way. Once he has been squashed, fall right down to (H) where twofives are waiting for you. Route (I) is an optional extra—you can geyroscope through the tunnel to gain an extra three lives but you'll have to renegotiate the wind tunnel. Head for Exit. Level three, here we come.



No time to waste. Let's get on with the third and final part of our Creatures solution. If you haven't got uppy fire, droopy fire, missile fire and triple arrow fire by this stage, you're going to find things awfully difficult. Swirly fire's a bit of a necessity too

MO

LEVEL 3.1 A



1. Oh good, great, here we go again. Drop down but keep left, this beats the tactic each time it approaches until it's dead. Then follow the bird across, ensuring you keep out of the way of its droppings. Get onto the first ledge and shoot the bird. Jump up, ledge the bird and get the creature. Drop down one level, make a double jump (jump between the land and the other land and fall very fast). From a journey of a thousand miles has begun with a single step.



2. Edge the bird then shoot the blob and it turns into a spooked. Shoot this and a creature appears. Collect this being alone and drop down one level. Use droopy fire on the blob then edge into the pit while shooting the bird. Edge back out again using the same high level of caution. This is too easy...



3. ... We end up being up then about the 27th the first gap, monsters then edge forward if you want and jump to get the jump up and level off while the breathing ball area refresh. Now this

LEVEL 3.1 B

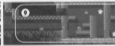


4. Shoot the landy from the lower ledge, jump up and kill the bird then collect the creature. Kill the lower bird with the downward fire then the creature the other one. Kill the zombie from the left ledge then jump right. Use uppy fire to kill the bird and the zombie the cloud. Kill the ghost with downward fire and you're free to collect the lower creature. Jump up avoiding the bird and collect the creature on the left. Kill the blue bird (he's a wing). Then drop down one level.



5. Kill the ghost by dropping down, bring then leaping back up to avoid it, hit the locomotive. Go back left a bit then up to the top of the screen. Carefully time your move to go across the top of the screen, avoiding the purple fly and hitting just before the blue one. Next, drop down to the next ledge. Again, time your move so that you avoid the blue fly and you can avoid you collect the creature just before the blue bird. Guard (bring again you or you drop down forward the blue, purple and brown birds, or on the middle ledge until your locomotive goes then kill the yellow bird.

LEVEL 3.2 A

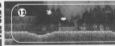


6. Go left simply, shoot the two landy. Next, shoot the blob, jump up and shoot the ghost to make an extra life appear to your left. Drop down, avoiding the ghost then kill it quickly. Jump up to the top and move right, killing the zombie on each ledge. Don't be tempted by the extra lives down below; the spikes will kill you. Jump the bird, move right collecting the creature. Edge the ghost while leaping the gap.

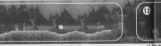


7. Kill the fly on the top of the screen. Shoot into the screen. Shoot until you about until you. Kill the then kill the creature. Drop and shoot the creature. Kill. Shoot the purple, white of the red-screen. Set the red and red-purple track. Wait until you

LEVEL 3.2 B



8. This next bit is awfully difficult. It's take lots of trial and error and even then it will take ages. At this point, time drop down to the next level. Follow the ghost over and drop down into the pit. When the cloud goes right, move up a level to the pit. When the cloud fires, jump out of the pit and run right, dodging the sweeping birds. Jump up onto the locomotive for a moment of safety. Next, run into the pit again, dodging the sweepers. Go onto the next locomotive for another moment of safety then onto the leaping ghost, which you have to kill first go. Avoid the sweepers yet again, walk out for the missiles, kill the jumper and quit, three years later you're made it



9. ...

RE CREATURES



6. Fly south. Dodge the flying bird and shoot the red bird. Jump the first the red bird. Now select the white arrow weapon and drop down being as you move left a bit. Shoot the green birds from a distance and you can just about kill the second family. Shoot it, then run to avoid the green's breath. Keep jumping and shooting at the enemy, keep up shooting the four birds until they move away. Turn around and jump they will kill the bird. This will also get rid of the assassin (the one with the white hair beard, use spy fire on the bird and jump the family)



7. Shoot the grey zombies but stay left. You will now see blue zombies staying out of the air. There are three of them, so make sure you kill all three before you progress any further. If you don't, they'll attack into the ground and disappear right on your heavy little backside. Shoot by the gate in the wall and use spy fire to kill one of the flying birds. Jump the ghost, shoot the next ghost from behind and spy fire the other flying birds. Shoot the next ghost with spy fire, shoot the zombie, then dodge the lightning-bug ghost. Oh yes, and shoot that forest!



8. Drop down next to the family then follow it across until you have enough head room to jump (about on the seven path). When the family makes its return journey, jump vertically. Then, as it passes beneath you, push right. Jump up one level and murder the blue jumper. Edge right and kill the red jumper. Kill the ghosts if you wish but afterwards, jump across the independent left drop down. Kill the bird and keep going right on the ledge. Stay on the left side of the last ledge and follow the bird across, jumping over it as it returns. Collect the green thing then drop down quickly



9. Defeat light arrow fire and edge right. Heavily fight! The huge blue belly should be dead now. Jump up to the first ledge and shoot the ghost on the right. Next, kill the zombies to the left then jump up to the third ledge. Heavily spy fire and shoot the disconnected block. This will kill the assassin. Power fire to the right with triple arrow the colored and kill the worm quickly to reach the next section



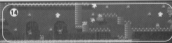
10. Edge the edge forward the red bird. The followers of high speed all the air. They will fire first, spray a wall on. Carefully time your next jump. Edge right and measure the last edge right again and shoot the head a beautiful. On right and land on the wall (the red bird's shadow)



11. Drop fire the blue beast on the left. Now use drop fire on the fire. It takes a while to have patience. Shoot about the disconnected block to destroy the fire on the top. Carefully avoid the lower bird as you jump up. Drop down, one level, avoiding the ghost. Then drop fire the second bird. Drop down get the creature, then go all the way to the top, avoiding both ghosts. Drop down to the next ledge. Shoot the purple creature, then move right avoiding the lightning fire the ghost. Shoot both the ghosts on the far right. Thankfully you can drop fire the high worm



12. Drop down and approach the gargoyles. Being care to keep the zombies. Keep flying and jumping until he's dead. (Get a few days repeat) Jump up one level and the breath the large shadow (after three days). Jump both the gaps avoiding the bird and the two ghosts. Spy fire the flashing flame then carefully fire a couple of jumps to avoid the other two (purple water purple). Drop down and kill the green creature. Then move right, jumping the blue one



13. Follow the purple creature closely. Then jump it as it turns around. The ghost's fire should stop you. Shoot the last of the big fat black, edge right. Avoid the skull fire and jump up quickly to the second ledge. Flame breath the fire to kill both it and the skull. Use spy fire on the right hand ghosts to kill both of them. Use spy fire on the ghost at the top, the one and so down the flame. Approach the red beast to activate all the others, then get up to the middle fire on the top board. Drop down and activate the big beast while jumping to fire. Get up top again and kill the flashing ghost that has now appeared (again) with missile - and that's it

MORE CREATURES

Jack your buddy (Torture Screen #3)

1 Steal when arrow fire. Edge left until you can shoot the hanging thing. When the ray on the left gets too close, throw out and run back to the mark, turn around and shoot again. You need to hit four sets of goals before you can hit the hanging beast.



2 Jump up to the top ledge. This time edge right until you have the two great guys in range. Shoot the bottom one and the history on his shoulders three spots and four little corners. Shoot two of those quickly. Then run to the left as possible with out dropping down to the next ledge. Move fast quickly around and shoot the other two. You need to destroy three thousand sets of golden creatures before the two giants disappear.

3 Once the green you have discovered a shiny ball sometimes fall away along the platform. Get to the end of it, use to hit it, then give it a hit of your fiery breath. The ball should start spinning in a long arc, but left, then right again. At the end of the arc, it continues in the ground, bouncing over the ball set. Go back and watch the screen you've saved your fiery breath and completed the game.

Teach us to cheat on Creatures

For those of you with a faint heart and an Action Replay cartridge, the following PCRE gets rid of all the collision detection in the game. This means you can play the game as normal, enter the PCRE to get through the hard bits, and then put everything back to normal and carry on.

PCRE#10886,80 -- gets rid of collision detection

PCRE#10886,173 -- puts it back on again

All these without a cartridge. Listen up. Once the game has loaded, wait for the title track to stop playing, and the Clydes to stop dancing. Then pop your joystick into port 1 and wiggle it like mad. The Clydes should do a frantic Bart-man and eventually turn grey. Put your stick back into port 2 and you're ready to play with infinite lives.

Chip's Challenge level chipper (part 2)

Well, like the man said: 'This is shaping up very nicely indeed.' You should still be heading away at the

first 50 levels, so keep this list of codes handy for when you're ready. Only another 50 to go (next month).

The second 50 levels

51 525J
52 PPRF
53 0288
54 2M60
55 5A85
56 F0UE
57 U80U
58 Y8LT
59 8L0M
60 2YH
61 880W
62 T89H
63 020H
64 LPO
65 8PL8
66 2KCT
67 52JA

68 P7D
69 8LTY
70 0000
71 L8JM
72 8KPT
73 000R
74 8M8H
75 8U8V
76 8888
77 F88
78 8888
79 888
80 8V8V
81 80W
82 L88
83 2Y8J
84 U88D

85 L88D
86 FJ 8H
87 5J8V
88 827V
89 8E20
90 0LJM
91 8700
92 0788
93 888F
94 8V8S
95 88F0
96 88F0
97 800C
98 T89D
99 0L8V
100 0L8V

Send your tips, PCREs, maps and plans for help to Andy Gray at: **Kamcoasters, Commodore Format, 30, Monmouth Street, Bath BA1 2DP**

SAMARITAN'S CORNER

BATMAN THE CAPED CRUSADER

001 D G Evans and Chris Porter please stand up! You have been found guilty of not being as good as Batman the Caped Crusader as you should be. You will type in the following listings (as white text) for each of the two scenarios, and some several hours' game completion time. Let this be a lesson to you.

0 0000 BATMAN THE CAPED CRUSADER PART 1
18 000 1-394 90 412 0000 A 0000
1 A 0000
00 000 000
00 0000 00, 00, 040, 000, 00, 040,
00, 0, 000
00 0000 047, 040, 00, 0, 000, 0, 040,
00, 0, 00
00 0000 070, 00, 0, 000, 00, 040, 0,
070, 0, 000
00 0000 00, 040, 000, 040, 00, 0,
000, 0, 040, 00, 0, 00
00 0000 000, 040, 040, 040, 000, 00, 00, 0

0 0000 BATMAN THE CAPED CRUSADER PART 2
18 000 1-394 70 412 0000 A 0000 A
0000
00 000 000
00 0000 00, 00, 000, 000, 00, 040,
00, 0, 000
00 0000 047, 040, 00, 0, 000, 0,
040, 0, 0, 00
00 0000 070, 00, 0, 000, 00, 040, 0,
070, 0, 000
00 0000 00, 040, 000, 000, 040, 00, 0,
000, 0, 040, 00, 0, 00
00 0000 000, 040, 040, 040, 000, 00, 00, 0

To complement the listings, here are some tips especially for **0 & G** Evans. Use the **FOOD** to restore energy, use the **FALSE FOGS** to stop enemies attacking you, use the **TRAP-SPOTS** to move faster, use the **SMOKEBET** to confuse the robots and use the **BATARMED** to stun your adversaries.

BIONIC COMMANDO

Barnes Barton wanted a **POKE**, and a **POKE** he shall have. This listing unlocks infinite lives and time.

0 0000 BIONIC COMMANDO
1 000 0-020 90 000 0000 Y 000-Y
1 0000 Y 0000
1 00 0-000 0000 0000 0000 0000 0000 0000

0 0000 "GARY BROWN"
0 0000 00, 00, 000, 000, 00, 040,
000, 0, 000, 00, 040, 000, 00, 040, 0,
000, 00, 00, 000, 000, 000, 00, 040,
0, 000, 000, 00, 040, 000, 000, 00, 040, 0,
040, 00, 0, 00, 000, 0, 040, 000, 040,
0 0000 04, 00, 040, 000, 00, 0, 0

RAMBO III

Chris Porter says note: this listing will make the game a pushover - infinite energy on level 1 and level 2, invisibility on level 5, plus immunity to traps and mines (and not an Action Replay in sight).

0 0000 RAMBO III
1 000 0-010 90 010 0000 0 0000
0 0000 0 0000
1 00 0-010 0000 0000 0000 0000 0000
0 0000 "GARY BROWN"
0 0000 00, 00, 040, 040, 00, 040,
00, 0, 000, 00, 040, 00, 0,
0 0000 000, 0, 040, 00, 0, 00, 00,
00, 00, 000, 000, 000, 000,
0 0000 00, 040, 0, 040, 00, 0,
000, 000, 00, 000, 00, 000
1 0000 000, 040, 000, 000, 000, 0,
040, 000, 00, 00, 040, 0, 000
0 0000 00, 040, 000, 000, 0, 00, 0, 0,
000, 000, 040, 000, 00, 000
0 0000 0, 000, 000, 040, 00, 00, 00,
00, 00, 000, 00, 040, 000, 000, 000,
000, 000, 000, 000, 000, 000,
000, 000, 00, 00, 00, 00, 00

PARALLAX

Gareth Edmondson requested help for this little beauty, so here are the passwords for all five levels: **STACH, JEWEL, PARROT, SALUDA, GLOBE**.

RENEGADE

Jay was rather miffed, as he couldn't get passed Big Bertha. Tackle her like this: run away from her and she will run after you. This allows you to time a flying kick. Repeat the process until she croaks. If your flying kicks are rather fine, try a back-kick instead.

DIZZY

Chris Porter might at this point like to turn to page 28 for the full low down on Dizzy since he seems to be having great trouble with it. Well go on then what are you waiting for?

ACTION BIKER - THE HELPFUL GUIDE

Now that Piers probably finished Parallax, Gareth Edmondson may want to have a go at this. It lists all the objects to collect (and where to find them). There is also a road **POKE** for infinite lives.

Crash helmet is behind the first rail to the left. Riding Gear is behind the garage next to the pond. Highway Code Book is near the end of the roller coaster. Gasoline is at the back of the building site. Glove is in the pen to the side of the roller coaster. Headlamp is near the beginning of the drag course. Motor Cycle is half way along the drag course. Large Fuel Tank is at the end of the drag course near the lake. Tool Box is behind the garage near the drag course.

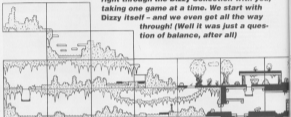
Motocycle is between the lake and the roller coaster. Bumpers are over the stream behind the garage. Paintings are inside the roller coaster. Can of Fuel is near the drag course after the building site. Kick is in the middle of the building site. Exhaust Pipe is in the pen beside the roller coaster. Power Brake is in the large pen in front of the building site. Speedie is over stream behind the garage. Brake Light is inside the building site. Oil Can is near the end of the roller coaster. Turbo Charger is on the ramp in the building site. Cooling Fans are in the large pen in front of the building site.

Instruments are behind the garage. Mirror is on the roller coaster. Two-Side Floor is near the end of the drag course. Reflectors are in the building site. Road Map is by the drag course near the building site. Electric Starter is behind the garage in between the trees. Launch Pin is on the end of the roller coaster. Oil Radio is between the garage and the drag course. 10-A. Go Faster Springs are in the building site. Water Slide are to the side of the garage. Fire Extinguisher is between the large pen and the pond. Fog lamps are on the big pond. Strip Motor is on the ramp in the building site.

Motorcycle Tires are in the pen near the roller coaster. Personal MP3 is on the ramp in the building site. Bombomatic Ignition is in the lake. New Counter is in the pond behind the garage. Wind Shield is in the large pen in front of the building site. Ring Brace Tacket is in the island in the centre of the lake. And for the infinite lives, enter **POKE 0000 07** followed by **070 0000**.

DIZZY

Over the next few months, we'll be going right through the Dizzy Collection with you, taking one game at a time. We start with Dizzy itself - and we even get all the way through! (Well it was just a question of balance, after all)



THAT DIZZY SOLUTION

An Mr Porter, glad you could make it. To start with, here's the RESET FORK you asked for. It gives you infinite lives.

FORK: 15842,175 Then type 0Y8181 to reset the game.

From the start, R, get burning torch, L, light sticks under cauldron, L, get grease gun, L, get extra life, L, fabricate mine car, D, D, get raincoat, U, U, R, U+L, L, dissolve rain, drop raincoat, L, U+L, L, get crowbar, R, D+R, R, open trapdoor, get raincoat, close trapdoor, L, dissolve rain, L, get garlic, R, R, U, R, R, L, to mine, D, R, kill bats, drop garlic, get laser, L, D, kill gnomes, slow chimney, R, drop laser, D, get gold, U, L, U, U, R, drop gold, L, D, get key, U, R, drop key, L, D, D, R, R, jump on ledge beside pool and jump straight up to lower beam.

R, get oil, L, L, L, U, U, R, drop oil collect gold, R, R, R, R, R, R, R, drop gold in bucket, jump onto fuel + jump straight up, collect stack's silver lining, L, L, L, L, L, L, drop, sitting in cauldron, L, L, get key, R, R, R, R, R, R, R, R, R, open graveyard gate, L, L, L, L, L, L, L, L, get oil, R, R, R, R, R, R, R, R, R, R, R, R, drop oil on cog, get feather, L, L, L, L, L, L, L, L, L, L, drop feather in cauldron, R, R, R, R, R, R.

Climb up tree, collect spade, go down tree, L, drop spade under spider, D, get broom, drop onto top mushrooms, R, R, get ball outlaws, L, L, U, U, Drop ball outlaws, R, R, R, R, R, R, U, get broken heart, D, L, L, drop heart on statue, D, D, get diamond.

U, U, drop diamond, R, R, R, get troll's horn, L, L, L, L, L, L, L, L, L, L, L, L, drop troll's horn in cauldron, L, L, L, L, L, U, L, U, L, get emerald, R, D, R, D, R, R, R, R, R, R, R, R, R, R, R, drop emerald on god, R, get diamond, L, L, L, L, L, L, L, L, L, L, L, L, drop diamond on chest of glass, U+L, get the ice.

D, R, R, R, R, R, R, R, D, L, bounce into top ledge and drop dry ice, walk through maze to eventually arrive at the pitlake, collect pitlake, go back to waterfall, R, U, R, R, R, R, D, drop pitlake to remove obstruction, L, get rigger, R, U, L, L.



FRAMEBUSTERS



L, L, L, L, L, L, L, L, L, go left into cave.

Out raft free with dagger. L, L, D, get amulet.

U, R, R, R, R, R, R, R, R, drop amulet. R,

R, R, R, get both cutters. L, L, L, L, L, L, L into

mine. D, L, L, out raft free with both cutters. L,

L, get ring. R, R, R, R, U, R, R, R, drop ring in

cauldron. R, R, get flask. L, L, drop flask in

cauldron, get amulet. R, R, R, R, R, R, R,

R, R, R, U, R, destroy wizard's magic. L, drop

amulet. D, L, L, L, L, L, L, L, L, L, L, get

potion. R, R, R, R, R, R, R, R, R, R, U,

U+R, drop potion on upper ledge next to the

ruined. Zaks will dissolve. Well done you

have finished the game! One down three left

to go. Come back next month.

Welcome to our new bit for budget buying byte-busters. Your host is none other than Roger Frames (who ought to know his games inside out because the miser's only got seven). Take it away, RF

Essential tips!

The ACME bird seed destroys birds when eaten.

The INSECTICIDE destroys spiders when held.

The MINERS HAT destroys spiders when it's carried.

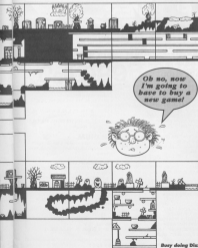
The GARGLE destroys vampire bats when held.

The AMULET destroys the wizard's magic when carried.

To cross the boiling trap pit safely, jump the gap in the middle.

To cross the logs safely, walk from a higher log to a lower one.

Oh no, now I'm going to have to buy a new game!



FRAMEBUSTERS



HUNTER'S MOON

Marlin Pugh has been up to his old tricks again. Try this for infinite lives.

8 NEW HUNTER'S MOON CHEAT (UNTESTED)
 1 FOR 2-5218 TO 547 + READ 8 + C+C-Y
 1 POK3 8,Y + READ
 2 IF 0-2518 THEN POK3070,128,078 528
 3 PRINT "DATA ERROR"
 4 DATA 32, 88, 245, 169, 28, 145,
 228, 3, 94, 78, 79, 88
 5 DATA 169, 248, 141, 124, 25, 78, 27, 8

BEVERLY HILLS CATS

And by the way you're not feeling the cat's whiskers (it's for energy).

0 NEW TOP CAT CHEAT BY MARLIN PUGH
 1 FOR 2-5220 TO 555 0888Y10+0Y10888
 2,Y+8007
 2 IF C+Y795 THEN POK3157,128,078522
 3 PRINT "DATA ERROR"
 4 DATA 32, 48, 287, 32, 208, 249, 349, 32,
 141, 81, 3, 189
 5 DATA 2, 141, 98, 3, 78, 187, 2, 73, 77,
 88, 288
 6 DATA 32, 208, 169, 149, 241, 88, 187,
 141, 214, 184, 88

SILKWORM

If you're looking for infinite lives (using the helicopter or the jeep), try this.

8 NEW SILKWORM CHEAT BY MARLIN PUGH
 1 FOR 2-5274 TO 621 0888Y10+C+Y1 POK3
 8,Y+8007
 2 IF C+5278 THEN POK3070,128,078778
 3 PRINT "DATA ERROR"
 4 DATA 32, 88, 245, 169, 3, 141, 28, 4, 84,
 78, 77, 88
 5 DATA 169, 228, 241, 249, 32, 141, 7, 24,
 169, 88, 141, 388
 6 DATA 109, 248, 8, 38, 189, 85, 241, 8, 75,
 78, 12, 88

I need your budget tips NOW! So send 'em in: cheats, maps and tips. O.K?

Ha! This is great. Now I've got my own section, I can prove to those louts at the office that it's worth squeezing just a bit more out of those games your grandmother bought you for Christmas. Go on, dig 'em out!

POWER PACK 7

I know, this is the Budget Tips section and yet the following listings are for the games on our Power-Pack from CPT. But what could be more of a budget life than one that comes absolutely free on the front of our mag? More than justified methinks.

BLUE MAX

Use this POK3 for invulnerability to fuel, getting gallons of fuel and keys and bombs. And thanks to Marlin Pugh (yet again).

8 NEW BLUE MAX CHEAT
 1 FOR 2-5272 TO 878 + READ Y + C+C+Y + POK3 8,Y + HERT
 2 IF C+5284 THEN POK3070,128,078507
 3 PRINT "DATA ERROR"
 4 DATA 168, 18, 145, 40, 3, 188, 2, 145, 45,
 3, 32, 88
 5 DATA 248, 168, 32, 145, 178, 2, 168, 2,
 188, 178, 2, 88
 6 DATA 72, 77, 88, 169, 32, 141, 222, 3, 168,
 88, 145, 222
 7 DATA 3, 168, 2, 141, 224, 3, 32, 88, 3, 98,
 188, 178
 8 DATA 141, 228, 42, 141, 98, 72, 168, 0,
 141, 58, 42, 228, 32, 228, 98

CRYSTAL CASTLES

This POK3 unleashes unlimited lives. What could be more useful?

8 NEW CRYSTAL CASTLES CHEAT
 1 FOR 2-5243 TO 540 + READ Y + C+C+Y + POK3 8,Y + HERT
 2 IF C+5250 THEN POK3070,128,078513
 3 PRINT "DATA ERROR"
 4 DATA 32, 88, 248, 168, 15, 141, 281, 2,
 168, 2, 141, 222, 2, 98, 168

8 DATA 2, 141, 184, 5, 78, 0, 4, 188, 188,
 145, 152, 188, 78, 25, 128

5TH GEAR

Write-ups wiping out your insurance? You need infinite lives, sir.

0 NEW 5TH GEAR CHEAT
 1 FOR 2-5222 TO 288 + READ Y + C+C+Y + POK3 8,Y + HERT
 2 IF C+5230 THEN POK3 187,128 + 8P0888
 3 PRINT "DATA ERROR"
 4 DATA 32, 88, 245, 168, 148, 141, 18, 5,
 188, 228, 141, 20, 5, 188
 5 DATA 181, 141, 21, 5, 78, 8, 4, 78, 78, 88,
 78, 188, 178, 141
 6 DATA 24, 52, 145, 118, 42, 145, 212, 148,
 184, 141, 88, 288, 88

URIDIUM

Ever been dumped on by a straightlout? You need an infinite number of ships. Here they are.

8 NEW URIDIUM CHEAT
 1 FOR 2-5247 TO 871 + READ Y + C+C+Y + POK3 8,Y + HERT
 2 IF C+5241 THEN POK3 187,128 + 8Y8813
 3 PRINT "DATA ERROR"
 4 DATA 168, 18, 145, 40, 3, 188, 2, 145, 45,
 3, 32, 88
 5 DATA 248, 168, 32, 145, 178, 2, 168, 2,
 188, 178, 2, 88
 6 DATA 72, 77, 88, 169, 32, 141, 222, 3, 168,
 88, 145, 222
 7 DATA 3, 168, 2, 141, 224, 3, 32, 88, 3, 98,
 188, 178
 8 DATA 141, 98, 12, 228, 32, 228, 98

Eat my shorts if we're
not giving away
this radical
**SIMPSONS
PINBALL!!**

Well here it is the
biggest pinball sensation in
years - The Simpsons! And you
can get this machine which is worth
£2500 into your bedroom, if you're
the winner of our crazy competition!
We've collected loads of silly sound
effects from around the world, and
to stand a chance of winning all you
have to do is correctly identify
them! So don't have a cow,
have a go now!
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COMMODORE FORMAT **A TO Z** OF CLASSIC GAMES



REVENGE OF THE MUTANT CAMELS II

ILANASOFT

Released: October 1987
Availability: Deleted. Was on the
BAD budget label.

Jeff Mirza's shoot-'em-ups were a mixed bunch but attracted a cult following on the C64, before the latter-lover went off to program the Alan S7. This is probably his best, featuring laser-splitting 60-foot camels, multiple weapons, smooth controls and some awesome freeposes.

The plot is typically insane: the Earth is under threat from the evil Zryxian Empire, and its fate lies in the hooves of genetically altered Dromedaries. Be warned: this is not for squares.

REVS

FINESINE

Released: February 1988
Availability: Deleted

Opif Command's first game in our A-Z (the other two are *Start Car Racer* and *The Sentinel*) is a fully-featured Formula 1 racing simulator. Reviews opened the first few hours, spinning off the track and orienting themselves to the bumps and turns of every corner, just like the real thing; the car needs to be driven with respect, particularly if you're to compete with other drivers.

Emulating 3D, a strong sense of realism, and a superb manual (but this sprocket and wheel-grimeless above the opposition).

ROCKET RANGER

CINEMAWARE

Released: February 1988
Availability: Commodore/Miramax, £4.95 (del) only

A game based on a man who walks around with 500lbs of liquid rocket fuel on his back might not be instantly appealing to everyone—which goes to show that instant appeal doesn't count for much when it comes to great games. Loosely based on the exploits of the late black-and-white serial, King of the Rocket Man, this is still one of the best Commodore games around, with cut-scenes à la *Play and Fathom* arcade sequences. You aim? A casual attempt to thwart Nazi ambitions of world domination by infiltration, killing guards and rescuing scientists. Hurrah!

Never having guessed that there are as many as twenty-six letters in the alphabet Gordon Houghton slogs on in his quest for the C64's most memorable games beginning with the letters **R** and **S** and finds bucket loads of memory eatin' machine code worth a mention. He goes on for so long in fact that the poor chap doesn't have time to stop for T



With the increased price of oil, a token's worth of untested was no longer enough to get Gerald home to clear out flights

ROBOBOLT

ALPHA OMEGA

Released: December 1987
Availability: Deleted

There are turkeys, and there are brainless half-witted gobblers with no legs – and this fell into the latter category, with three simple spot effects, graphics bland beyond belief and gameplay that involved shuffling down corridors. It should have been humanely killed at a very early age. Fortunately, it has now been put down.



SACRED ARMOUR OF ANTIRIAD

PALACE

Released: December 1986
Availability: Hi-Tec (budget label), 2.99. Also appeared on Computer Hits 4 compilation Centuries after a nuclear war, genetic mutation and depopulation produced a hunter-human race. People learned to live in peace until a race of machines invaded the Earth and enslaved its inhabitants. Tal was one of them – until he read about a suit of armour which would allow him to destroy the spo-

sons. This is the scenario behind one of the mostest arcade adventures around: some of its sprites are a little poor, and the game is too easy to complete, but that doesn't stop you from playing it again and again. It's almost worth buying just to savor the effect as the reassembled suit charges up...

SAMANTHA FOX STRIP POKER

BLASTECH

Released: September 1988
Availability: Deleted

'Laughable' and 'silly' are the first two words that spring to mind when you see the product. 'Pushish' and 'a waste of money' soon follow. The rules are simple: beat Sam at a basic version of five-card draw poker, and she removes her clothes to reveal the most realistic representation of a nude woman on a home computer. And I can't fly.

SAMURAI WARRIOR

FINESINE

Released: May 1988
Availability: Deleted
Oh, to give it its full title, *Samurai Warrior: The Battles of Utagi Yojimbo*. It's a best 'em-up



Let evil lords invade (before me, for I am Godfather like Robin). Antirid? It's *Utagi Yojimbo* and this is *Samurai Warrior*

with a difference — based on the classic character of the same name, it includes some essential martial arts values. These are a balance between exchanging these ninjas and/or dash with the nearest peasant, and turning ninjas into Ninja slaves. With gorgeous backgrounds, some excellent opponents and plenty of unusual twists, this is one of the better beat 'em ups around — that is if you can still get hold of a copy.

SCARABAEUS ARISLABOFT

Released: January 1988

Availability: Deleted. Also available on the Five Star compilation.
What's so special about this? Only that it has the most realistic and unnerving atmosphere of any game you're likely to play (not, doesn't he get carried away? — Ed). Part of it is down to the sound; a choice between a brilliantly repetitive tune or excellent toning-in and heartbeat effects. The other part is the game design. Basically, you search for an emerald through three levels of mazes and puzzles, but the action is displayed in smooth first-person 3D, so that you never know what's around the corner. Pinned with gobby monsters and horrible surprises, it shouldn't be missed. Why hasn't anyone released it as a budget game?

THE SENTINEL FITSOFT

Released: December 1986

Availability: Deleted.
This is quite simply the best C64 game around. It's set on a staggering 10,000 individual events, each laid out like a huge three-dimensional chessboard. The aim in every level is to occupy the highest point of the landscape so that you can hyper-space to another. Trying to stay you doing this are the Sentinel and its accompanying Sandies and Maybes. If they see you, they drain your strength until you die or move. All the characters in the game (including you, a Sentinel) function by absorbing and redistributing units of energy, found in natural objects such as trees and stones — and it opponents for that matter. It sounds complicated, but it's actually very simple to play. The only trouble is, it's practically impossible to stop — and anyone who tries to use their brains as much as their pistols will feel exactly the same way.



It's more than your job's worth to let the warehouses get cluttered by boxes. Don your overalls and get shifting. But remember, one box in the wrong place could mean the boat



Oh, some fans may say that.' The Sentinel doesn't respond to insults, but just leaves the crap out of you from a great distance.

SLIMEY'S MINE SILVERBIRD

Released: October 1988

Availability: Deleted

Slimey, a cute frog-like creature, is trapped in a trap-sprone mineral belt. His only hope is to salvage spare wall parts from the abandoned traps and build a new ship. A real idea — but some of the traps are lethal... And this adds up to a kaffie full of nonsense, humour



It may not look like anything special but Slimey's Mine is so polished, it made our reviewer shiver on his old woman

and fanatic RoboMan-style shoot 'em up action. The presentation is superb; a mini sound utility on the title page, bags of sampled effects and some neat in-game touches, such as a scoring pause mode. All this for three quid. They don't make 'em like they used to... (drums, muffs, etc etc).

SOKO-BAN SPECTRA, HOLOBYTE, MINDROSOFT

Released: April 1988

Availability: Deleted

Let's clear one thing up straight away: soko-ban is Japanese for warehouse supervisor. You play the soko-ban, and there are 50 levels of a warehouse under your supervision — OK? The trouble is, someone has been leaving boxes lying around, and it's your job to clear them up. They are too heavy to pull, so you can only push them along to the right place — and that means game over if you accidentally shove one into a corner. This leads to one of the most demanding puzzle games around with a multitude of ways to attain points, including time bonuses, and setting the number of moves and pushes. It's just plain silly that this didn't get the recognition that it deserved on the C64 — part of the reason is because it's only

available on disk. If you can't find it for your low computer, it has also been released for the Apple, PC and Gemstone...

SPINDIZZY ELECTRO

Released: June 1989

Availability: Winner Budget label, £.99. Also appeared on Five Star and Computer Hits II compilations

If you stare long with a name like Gerald you might think that there are worse things in life than wandering around an isometric 3D world of puzzles and platforms. And you'd be right: you could be a former support, or a pair of underpants, or a flower. Gerald is, in fact, a



Spindizzy has real class. It hasn't aged, it hasn't been beaten. It's simply stunning, remote (not given the insane task of mapping over 500 screens, but most of his time is spent balancing on walkways, leaping on trampolines or leeching along slopes. The rules of his life are simple: if he falls off a ledge, he loses time; if his time runs out, he dies. If you have patience with the control method, this is one of the most enjoyable games you'll find anywhere — it's still top in my house.

PS: Spindizzy is coming to a CD PowerPack real soon!

STUNT CAR RACER MICROPROSE

Released: April 1988

Availability: MicroProse, £3.99 disk, £74.99 disk. Also available on Power Play cartridge compilation.

Proving that he's the best about the best racing game programmer around, Geoff Crammond came up trumps again last year with this video-games future sport. Set over increasingly difficult courses it features ramps, jumps, twists, turns — and a track 100 feet above the ground. With a multitude of skilled opponents and superb graphics, it conveys the action perfectly. Buy it, believe it, beat it.



Yes, here, here, here, here, here, here, here, here, here. Tell the messenger 'Good, bye bye

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ROGER FRAMES

buys
Budget Games



Also known as Red Duster vs. Dragonoids, this cleanup game has dusters, and is budget!

DRAGON NINJA

The Hit Squad, £3.99

When you consider that the majority of Ninja games are crap (Shadow Dancer and The Last Ninja series being obvious exceptions) it's a wonder people keep writing them. Dragon Ninja is also guilty of despoiling the G word. Now some might say that if it's a budget title, it doesn't matter. But when someone goes through hell playing a tedious game, it really doesn't think they'd say, "Well it was only a complete waste of three quid."

The graphics in this horizontally scrolling beat 'em up are pretty good, nicely defined 16-bit sprites, well animated over a backdrop that is itself competently drawn. But, and it's a big but, it suffers like so many games of this type from poor collision detection. There is simply no feeling of contact when you punch an opponent and when that's the essence of the whole game, all the excitement is lost.

FRAME RATE

To be honest it's not a complete disaster and there are much worse games around. But it's just a bit tired at the prospect of yet another mediocre game of such similar structure to all the rest.

DRAGON NINJA

55%

LICENCE TO KILL

The Hit Squad, £3.99

Whichever it is, another Bond title, I imagine you either love 'em or you don't. Personally I don't. The films are so well-packaged they're just begging to be made into games but the result is often a rather boring title driving

Some people only have to get their fingers burned in order to learn a lesson. Typically, however, our Roger had to go the whole hog. Whilst reading his own work in Commodore Format (the bighead) in his back garden, only partially protected from the sun's rays by the shade of a tree, he fell asleep and was done to a turn by the time he woke. Is he still sore? Read on and decide for yourself...

game or mind-mash of disjointed arcade ideas. This one is a mash-mash of styles but, unlike many of the Bond games, isn't all bad.

Searcher the drug smuggler is up to no good so it's up to James to take his criminal ass. These 'scenes' are each made up of sub-sections, where a combination of helicopter shoot-outs, running about on foot, and swimming for your life makes the challenge varied and interesting. Gameplay is fast, the graphics fast, and there's a definitely arcade feel about the whole thing. At a budget price it could be hot to trot (like you? - Ed)



In the first (only) level of mass, similarly sticky levels, James pilots his helicopter into the enemy camp. Looks nice but piece hard - you have been warned...

FRAME RATE

Yeah, James Bond, please to keep quiet. Actually this isn't as atrociously as the rest of the Bond titles so if you (a) like 800 and (b) can't choose which budget game to buy this month, give it a go.

LICENCE TO KILL

78%

ARKANOID REVENGE OF DOH



The Hit Squad, £3.99

I can't believe there's anyone out there who doesn't know what this one's all about. 500, for the benefit of Mr. Edwards' Corner of Oshes Paris it's a Breakout clone with knobs on.

Ah, he looks so peaceful and serene when he's always paid his monthly dues! - Ed. If only our little penny-pinching pal hadn't ignored that special subscription offer...





As you destroy the colored bricks, bonus items (looking like Donkey Kong capsules) scroll down for a power-up. Touch this red one and it installs a machine gun in your ball.

Breakout was a very simple affair involving a paddle and several destructible bricks. Anyway, Breakout had a death years ago. Then, not so long ago, Arkanoid came out and took the gaming public by storm.

This is the sequel and it's even better than the first. There are indestructible bricks and sliding bricks, power-ups and bonuses up to your eyeballs, a host of hazards—including aliens—and reduced paddle size. In both graphics and playability this is a monster of a game and for only a few hundred pennies it's a steal.

FRAME RATE

The graphics are great, there are coolies of features, it's hugely playable, more addictive than, er, a very addictive thing and, and... [you'd think we get the message, Frames = 80].

ARKANOID REVENGE OF DOH

90%

GALDREGONS DOMAIN

Players, \$2.99

People who snigger at the 84's graphics ought to have a look at this. The subdued lighting of dank dungeons has rarely looked as good as on a computer.

Galdregons Domain is a roleplaying game set over six zones. Action takes place in dungeon complexes, out in the fresh air or inside caverns. The scenario is briefly this:



Well, there's a surprise. The last thing you expect to see while indulging in a little adventuring is the character performing a sinister jig for 'Massed A&P'.

Oh dear, Billed Pinner is in trouble. See, if Pinner had been inside playing budget games instead of counting his six feet, then he wouldn't be in the state he is now. Let that be a lesson to you (all of a once lesson - \$2) the evil wizard Anaxael has been brought back to life and needs five gems that will make him all-powerful. You have to get those gems yourself, thus saving the world. Pretty standard stuff. Each section contains various characters who you can either talk to or kill. Often they possess items which enable you to complete the sections, so killing some of them is absolutely necessary.

Control is handled entirely by way of clicking on icons. Four arrows represent your movement options which are turn-right and left, move forwards and back. Other icons allow you to access your backpack to choose weapons, food and so on, read collected scrolls open doors, talk to people and any thing else that any adventurer worth his salt would need to do.

The graphics are gorgeous, the gameplay simple but effective and the adventure large. A budget bargain for RPG fans.

FRAME RATE

Games like this make my brain hurt. What's however you're as thick as cement doesn't affect legends of wonder - \$10. Having said that, people who are into adventure games will love it.

GALDREGONS DOMAIN

85%

SDI

The 10th Square, \$2.99

Once upon a time a gentle American actor who happened to get himself into a position of considerable responsibility went completely mad. After watching his favourite sci-fi movie he decided it would be possible to defend the Earth from nuclear attack by positioning a laser firing satellite in space. Needless to say everyone but the lonely innocent found it wouldn't work except perhaps in a computer game. And, by some incredible coincidence, here it is...

The game starts with a shuttle dumping your satellite in orbit. From here on in you're on your own. The controls are a bit odd, in that moving the joystick moves your satellite but pressing fire while you're moving the joystick aims a cannon. It's because of this that at times you can be so intent on blasting things you completely



forget to release fire to move the satellite out of harm's way.

Each level consists of two stages. First you play the offensive stage where you have to destroy various satellites, robots, missiles and other space debris. Clear all of it and you go straight to the offensive stage on level two. Miss some of it though and you have to suffer that level's defensive stage. The defensive stage is pretty much the same as the offensive one so effectively it merely doubles your workload.

Collect bonus pods and you can get your cases on extra speed, multiple cannons and other worthwhile trappings. It's an odd game, basic but effective graphics, basic gameplay and a control method that is anything but basic. Despite this, it's playable, it's fun (especially in two-player mode) and what's more it's dirt cheap.



'Yes, Dem... Who's the Winner?'. This is about as close as Friends Ray and Strategic Defense Initiative get to reality.

FRAME RATE

It's a pretty little talent with fairly good graphics and sounds. It makes a good fit of impression but I can't see interest lasting.

SDI

64%





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C64 REPAIRS



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The game's manual has to be read to be believed. What with it being translated from Italian and originally written by Nicolausamus it makes no sense whatsoever to anyone other than intellectual Latin-lovers. It contains such classic bits as 'I, too, have a fully subjective perspective [sic] of the game and therefore "I" assumes the actual sportsperson, the real actor in the game.' What a load of pretentious silliness.

Back your way through this self important rubbish and you get a game, a football game, that is viewed from behind one of the players

Kickoff! It's not easy, it doesn't take long to make sense of 1990.

Once into the game it takes a long time to get used to the pitch presentation. The 3D effect can be a bit bewildering at first, especially when you lose possession — the ball disappears from sight and the only way to find out where you are is to look at the scanner. Unfortunately this is outdated and therefore takes some getting used to. But before long tracing the path of the ball becomes second nature.



The scanner and a bit blurry and the scanner basic, but despite all the action going on, it plays quickly and you soon overlook shortcomings in the visual department.

Though 3D Soccer tests games like Game II to a point, the limited range of moves coupled with the leave screen format may combine to put off those soccer fans who have come to expect the all-encompassing features of Kick Off 2. This game only just fails to achieve what it sets out to do (and designing a football game handled from the

player's perspective is a tall order). It's a pity worth looking at even though the graphics came close to scoring an own goal.

ANDY



I PLAY 3D SOCCER



The joystick controls are very simple. The eight stick positions corre-

spond to the direction you want to travel. If you leave the ball it sticks to your feet like glue, so you only have to concentrate on dodging the opposition. When you want to pass the ball, simply make one quick press of your joystick button and it will be passed to your nearest teammate. As you approach the goal to take a shot, press the fire button and keep it pressed. At this point a targeting scanner appears in the goal mouth. This can be moved right and left with the stick. To take a shot at the goal, let go of the button. You have to do all this quickly or an opposing player wrecks the ball from you while you fall around.

If the other team

is in possession, approach the balls with the ball. Then, by pulling down and pressing fire, you perform a sliding tackle. This has one of two outcomes. Either it's successful and you get possession or you end in a bit hard and a free kick is awarded to the other team.

The final, possibly most useful play option is needed when one of your own players has the ball and you want it badly. Press fire and tap the stick down. This has the same effect as shouting, 'Over here, son. On me 'ead.' The player with the ball ahead, with luck, pass it to you. However, one of your opponents may intercept the pass.

Penalties are scored out in the same way as normal shots at goal — except there's no opposition. Incidentally, goals are computer controlled (and very good they are too). Throw-ins are also handled well enough by this busy little program.



The home team is taking a shot at goal and the goalie is desperate to be seen. Press fire and position the scanner for the most effective shot.

Game	I Play 3D Soccer
Publisher	Simulmondo
Cartridge	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- Lack of team graphics
- Strange display when referee and just many off
- Synthetic graphics becomes as repetitive as World Cup highlights
- The scanner isn't too clear
- No way to set up a league

100

—

—

71%

- Once you're familiarised yourself with it the display becomes effective
- Good range of teams to choose from
- Split screen two-player option is fast and fun
- Intelligent computer teams
- Good goalkeeper often save the day (often)
- Being able to call for the ball means you need never be left out of the action

...AND THE UPPERS

0

rather than from overhead as is usually the case. After the game has loaded, turn the page on your calendar and shove off your beard! (I hint. Andy's trying to tell us it takes a long time to load — sic).

Eventually, a series of menus allow you to choose which game options you require. First choose your team. From a scrolling list of about three billion European teams you have to choose one.

then specify whether you're playing alone, with a friend on the same team or with a friend on the opposing team. You set up the game options next. These include game length, difficulty, shot colour, substitutions and playing position. I found attack to be the best as you're a part of the action right from kick off.

Goals are computer controlled (and very good they are too)



The two player option. Note the different viewpoints and the way the goalie looks like a savage in the attacker's eyes!

DEMO LINGO

Whilst watching demos, you may encounter words you don't understand. Here are some of the most common ones.

ZAK ZAK - Another word for music, it originated from the word *music*.

HANDLE - Instead of using real names, demo programmers often have handles, aliases under whose name the programmer's work appears. Programmer Tony Greenhill, for instance, is known as *Flatt*.

DEMO CREW - These people are coders, artists, musicians and sound jocks who join together to make demos as a group.

LAMER - A lamer is someone who is big-headed, has a tendency to use other people's code and claim it as his own work. Not surprisingly, lamers are universally disliked (or at least looked down at).

RIFFED - When code, graphics or music is taken out of someone's demo and used in someone else's, that material has been ruffed.

GRUAD - When demo groups have finished a demo, they send copies of it to their friends and contacts who will then copy and pass on the demo to their friends and contacts. This continues down the line so that as many people as possible get a copy of it.

PARODY - These are parties where groups meet and hold various demo competitions to find out who people think are the best demo creators.

PUPPIC - This is a term for an amazing ability which allows an artist to draw a 16-bit picture with an unbelievable number of colours - 16 in each 8x8 square. Not bad, eh?

PD LIBRARIES

Silver Wing Software, 100
Callowbank Lane, Halesley,
Birmingham B45 9TG

Kingsway Computer Services, 72
Glencoe Road, Dnefield

Binary Zone, 103 Farnham Corner,
Westlands, Droitwich, Worce.
WR9 9EX

E. Moxaba, 64 Garmoyle Road,
Liverpool L15 3JH

Disconix, 64 Plumbarrow, Basildon,
Essex

PUBLIC DOMAIN

David Dewar ventures into the lair of demos, utilities and games that don't cost an arm and a leg but which can't be found in the shops. For all these treasures are to be found in the twilight world of the Public Domain...

If you need to stock up on your software collection but don't really want to fork out a fortune for decent programs then there are quick, simple and above all very cheap ways of going about it. The answer is public domain software (PD). But what if you don't even know what PD is?

PUBLIC DOMAIN

Public Domain software consists of all kinds of programs that have been made freely available by their authors. Programmers of PD software don't charge for their hard work. They don't expect financial.

Many PD programs were written to meet programmer's needs and are subsequently released into public domain so that others may benefit from it. Other programs may have been created simply to show off a programmer's talent -

maybe so much so that his work comes to the attention of a software house, who know? Others are written just for fun. All these programs are placed in the public domain in the hope that people will copy them and distribute them. This way the program comes to the attention of as many people as possible.

WHERE IT ALL STARTED

PD originated in America after many eager enthusiasts who had spent time learning to program wanted other people to see and use what they had created. As this was no more than an enjoyable hobby to the enthusiasts, they saw no point in trying to sell their software. Much of it had little or no commercial value anyway. Instead, user groups emerged. User groups met, swapped or copied each others' work and, in doing so, learnt from each other.

As modems became more widely available, users set up bulletin boards from which distant enthusiasts could retrieve PD software or into which they could send their own work. Gradually, the bulletin boards and user groups extended an unofficial network of

information, every part of which would be available to every user. But PD distributes slowly. For a start, downloading a long program over the phone can be a time-consuming (and expensive) thing to do.

When PD found its way to the UK and ultimately into the 64, the standard of PD software was rising rapidly. Networks soon sprang, along with bulletin boards and with-

PD writers were moving with the times, learning from each other, wanting and expecting higher standards

Demo maker discoveries

A brief mention of some of the great 64 programming discoveries made by PD entrepreneurs

- Putting more than eight sprites on the screen at once
- Scrollers using screen colour
- Rapid palette switching to produce more than 16 colours
- It's possible to have 25 on-screen GYCP (different y-axis char position) scrollers each with a different speed and colour
- Screen wobble over 8 pixels (known as tech tech)
- Two-way vertical scrolling
- Border elimination that effectively increases the available screen area
- Screen plots that form mathematically calculated shapes with over 800 dots per frame
- DYSF routines (different y-axis sprite position) which are used to create fancy text scrollers
- BOBs that animate hi-res 3D shapes (usually balls) in real-time

user groups. The first most famous networks were professionally run and very exciting. Microsoft offered access to almost every user but CompuLink was the exclusive domain of Commodore 64 users. It was extremely sophisticated and enjoyed tremendous success as long as five years ago. Sadly, CompuLink is now history, but it contributed enormously to users' awareness of PD, made new numbers of PD programs easy to get hold of and

encouraged those who were interested. It's common for efforts to be combined into multi-load extravaganzas occupying as much as two sides of a disk

encouraged those who were interested. It's common for efforts to be combined into multi-load extravaganzas occupying as much as two sides of a disk. Initially, a new era of quality 64 PD began at around the time the Amiga was released. Original well-programmed machine code software began to filter into the public domain. PD writers were moving with the times, learning from each other. They also experimented more with new techniques and ideas. Luckily for us, 64 PD is alive and well and can be broken down into three types of PD program.

DEMOS

A demo either shows off what the computer is capable of doing, what the programmer is capable of doing - or (preferably both). Demos often come in the form of graphics displays, music or demonstrably clever coding. Many consist of all three. But they aren't the kind of playable demos you get on a Commodore Format PowerPack - PD demos are visual and sound extravaganzas which you just look up then at back and watch or listen to.

Some people think that demos are a waste of time. They point out how many there are that look and sound similar. In fact, the more comparable demos you see from different programmers just goes to show how people have learned to make their computers do whatever they can by following and participating in PD. Many clever effects used in today's games were developed by pioneers in PD demos. Despite 18-bit computer owners boasting about what their machines can and cannot do, the 64 frequently demonstrates its capacity for doing more than was thought possible (and in some cases, things that Commodore thought impossible).

Writing demos can also be the first step for those who are keen to code, draw graphics or make music on a professional basis. Tony Crowther (Flari), Bob Stevenson, Marlene de Hoese and Matt Gray are just a few of many professionals whose early work was distributed through the public domain. It's just such a good way of getting other people's honest responses to your work.

If you'd like to see more coverage of Public Domain software in Commodore Format or if you've got some PD material you'd like to show to us, why not write to:

David Benson,
Public Domain
Commodore Format,
35, Hamworth Street,
Bath BA1 2EW

UTILITIES & GAMES

Utilities are programs that can help when you're trying to get the computer to do something in particular, or they may be programs that allow you to use your computer to help you do something you never imagined using your computer for. A sports editor that lets

you draw sprites simply with the aid of a joystick and then saves the sprites so that you can use it in another program is an example of a fine utility. It can really relieve the drudgery of having to type in the sprites as a long list of meaningless GATA statements.

The list of utilities goes on and on, from word processors to file-buffers, disk editors, the recovery programs. You name it. The PD scene has every imaginable utility on it, many of which are as good as their commercially available equivalents (and that's true for PD software of all types). Check out some.

The same goes for the less type of PD software. Whatever your gaming tastes, there's bound to be a PD game to take your fancy. The quality of these games is perhaps surprisingly good when you consider that in the shops, there's tough competition between titles ranging from £5-30 pounds (and some of them aren't very good).

It's surprising how few C64 demos have come over the last few years. When will it all stop? Well new and more powerful routines for demos are being found all the time, so it's going to be a fair while before demos finally stop demonstrating.

PD LIBRARIES

Public Domain libraries concentrate on getting their hands on everything they could in PD, examining compilations of programs onto disks and then making those disks available to the user. This removes the high cost of downloading a lot of programs from a bulletin board and makes the software easy to get hold of. PD libraries usually cover their costs by selling the disks they collect as disks, so you can informally the disk if you don't want to keep the programs that were on it and the libraries aren't crippled by the cost of disks.

C64 PD

There's good news for those of you who've been encouraged by this article to try out PD software for yourself. Send an SASE to any of the addresses on this page for a free list of what they have on offer. Prices usually start from about £2 per tape or disk.

Maybe you've just got an idea of what PD is and now you think you'd like to try some. Maybe you're thinking that it was about time Commodore Format addressed the subject anyway. Whatever you think, write to me at the Commodore Format address. I won't be able to reply personally but if there's enough response I might just come back (editorial rights) and discuss what's happening on the PD scene.



PD PICTURES

It's hard to imagine how good PD software is until you see some. So we've picked out a few choice views from some of the currently circulating demos for you. Proof over there in the privacy of your own home!



Bob Whitehead's Rescue Fox is a blast back to the 80s complete with the naive music/fonts



Germany's mighty Great area have a gag with their GVEP scrolling demo on a rainbow background



Tony Crowther shows off animations in scrolling three with a 64k version of The Apprentice



Swain's Cost graphics make their way onto the 64 thanks to the efforts of Matt of M64



Warren Sumner demonstrates his own superb multi-frame routines and pushes the 64's graphics to the limit



NORTH AND SOUTH

Few people other than Chantal Cuel and Francois Milletard will have heard of Les Turques Bleues. They star in a series of Belgian comic books (in English, *The Blue Jacketed*) which take an unusually light-hearted look at the American Civil War. Over 50 have appeared in the series so far.

This collection of cute cartoon characters has been translated into the strategy game you see here.

Before you yawn and turn the page, we're not talking about a hexagons-and-bloods affair with damage points and a 1000-page historical manual. No, this is a curious combination of boardgame-style deep thinking, and some neat arcade sequences to boot.

Just like the comic which inspired it, the game is deliberately scanty on historical detail. What it does contain is two opposing sides battling for control of the disunited states of America; you can choose to play either the Yankees or Confederates, entering the war at

The grey areas show which of your units are open to capture. Click on a man and you'll be shown the areas you can move into, jumping from the picture this bloke's about to desert.



Oh those heavy, lazy days of summer. After a humiliating defeat, one of our boys in blue decides to lay back and relax it easy. He's staying awfully still, though. Perhaps he's just a heavy sleeper.

A Belgian comic strip inspired American Civil War game, eh? Well it sounds weird and wonderful. But is it Yankee Doodle Dandy or a load of Bull Run? Does Infogrames' mix of arcade and strategy clash or conquer? With a rebel yell, our reviewer jumps into the fray

any one of four years and three difficulty levels. The aim is to capture territory until all enemy forces have been sent to the great

firming range in the sky. (Well, now you've got no excuse for not knowing your objective.)

The course of events is mainly directed from a map screen which shows all the states and troop positions and reveals who occupies what. Each soldier on the map represents a portion of rifleman, cannon and cavalry – and it's their job to capture adjacent territories. That's not all the more troops you have, the more chance you have of winning, but the only way to get more troops is with hard cash. Cash drops magically into your coffers only when you establish a rail supply line – so it's a wise idea to conquer states with rail lines in them as soon as possible.

There are two basic ways of playing the game: arcade and strategy. Arcade mode allows you to directly influence the course of battles, capture enemy forts and raid trains; strategy mode has no arcade sequences, gauging the success of your actions according to probability – for example, the



The train is on the move, shunting much needed gold to your opponents.



CRASH: When you give the order to attack you get to see an indication of your charge

more troops you have, the more likely it is that you will win a battle. In effect, this mode is virtually redundant; it cuts out a lot of the loading but it also lessens the atmosphere and sense of involvement.

You can also include random elements — such as obstacles, neutral opponents and supply lines — for a bit of spice (see *Don't get into a state*).



... which come swiftly across the screen to reveal the poor fighters you're attacking

All these factors make *North and South* one of the better-presented games around. It has a neat intro sequence, a cleverly designed options screen (try hitting the photographer's fancy for a few Terry Southern-style laughs) and some excellent cartoon sequences — all nice touches.

But the basic gameplay isn't quite so impressive. Once you've sussed out how to



Then it's into battle. Move your unit using the joystick but beware of the river

win on the hardest level, there isn't much to keep you coming back for more. However, long-term appeal lies in two-player mode: if you have a friend you can play the game with regularly, there's plenty of fun to be had. If not, the attraction will surely fade all too quickly.



GORDON

Don't get into a state

REVERSE CONTROL: At several points you'll be fighting this on the front of the game board. Well, getting there's a little tricky, but making every inch's all those yards from Washington to

CLASH: Whether the weather is with or against you, the weather is in at all times. You get to work. Rain is not so helpful.

STRENGTH AND TACTICS: You can use the 1000 units to your advantage. You can make moves from within the game.

DEED: As you see, the battle is not always as simple as it seems. You can use the 1000 units to your advantage.

REVERSE CONTROL: At several points you'll be fighting this on the front of the game board. Well, getting there's a little tricky, but making every inch's all those yards from Washington to

CLASH: Whether the weather is with or against you, the weather is in at all times. You get to work. Rain is not so helpful.

STRENGTH AND TACTICS: You can use the 1000 units to your advantage. You can make moves from within the game.

DEED: As you see, the battle is not always as simple as it seems. You can use the 1000 units to your advantage.



Hanging about here is a big mistake really, as it often leads to attack Naples Tanks

Game Publisher	North & South
Cassette	Infogrames
Disc	£10.21
	£18.32

POWER RATING

THE DOWNERS...

- Multitask is an intrusion for disk owners, and an unnecessary burden on cassette users
- Once you've sussed out the hardest level, there's little to draw you back
- A couple of the arcade sequences are too easy

100

69%

...AND THE UPERS

- Most cartoon style
- Deep difficulty levels
- Three skill levels for success in computer play
- Two-player mode extends the lifespan
- Optional features spice up the action
- A choice of game play, map style, or arcade style
- Good sound effects
- Excellent demo mode



Here it has a clear run to its destination. Stop it getting there to hinder the enemy



The jeep get through and the Confederates are laughing all the way to the bank



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FOOTBALL BOOKING SYSTEM is a program for personal computers. The program has footballs over 500 more than the one you would expect to find. It has a menu and a menu about in other areas, and you can also see for each match. It will show you a list of the teams available to play and those taking a match each. It also has a menu for each team.

FOOTBALLER is the same system. It will show you a list of the teams available to play and those taking a match each. It will show you a list of the teams available to play and those taking a match each. It will show you a list of the teams available to play and those taking a match each.

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The Mighty Brain

BIGGER K?

Dear MB:

For four years I was the embarrassed owner of a C16. Then I swapped it for a C24 (it's a long story). I have had it for over a year now and want to expand my readership. I have looked through your old mag and found only four expansions for Amigas. Please could you tell me the greatest expansion for the 64, how much it costs and where the nearest place is for me to get one?

Also, please, please could you tell me where I can get hold of the tape version of Fractal's Elite. If not then if anyone out there has it for sale, I would be willing to buy it providing it is all there.

Jamie Edwards, 28 Meadow Drive, Market Weighton, York YO4 5JX. Tel: 0430 871148

Memory upgrades for the 64 are about as rare as chicken legs (that's chicken legs - EG) as your best bet is to try and get hold of a C120. I presume you want to write your own programs (though how you're killing 64K is beyond me). The C120 has twice the RAM of the 64 and also has a better version of BASIC. However, you're going to have to look long and hard to find one.

TMS

EURO VIDEO

Dear TMS:

As you have a very, very, very high IQ (that's true - TMS) I thought you might just be able to spare me enough time, that is to answer my questions.

- 1) Has Sonic Commando been deleted?
- 2) If not please could you give me the address of the company that sells the game, or a free-copy (please, please?)
- 3) Please could you tell me what PAL and SCART mean?

David Brooks, Fife/High

1 & 2) You can still get Sonic Commando on the

Kick label (UK Code 021 388 3396).

3) PAL is the

Fighting on US Code's Block Commando on a mission behind front get software lines

Mortified by mundanity? Bored with banal breakfast ideas? Lost in lethargy? Behold! The Mighty Brain is among us with his words of wisdom (for a small fee, he also does after-dinner speaking). Write to him in his frothing jar of formaldehyde at: Commodore Format, 30, Monmouth Street, Bath BA1 2BW



The SCART's dog is cooling, also known as Poshie, this plug could clean up your act

(European standard television system. This stands for Phase Alternation by Line and (very basically) means the signal for each line of the picture is sent at 180° to the last, making them easier to check and providing a better, higher quality picture. The standard employed in USA and Japan is NTSC (National Television Standards Committee) which, you'll be happy to hear, isn't a patch on ours.

SCART is the common name for PEVE-TS, - the standard Euro video connector - which was invented by Philips at their Eindhoven plant. The RGB SCART lead you need a really sharp picture when connected to a SCART monitor or telly, it's also the standard S-VHS video connector.

TMS

EXPAND-O-SPRITE

Dear Mighty Brain

I think Commodore Format is the best mag about. There are a few questions I would be grateful if you could answer:

- 1) I am having some trouble with a sprite which I programmed my C64 to do. In the C64 manual it tells you how to change the sprite but not if it will work though. The sprite was POKE \$120, 4; POKE \$128, 4; REM EXPAND-O-SPRITE. Please could you give me a POKE which will make the sprite bigger.
- 2) I was thinking of buying an Action Replay for the 64. I live near Bournemouth and I don't know a computer shop which sells them. Please could you give an address.

Brent Gargool, Farnham

1) How don't you think you're being a bit greedy? The 64 is being pretty generous expanding the sprites in the first place and now you want them even bigger! Unfortunately, the 64T gamma happens expanded sprites are a function of the VIC chip and it only does double-sized sprites.

If you want a large character, why not by using several sprites joined together? Once you've got the hand of that, you'll probably never look back.

2) The Action Replay is sold by Gator - look for the ad in this very issue, or call their hotline on 0162 344751.

TMS

INQUISITIVE CREATURE

Dear Mighty Brain:

I am currently in a bit of a dilemma. May I be so bold as to trouble you with a few initial questions? Anyway, here I go:

Could you give me a run-down of all the basketball sims on CD4 tape and tell me which is the best in your opinion? (If you would I get hold of the best?)

On the screenshot of the shop in your *Creators* review, how did your reviewers get that gobby little nite on 89 of each INFC? Is there any other cheat for *Creators*?

How can I buy *Retriever* tape? I've been looking for years!

Please print his letter or else I won't like *Mighty Brain's* reviews.

R Smith, *Massachusetts*

A special device is simply a switch which "prints" the 84, waiting the machine back to its start-up screen while retaining all the code in memory. Cards like the Action Replay actually have special utilities encoded into them which allow you to find your own ROMs, print out screens and provide a number of programming tools.

As for basketball sims on the 84, well there have been a few — and most of 'em were crap! Among the more noteworthy ones are *International Basketball* from Commodore and *Street Sports Basketball* from Epyx. As usual, your best bet is small ads and bargain hunters.

Those nice shops of tapes sent us a special cheat version of *Creators*, so that we could see all the features — however, *Thicky Dyer* has some good news for *Creators* fans over in the *GameBusters* section...

Tetra was originally released by Microsoft, but has since made its way into budget, courtesy of the *Mastertronic* label. If you can't find it in the shops, give Origin (they handle *Mastertronic*) a call on 077 707 8070. **END**

CON-CENSUS

Dear Brain:

Your letters pages in *like the Census*: full of jobbing imbeciles asking millions of stupid, petty questions. What have happened to informed, inquisitive dealers? To hopefully start the ball rolling, here are my views on the CD4 cartridge.

A waste of money and resources, is it really worth spending £25 on a game of far less quality than one of an equal price, for the Amiga. The games player would much rather upgrade to a 16-bit machine than pay £10 extra for a game which has only one distinct advantage: instant loading. Even this does not stand up to scrutiny — the much cheaper format of disk gives you loading which is only a few seconds slower than cartridge. Ah! If you say cartridge gives you the

A head for *Creators* fans: see *Inquisitive Creature* and *Andy Dyer's* *GameBusters* ongoing report



To save you writing in with the same old questions every month, here are the *Brain's* answers to the ten most asked questions:

1) Can you plug a CD4G2 game cartridge into the CD4?

Yes. Plug straight in, no problems. Simple as that.

2) What's your favourite game?

I don't have an all-time fave, but the game I was most impressed with recently was *Supremacy* — a smart strategy game with plenty to get the brain cells into. My choice from this issue has to be *HeroQuest*. It's brilliant — even by my standards.

3) How do I become a computer journalist?

Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're very very lucky (and talented) you just might get a job as a shiny staff writer. You should also look out for jobs advertised in all of *Future Publishing's* titles every month.

4) Is piracy really such a bad thing?

Yes, it stops programmers earning the money they deserve. It stops publishers from having the funds to invest in bigger, better games. It can persuade software houses to stop writing games for your machine altogether. It can kill a machine owner dead (the *Atari ST* is suffering badly because of it, even any ST games in the atmosphere top 10 recently!) It is illegal. So don't do it.

5) If I find proof of piracy, what can I do?

Contact the Federation Against Software Theft — FAST — on 0888 030801. There's a large reward for successful prosecutions.

6) How do I enter PCW&A?

To enter some game cheats all you need to

do is type in the coding, PCW&A and load the game. Other cheats require that you break into the game using a reset switch or cartridge (like the Action Replay or Power Cartridge). A reset switch (which simply uses the game from running) requires a 2V9 number to restart the game, whereas cartridges can restart the game automatically. Versatile, isn't it what it is?

7) My copy of *Insect Game* name here) won't load. What should I do?

In most instances this is the fault of the tape deck. The utility tape CD4 only needs an ant to cough 800 metres away for it to stop loading. 1) Check your tape head alignment. There are kits available to help you to do this. 2) Take the game (or receipt you did keep if didn't you?) back to the software store and ask for a replacement.

3) Check the fully packaged game back to the publishers (their name and address should appear on the box or in the instructions) and ask them to send a replacement. 4) Paris.

8) My Powerpack tape is faulty. What should I do?

First, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the box) into an emulator and send it with a self-addressed stamped envelope please to: 4000 Audio Video Ltd, Harcourt Hatched 14, Telford, Shropshire TF7 8DU.

9) Can we have a demo of [insert name of the month-old game here] on the next coverage?

We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

10) Do you have a cheat for *Insect* any game name here)?

No, there's *Thicky Dyer's* task. Write to the reporter at: *GameBusters*, Commodore Forum, 20 Minnowth Street, South, Avon BA7 3BW.

END

chance to have beautiful presentation options etc. These screens are usually boiled into simple arcade type games transferred to tape. For that price, games should not be comparable in a couple of hours. They should offer in-depth, evolved gameplay which is only available in strategy or

adventure games. But these usually involve game-saves and the use of the keyboard — both of which are unavailable on cartridge. No wonder *System 3* have given up on it. **HAZEL AHMED, Middlesex**

You raise some good points, Brian but some of your letter doesn't stand up to scrutiny. The Amiga doesn't have anything to do with this subject (and your reason for upgrading would be the *if it were you*). There's no way that loading is only a few seconds slower than cartridge — come on! You can have beautiful presentation on cartridge or disk and games in either format can be simple arcade type, good or bad. Neither format has a monopoly on depth or involvement, though I agree that game-saves offer a particular kind of involvement. Oh, and *System 3* haven't given up on anything.

But you wanted *thicky debate*. Now you should get it. Other readers can come to your defence or disagree.

END



BOOK 'IM BRAIN-O

Dear Brian

Just a few questions from a newcomer to the C64 (though it's an old C64 Plus guy):

- 1) Is the 131II the only fully compatible disk drive still available for the 64, or is the Commodore 1384 just as good/better?
- 2) Can you recommend a good reference book for the 64, as the user guide is null.
- 3) Is the user version of Myth any better than the cassette version.
- 4) Is there a 256 expansion for the 64 enabling it to run CPM software (I don't want to buy a C128).
- 5) Is the user guide it suggests the C64 can run PET software, is this so?
- 6) Could your team build up some Vision instructions if I send a quid and an IDE?
- 7) Please, please could some articles on C64 hardware appear in the mag.

P Reeves, St Neots

1) Both drives work fine if slowly) with the 64. Whichever one you get, do yourself a favour and buy a fast load cartridge!

2) Books on the C64 are pretty few and far between. You might still be able to get hold of the C64 Programmer's Guide (ISBN 0-872-30380-2 or 3-88933-183-8) from Commodore (tel 0628 776086). Alternatively by those for starters: The Working Commodore 64 by David Lawrence (ISBN 0-84948-02-5); Commodore 64 Getting The Most From It by Tim Croston (ISBN 0-88033-360-4); Easy Programming For The Commodore 64 by Ian Stewart & Robin James (ISBN 0-80812-84-0); Your Commodore 64 by John Holdren and Alan Paton (ISBN 0-88134-714-2) and one more, Mastering The Commodore 64 by Mark Greenwald (ISBN 0-88134-08-4).



3) The user 'verb' of Myth has a better intro and very slightly lessened graphics.

4) If you want to run CPM software you would be better off going the whole hog and buying something like a second-hand Amstrad PC16. The 128 and 128D run CPM - but slowly. The C64 plus plug-in 256 is even slower.

5) Unfortunately, yes. The 64 can run PET (Personal Electronic Translator) software but only text-based applications. Stuff with graphics is over 7 work.

What's more only disk formatted on 440 drive will work, high density disks (like those formatted on a 1541) will not.

6) If you put it like this... yes.
7) Hardware for the 64 is hot on the ground now, compared to a few years ago but yes, we are planning a peripheral round up.
TMB

GREY MATTERS

The Brain's pretty busy, as he prefers to answer quick questions. To stand a better chance of getting your name in print, make it short and get it in here...

How about a classified column as I'm (as well as many other people) always on the look out for bargain peripherals, and so on? **Philip Warwick, Southampton**

We'd like to do a small ads section but I'd like to see up with editorial space and I'd like a breathing ground for piracy.
TMB

Is it possible for you to tell us if games are compatible with the Commodore 128? As a owner of a C128D I am constantly frustrated by C64 games that won't load, like *Vision 64* on PowerPack 3.
Marcus Gunning, Australia

The CF veggie use a C128D in the office as their main machine. *Vision 64* loads on it with problem at all. The only game that has refused to load so far was *55's* *Dynagistics*. It would tell you of problems but the 128s are extremely compatible.
TMB

On the read order page are the games prices the actual price or with the money taken off?
G Davies, Lincoln

The amount of money shared of the full price is shown in the title and inside. The price shown next to the code number is the amount you actually have to pay.
TMB

Who is it M. Pugh and why don't his cheats work for me? In fact none of the cheats I have tried have worked. You say 'press 1' but I have been looking for three months and still cannot find this key.
S Owen, Hull

That's probably the cause of your troubles. The '1' (some insist) is an 'our 64' between the '1' and the '1' (yes!) key, above the '7' and right SHIFT key. *Marlin Pugh* (the Master Hacked) is an invaluable source of PCWAs. The only way to listings don't work is if you've typed it in wrongly (as is usually the case) or we managed to print it with a mistake in it (which doesn't happen often).
TMB

What is a parallel computer and does Commodore make one?
Roy Moore, Norfolk

The normal type of computer - named after the german scientist Von Neumann - does operations sequentially. *Par* is one after the other. In a parallel computer, many operations can be carried out simultaneously by different processors, speeding up arithmetical functions tremendously.

Parallel machines are usually found where intensive number-crunching is required, like at NASA, in airline flight simulators, the military or in the later office where huge amounts of data are processed every hour. Parallel processing computers are called *transputers*.

Most former computers have a degree of 'parallelism' in that there are different chips of doing different things, however Commodore themselves do not produce a truly parallel processing machine.
TMB

What computer game has been the most successful on the C64. Please could you tell me the overall percentage and what the cost is.
Matthew Bodenham, Bristol

The highest scoring game reviewed in Commodore Format was *Last Ninja 3*. The current version is priced at £24.95, while cassette and disk are £19.95 and £14.95 respectively.

However, the most successful C64 game has to be *Pebbles* which lasted its way to number one in the charts - and stayed there for absolutely ages.
TMB

Recently my friend bought a copy of the ACE Magazine. In the magazine was a section about computers and consoles in the past about the C64 they stated that games for the Commodore 64 were to be stopped being made. Please could you tell me if this is true or not?
Neil East, Brighton

Some companies might stop making games for the 64 but others will replace them if they do. ACE are mistaken if they really mean that all companies are going to stop producing 64 software. But they don't have a slightly thin working for them, so what do you expect?
TMB

When you turn the Commodore on it displays a message saying Commodore 64 Basic V10. etc... can you change it so that whenever you turn on the 64 it displays what you want it to?
Alastair Hawkins, Southampton

Nice idea but I'm afraid you can't. The first thing your 64 does when you switch it on is change up its operating system, ready for use. This operating system is a program in ROM (which cannot be changed) and the message is stored and triggered by the operating system. You would have to design and make a new ROM containing your message. A simple task for me but not one I'd recommend to you, costing as humans only live for around 75 years.
TMB

BACK TO BASIC

**Booleans
bothering
you? How
long is a**

piece of string? Has anyone got a good home for a high score program? And why don't we just get on with it? Phil South answers all these questions and more in his on-going beginners' guide to programming

This month we start using `<`, `=` and their friends, along with `AND`, `OR` and `NOT` – otherwise known as the **Boolean operators**. These operators are named after the English mathematician George Boole, and Boolean is the name of a set of logical functions. They work like the normal arithmetical operators but in slightly different ways. They will be looking at chopping bits of text around with `LEFT%`, `RIGHT%` and `MID%`.

Funny looking characters

Encountered strange looking symbols in Phil's program. These are Control Keys and Back To Basic told you how to generate them in CPT. Dig it out if you get stuck.

Homework Prob No. 5

Once again we get to the part of the show where we set a puzzle for those of you who want to race ahead of everyone else and do you own thing. Okay, here's a real tricky one for you, clever folk.

A **parser** (pronounced PAR-see) is the bit of an adventure program which tests the words you type in and matches them to words that it has in its memory. See if you can use the `LEFT%`, `MID%` and `RIGHT%` commands to write a mini parser of your own that will accept any short sentence and try to make some sense of it. Simple, isn't it?

The best programs sent in will get printed: *Parse The Stack, Back To Basic*, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2JN.

LESS THAN, GREATER THAN

You may have noticed in a lot of our programs that the `<` and `>` characters are used rather a lot. These are the Less Than and Greater Than characters, and you will know these if you do silly maths. The way to remember which sign is which is to look on it as a pure symbol. If the symbol is starting at a point (less), it's Less Than. If it starts big and gets small, it's Greater Than.

Another way to remember the difference is to see the sign as an arrow pointing to the lesser figure. In use you would compare two numbers like so:

```
10 IF 3<4 THEN PRINT "YES"
```

— which it would, as 3 is less than 4. If you wanted to test if some number in your program was **anything** other than less than zero, then you would test like this:

```
20 IF 5<0 THEN GOTO 100
```

— or something. Look at line 200 of the last issue's Basic program for an example of this in use! This is a good way to keep numbers, and the things that these numbers are moving around, within certain boundaries. You can use it a technique like this to keep a score graphic within the boundaries of the screen, or within an area smaller than the screen itself.

There's another set of ways you can `<` and `>`, and that's together. The sign `<>` means 'less than or greater than'. This can be used to check for figures other than a specific one. For example:

```
3 LET A=0
10 INPUT "Give me a number" ;A
20 IF A<>0 THEN PRINT "wrong" ;A
  PRINT " "
30 GOTO 10
```

If you put in any number other than 0, the program will tell you that the number is wrong. With this approach you can put a password into a game, to limit access to later levels. For example, Another one of these variables may be using `<` and `>` is using them in combination with `=`. The two types are:

```
10 A<=B
```

These mean 'greater than or equal to' and 'less than or equal to'. This operator is used when you want to check if a number has reached a certain figure, but also want to be sure that it doesn't go over or under it.

BOOLEAN AROUND

The Boolean or logical operators are also used for comparing numbers (and in some cases letters), called the **operator** in the computer statements like IF THENs. There are three logical operators. They are `AND`, `NOT` and `OR`. Here are some examples:

```
10 INPUT "Enter, do you say 'YES'?" ;A
20 IF A="Y" OR A="y" THEN PRINT "YES"
  PRINT "No, do say 'YES'!"
30 IF A="Y" OR A="y" THEN PRINT "YES"
  PRINT "do say 'YES'!"
```

This program can tell if you press `SHIFT` when you type your answer. The different codes for `OR` can be shown by the following:

```
1 OR 1 = 1
0 OR 1 = 1
1 OR 0 = 1
0 OR 0 = 0
```

So `OR` is true if either of the operands is tested and satisfied. You could also test for the words 'yes' and 'YES' or even 'Yes'. If you wanted to be really fussy, `AND` is useful in testing for more than one input. Like this:

```
40 IF A="Y" AND B="Y" THEN PRINT "Yes, yes, dear!"
```

If both the tests are true, the line continues to print the words. If either test is false, it doesn't. The table for `AND` goes like this:

```
1 AND 1 = 1
0 AND 1 = 0
1 AND 0 = 0
0 AND 0 = 0
```

So `AND` only returns a true if both operands are true. This is what Boolean stuff is all about, testing and getting a true or false result. The `NOT` command reverses the operands for numbers as explained that you use is 0. If something is true then `NOT` makes it false, and if it's false then `NOT` makes it true. So:

```
NOT 1 = 0
NOT 0 = 1
```

`NOT` is in some ways the hardest logical type to get to grips with. The best way is get your head around them is to try them yourself (which pretty much goes for everything you test in Back To Basic).

LEFT\$, MID\$ AND RIGHT\$

These are read commands which enable you to test strings (expressions in variables) containing letters and words in very specific ways. LEFT\$ only looks at letters on the left of a word, MID\$ looks at letters in the middle, and RIGHT\$ looks at letters on the right of the word. Take the word "Commodore":

```
LEFT$   MID$   RIGHT$
  COM     MOC     CORE
```

But these commands don't just look at any old bit of the word. Just the bit you tell them to look at. Take LEFT\$ for example:

```
10 A$="Commodore"
20 B$=LEFT$(A$,4)
30 PRINT B$
```

Run this program and the screen prints:

"Comen". The command has counted 4 letters into the word and put them into variable B\$. This can be handy for the title screen option routine I just did, like so:

```
20 INPUT "What do you say? (Y/N)";Y$
30 LEFT$=LEFT$(Y$,1)
40 IF A$(Y$)="Y" OR A$(Y$)="y" THEN GOTO 10000
50 "The man has say 'NO'!"
60 IF A$(Y$)="N" OR A$(Y$)="n" THEN GOTO 10000
70 "The man has say 'NO'!"
```

—which gives a better result, as you could type "Y", "y", "yes", "that", or even "Yesterday" if my troubles seemed so far away," and get the same result that can then be tested.

MID\$ needs similar parameters in order to function. The first two numbers are used, telling you the number of the letter to start with and how many letters to grab into MID\$. These work like this:

```
20 LEFT$="Commodore"
30 MID$(MID$(LEFT$,4),4,3)
40 PRINT MID$
```

When this program is run the output is: "mod". And finally RIGHT\$, which as you can imagine is just like LEFT\$ except it grabs letters from the right hand side of the string, like so:

```
10 A$="Commodore"
20 B$=RIGHT$(A$,4)
30 PRINT B$
```

This program puts "ore" on the screen.

These commands are very flexible and enable you to get all sorts of sense from the most garbled input.

THAT'S ALL

That's about it for this month. Drop me a line if you have any questions about Basic programming, hints and tips on things you've discovered, or things I haven't covered in STB that you'd like to know about. Drop us a line at the Basic Camp, Phil South, Back To Back, Commodore Forum, 30 Wrentham Street, Bath, Avon BA1 2BW.

Snouty's hi-score table

This month's program is for your own games, and what it does is very simple, it generates high score tables. So when you win a game and get more than the scores in the table, you can type in your name.

This isn't a stand alone listing, as you need to write code either side of it to get it to accept names and to function as part of another program, but the guts of it are there so why not give it?

```
20 POKE 53280,0
30 DIM S$(10),C$(10):FOR T=1 TO 10:GOTO 50
40 S$=""
50 A$="YOUR NAME HERE":S$=A$
60 B$="1000"
70 B$=B$+1000
80 B$=B$+1000
90 B$=B$+1000
1000 GOTO 1000
1010 PRINT "HIGH SCORE ROUTINE WWW"
1020 PRINT "HALL OF FAME!"
1030 FOR T=1 TO 10: IF S$(T)="" THEN GOTO 1000
1040 GOTO 1000
1050 WELCOME
1060 FOR T=1 TO 10
1070 PRINT "T=1 TO 10"
1080 PRINT "TAB$(T)"
1090 PRINT "NEXT"
1100 PRINT "PRESS ANY TO CONTINUE"
1110 PRINT "LEFT$(XXXXXXXXXXXXXXXXXXXX)"
1120 T=T+1
1130 POKE 540,BND(1)=4+12:PRINT "T TA"
1140 IF BND(1)=504+12:WAIT 100,100
1150 IF T=10:GOTO 1000
1160 FOR I=9 TO 1 STEP -1:R$(I)=R$(I)+S$(T)+C$(I):NEXT S$(T):AG=S$(T):S$(T)=S$
1170 PRINT "PEEK(102): GOTO 2000"
2000 READY.
```

I	100	YOUR NAME HERE
1	0	SNOUTY
2	0	SNOUTY
3	0	SNOUTY
4	0	SNOUTY
5	0	SNOUTY
6	0	SNOUTY
7	0	SNOUTY
8	0	SNOUTY
9	0	SNOUTY
10	0	SNOUTY

And here's that high score table in full. It's apart from scores, game names and it game to go in front of it. Why not try to get each name to appear in a different colour, or even cycle through different colours? (And while you're about it, write a game to go on any other topic as well - fun)

How Snouty scores...

Line 20 POKEs the border colour to blue.

Line 30 dimensions a pair of arrays (something we'll be getting to in the next issue I think) one called S and the other called C. S then fills the scores (S) with 0 and the names (C) with "Snouty".

Line 50 GOTOs to the main routine.

Line 1010 prints the title "Hall of Fame".

Lines 1020-1090 print out the hi-score table one after the other.

Line 1090 prints the press-a-key prompt.

Lines 1090-1090 does a fancy trick of cycling the colours on the entry that says "Your Name Here". (It does this by adding the register 540 with a random number over and over till you press a key.)

Line 1090 checks to see if you have pressed a key yet.

Lines 1090-1090 counts down from 9 to 1 and resets the hi-scores.

I'll be interested to see if any of you can come up with a better one than this one, and I tell you it isn't hard! Let me see what you've come up with, and if you're lucky I might give you a prize.

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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

INSIDE IN

THREE HI

Dear Inside Info,

In CBI you went into hi-res graphics. Using hi-res graphics can be interesting and fun, but waiting for the memory to clear isn't.

I have written quite a good program to speed this up (a lot). Add this routine at the end of your program and call it using a GOSUB statement.

Stephen Curry, Biddington, Glasgow

```
11000 FOR I=0 TO 3 TO 0:11176:READ Q:
11001 Q=0:000
11002 DATA 105,15,147,8,50,218,3,
11003 152,172,155,30,48,243,238,6,193,238
11004 DATA 18,150,170,63,63,48,
11005 50,76
11006 END 49000:00000
```

Dear Inside Info,

Here are two useful programs for use with the hi-res screen. The first one is a machine code routine for clearing the screen. It is a lot faster than using BASIC.

The second one is for putting text on the hi-res screen. This is very useful if you want text and graphics at the same time. The data line (245) holds the character codes and must be changed if you want it to display a different message (these ASCII codes are the same ones used in the program above and can be found in the back of the CBI owner's manual).

Johnathan Sprad, Maxton, Fife

To use this in hi-res mode first type (or put in your program) these lines:

```
POKE 10272, PEEK(10272) OR 8
POKE 10245, PEEK(10245) OR 12

1180 REM ** 837:16: CLEAR SCREEN **
11810 REM ** CLEAR SCREEN **
11811 DATA 80
11820 REM ** CALL SCREEN **
11830 TO: POB 1048150 TO 49175
11840 REM 4: POB 1048150 TO 49175
11850 REM 4: POB 1048150 TO 49175
11860 REM 4: POB 1048150 TO 49175
11870 REM 4: POB 1048150 TO 49175
11880 REM 4: POB 1048150 TO 49175
11890 REM 4: POB 1048150 TO 49175
11900 REM 4: POB 1048150 TO 49175
11910 REM 4: POB 1048150 TO 49175
11920 REM 4: POB 1048150 TO 49175
11930 REM 4: POB 1048150 TO 49175
```

To use this routine in your own programs, first GOSUB 1180 near the beginning of your program. When you want to clear the screen, use SYS 49150. Now, why not put some text on your freshly-cleared screen...

Take a look in our Technical Editor's toolbox and discover the strange uses Paul Lyons has in store for your Commodore. Apart from his hi-res antics, a special fx and an end to the decimalisation of digits, our Tech Ed reckons it's time to build some character into your 64

```
100 REM **1000: ON STRAPPED SCREEN**
110 POKE 16104, PEEK(16104) AND 214
120 POKE 1,PEEK(1) AND 215
130 $=100000000000000
140 $=1000000000000000
150 FOR I=1 TO 31
160 READ A,C,F,C,F,A
170 FOR J=0 TO 7
180 FOR K=0 TO 1, PEEK(1024)
190 NEXT J
200 J=J+8
210 NEXT K
220 FOR L, PEEK(1) OR 4
230 POKE 16104, PEEK(16104) OR L
240 DATA 00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0A, 0B, 0C, 0D, 0E, 0F, 10, 11, 12, 13, 14, 15
250 NEXT L
260 NEXT I
```

To make the program work, remember: 1 in line 155 change the number 11 to the number of characters in your message. 2 in line 135, F is the number of the row which the text will appear on. 3 in line 245 put your message using the ASCII codes for each character from the back of the manual.

FX CONT...

You had loads of little sound progs that make different sound effects or play tones. Here are three short samples, the first two from Paul Morgan in Port Glasgow.

Dear Paul,

I've got two simple music programs for inside info, but before I start, could you answer two questions for me.

1) Why you transfer tape games on to disk without using a cartridge?

Yes, but putting this knowledge into the empty hands is dangerous, as we can't go into it here.

2) Why are disk games usually about 10% more expensive than the same tape game? Data are more expensive to duplicate than tapes, and sometimes the packaging has to be altered to accommodate the disk. Some people argue that you can afford a disk drive, you will pay more for software, but that doesn't really excuse the huge price differ-

```
ence between the two.
8 REM ** 1000: BY PAUL MORGAN **
10 $=10272: REM END START ADDRESS
20 POKE $,255:REM START PROGRAM
30 POKE $+5,219
40 POKE $+24,35:REM END ADDRESS
50 FOR I=1 TO 31
60 FOR J=1 TO 255:0000
70 POKE $+4,129
80 IF A=1** 0000 20

8 REM ** 1100: BY PAUL MORGAN **
10 $=10272:REM END START ADDRESS
20 POKE $+5,3:REM $+18,24
30 POKE $+5,1:PEEK($+3),141
40 POKE $+6,250:REM $+4, 01
50 FOR I=1 TO 31
60 FOR J=1 TO 255:0000
70 POKE $+15,271**+5
80 $+000 070:254:100+0-0**004
100 NEXT
110 POKE $+24,4
120 REM 40:31:40-1** 0000 20
```

Do you need info?

Is there a particular problem you can't solve? A kind of programming (graphics, music, etc) you can't quite get your head around? Perhaps you've been working on the same routine for the last eight months but a still won't work. Or perhaps there's a pile of computer jargon that you don't understand.

Why not let me and the other 20,000 people who read *Commodore Format* every month see if I can't solve it together. It won't be instant.

Send your letters and listings to Paul Lyons, Inside Information, Commodore Format, 30 Maronboth Street, Bath, Avon, BA1 3BW.

Mr SAZ is please, as I don't have the time to reply to every single query personally. Sorry.

INFO

STRONG CHARACTERS

Dear Inside Info,

I recently discovered a great way of designing your own character set on the C64 and decided to share it with you. It takes the required characters from ROM and copies them into RAM, so ROM cannot be altered. Once the characters are in RAM they can be changed. The program then goes into action and changes the character(s) that you choose. Christopher Harrington, Worcester, Notts

```
10 1012:G&P*0004/255
20 POKE 50370,1:POKE 50370,6550
200100:10:5080:52:5058:10:12
50 POKE 50354,2550:50354:5080:254:
POKE 1,POKE(1):5040:255
60 POKE 248:50:50352:5048:POKE
```

The eight by eight grid contains the character(s) to enter into in this case). Turning a pixel on or off (making it be 0) allows you to make a new character. Plot these on graph paper, mark on the pixel values and work out the correct hexadecimal data using the conversion table.

```
1*1004+J,
PEEK 50348+J:50307:J
50 POKE 1,PEEK(1):OR
6:POKE 50318,PEEK
(50348):OR 1
60 80:8+J:50348+J:PEEK
J+J:50348-70
J+10*8+J:50348:J
70 80:J:POKE 70:50:50348
80 80:50348:50348:7:J:J
80 80:50348+J:7*J+50
A0000:50348+J:7+80
90 80:7:1:POKE J,50307:J
100 DATA
3C,4E,59,AL,AL,59,4E,3C
```

Run the program and wait. The program takes about a minute before the READY prompt appears. When it does, press @ to view your new character.

The data in line 100 holds the values for the new character. It is created by changing an eight x eight grid and creating your character

0	0	1	1	1	0	0
0	1	0	0	0	1	0
1	0	1	0	0	1	0
1	0	0	0	0	0	1
1	0	1	0	0	1	0
1	0	0	1	0	1	0
0	1	0	0	0	1	0
0	0	1	1	1	0	0

by colouring in squares. Now turn the white squares into 0 and the black squares into 1. Split each line down the middle so you have eight-bit numbers. Finally, to get the new data line for your character, translate each digit from binary into hexadecimal.

So, if your first line is 00111000, that gives two 4-digit binary numbers of 0011 and 1000. Using the conversion table gives you two numbers, 3 and C, so your first value in the data statement is 3C. Now do the same with the other seven lines, and you have a complete character. How do you add your new character to the program? Just add these lines to the end of the program above.

```
110 80:82:2:5020:12:POKE 248:50*70
120 80:10*8+J:50307:J
130 80:80:POKE 70:50:50348
140 80:50348:50348:7:J+10*8+J
150 80:50:7*J+50:50300:50300:J+80
70:80
160 80:7:1:POKE J,50307:J
170 50:70:50:50:50:50:50:50:50
```

Substitute your character's new values for the eight sets of x's. In this subversion, the variable 80 has been changed to 42. This is the ASCII value of the asterisk '*'. When you RUN this program you will find your new character has been substituted for the asterisk. ASCII codes are in the back of the C64 manual. Add more characters by duplicating the last five lines, changing the line numbers, the values for 80 and the DATA statements. Better still, put the lines in a loop and stack off the DATA at the end.



Base numbers

Bored up by binary? Hated by hexadecimal? Neither of these two counting systems are difficult to understand if you think a little about how they're made.

Normally we count in decimal or base 10 numbers. Think about how you count in decimal. Using decimal you count up to nine and on the tenth number you start a new column of figures (the tens) with a one. To get more numbers after ten, you count up to nine again in the first column and when you get to ten you change the number in the tens column to a two, and so on. Well binary (base 2) and hexadecimal (base 16) are counted in exactly the same way. Except with binary you start a new column not after the nine, but after the first one, so you only use the digits 1 and 0 and the number of columns grows quicker. With hexadecimal you don't start a new column until you count up to 16, so to make the extra digits the letters A, B, C, D, E, and F are used. In the table below are listed the numbers 1 to 28 and decimal, binary and hexadecimal. The numbers at the top of the columns show the decimal number for each column.

Decimal		Binary				Hexadecimal		
10s	1s	16s	8s	4s	2s	1s	16s	1s
0	1	0	0	0	0	0	0	1
0	2	0	0	0	0	1	0	2
0	3	0	0	0	0	1	0	3
0	4	0	0	0	1	0	0	4
0	5	0	0	0	1	0	1	5
0	6	0	0	0	1	1	0	6
0	7	0	0	0	1	1	0	7
0	8	0	0	1	0	0	0	8
0	9	0	0	1	0	0	1	9
1	0	0	1	0	0	0	0	A
1	1	0	1	0	1	0	0	B
1	2	0	1	0	1	0	1	C
1	3	0	1	1	0	1	0	D
1	4	0	1	1	1	0	0	E
1	5	0	1	1	1	1	0	F
1	6	1	0	0	0	0	0	10
1	7	1	0	0	0	1	0	11
1	8	1	0	0	0	1	0	12
1	9	1	0	0	1	0	0	13
2	0	1	0	1	0	0	0	14

Freaky Fractals

One minute our fractal generator (C77) was working fine, next thing it's in the mag (blown with mistakes). To make sure you're getting a regular supply of fractals, type in the main listing exactly as it appears, but delete the exclamation marks (!) in lines 100, 110, 120 and 160. Also make sure that XORPSET in line 160 is one word, not

Fantasy Special



The exploration screen uses simple directions and a text box to update the adventure moves by move. A menu appears in the prompt box, each entry in it leading to other menus and actions under joystick control.

The AD&D alliance

Five or six years ago, TSR was famous for an extensive catalogue of historical wargames and fantasy roleplaying (RPG) games, most of which were developed under their own coat.

Their experimentation with roleplaying adventure formats made them ideal candidates when TSR began looking for a company to computerize AD&D. Both companies were used to developing on-going series of games and AD&D itself had its roots in traditional wargaming.

Four years later, the list of AD&D titles has grown to 12 (including the 16-bit Eye of the Beholder and 68k have also converted TSR's Black Wizards RPG). This puts them firmly among those companies which have converted real roleplaying games on computer. 504 have explored several styles on these games as well. *Warrior* was a graphical combat based game. *War of the Lance* was a wargame in which you controlled whole armies fighting *Dragonquest of Flame* (previews in CPT) was an adventure in avatar format that didn't really work very well and *Dungeon Master's Assault* (Vol. 1, *Encounters*) is a game set program for *Dungeon Masters* running AD&D games for a group of friends. (The original game will be 80 years old in 1984.)

But the most successful games in the series have been those using the same menu driven interface as *Death Knights of Krynn*. *Flame of Marianne*, the first computer AD&D game ever and the game which also introduced the menu system has now sold over 250,000 copies across all formats.

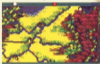
DEATH KNIGHTS

In the land where silver dragons appear as beautiful blondes, there's more danger than you could throw a spell book at. For this is Krynn (agynn), the domain of the dungeon masters of TSR/SSI where the adventures go on (and on and on...)

Fear of aging affects games too. *Death Knights of Krynn* continues the on-going saga of *Dragonquest* adventure games begun with *Champions of Krynn*. As part of the wider range of AD&D games jointly developed by the TSR/SSI alliance, it's the fifth game based the same player interface and the eleventh AD&D computer product overall. It begs the question, how many people are they still interested in the series? Is *Police Academy* syndrome is anything to go by, people can stomach the same old stuff forever (nobody gets bored of fits and chips).

But *Dragons of Krynn* isn't strange. What you get are three double-sided disks (complete with a quick-start novel game position) and a couple of high quality manuals which contain a wealth of information. You control a group of detailed characters: wizards, fighters, thieves and the like, by using a joystick to select moves from menus.

The initial task the characters have to complete is the successful defence of a friendly outpost from hordes of evil creatures - *Dragonoids* - and their allies (these include evilfire dragons, skeleton warriors and many others). There are many more tasks to be accomplished as the adventure unfolds, and you play out these at



A year after *Champions of Krynn*, the adventure begins at a celebration of the defeat of Mykyl at the *Geopack* volcano (bottom right).

a series of encounters or mini-games.

Because of the game's predominant plot and detailed background these encounters are easily related to stories. And that's when you know how much fun you had, when you tell somebody the next day what you played the night before.

Your party's very first encounter in *Death Knights* is a fight against a skeleton attacking one who are almost impervious to your party's magical abilities. You can input an



instruction to make the computer play all your moves for you during combat but it's more fun to take control yourself. This isn't too difficult to do. Even if you make mistakes the system often lets you correct them (though when I thought I'd got it sorted and speeded up my instructions I accidentally got the wizard of the party to sacrifice a frontal right on top of everybody except the bad guy).

Though there are plenty of fights lined up over the



Visual support for moves to complete. Colorful scenes like this make a real impact when you come across them in *Death Knights of Krynn*.

KNIGHTS OF KYRNN

adventure, there's more to it than that: later you might find yourself on a wilderness mission to recover a valuable lost dream that contains some pearl of knowledge. This is high fantasy on a computer and the equities of quests and encounters break your imagination glands until they burst. They also allow you to play the game in small chunks which make you think you've accomplished quite a bit, though you've barely scratched the surface. But then for around 25 quid you shouldn't really expect anything less.

One last thing though, if you haven't



It's a corker!

played one of these games before, this one is as good a game of its type as any it has in difficulty levels. However, if you have bought one before but haven't finished it, why not? I wonder how many people play something like this to the finish. If you can't face another six weeks, bring through the adventure you've got, you'll be mad to buy another. On the other hand, this is a great sequel to Champions of Krynn, really well programmed to give you the best adventure based on the original story if it's possible to give. Now, can we have a new adventure next time please? The Dragonance story is a bit long in the tooth, after all.

SEAN



Legions of evilness warriors and confused creatures inhabit the wilderness areas



The combat display is crude but the program does important work behind the scenes...



...allowing you to respond to the best of your character's abilities

Good, bad but ugly?

Like all good roleplaying games, *Knights of Krynn* is packed full of characters, good and bad. Most are just like old

part actors in films - there are minis, some the real. Others gawk around and watch side they to an fan's always dubious.



This is Adelle. She can be found in the city of Melanor and saves you if a trap



Sir Bryden, the head of the party, takes a break from all his 200 shilling



This is the leader of the Knights of Melanor. He asks you to train with them



He had a *Champions of Krynn* hero's costume, weapons, skills and a dragon...



A priest from Banzath begs your aid for a magical lamp. Lamp (bearing the unicorn)



Lady Mera, betrothed of the King, has feared loneliness of evil to really a silver dragon

Game **DKOR**
 Publisher **SSI/US Gold**
 Disk **£24.99**

POWER RATING

THE DOWNERS...

■ Disk saves only a bit long window

100

91%

- These disks of superbly programmed gameplay with...
- ...flexible any disk swapping!
- Flexible: play any way you want to
- Control is easy (and fast once you get used to it)
- You only need to look in the manual every now and then
- The *Adventure's Journal* is packed full of interesting stuff
- Lots of engaging tales to keep you from all day
- Plenty of special missions to choose from
- You can use characters from *Champions of Krynn* or call new ones when you start a new adventure

...AND THE UPERS

FIRE POWER

There's nothing I like more after a hard day at the office than to slide into my Scorpion tank and ride rough-shod over a few villages.

Bumping off its inhabitants is a

overing fall. I'm not the only one either, in fact, so many people do the same MicroIllusions have produced a BA game based on this popular pastime.

The instructions on the inlay card are laughable. The plot goes like this: wait for... CAPTURE THE FLAG! And that's about it.

The game is always played head-to-head with each player, whether for a human or computer controlled, trying to capture the other one's flag. If you play against the computer then yours is the only view displayed on screen. Select the two-player option and the display becomes split-screen to cater for an extra pair of eyes.

Each player can also select which type of tank he wishes to control from a choice of three: Scorpion (most powerful), Shadow II APC (fastest but lightweight) and the Mac II (slowest). Each one has his own different speed, armour value and firing ability which constitutes difficulty levels. Choosing a wimpy tank makes completing the game that bit harder.

Your tank is very amenable to control, to begin with but it is ultimately manageable. Basically, the eight joystick positions correspond to the eight possible directions of travel. However, if you're travelling in one direction and then push the joystick in the

opposite direction you will reverse rather than do an about-face. In order to travel the opposite way you need to rotate the joystick and physically swing the vehicle around.

Your mission then, is to capture the opponent's flag before he either finds yours or destroys all of your tanks. Easy

said than done. What does the flag look like? Er, a star. Where can it be found? Heem, tricky. The phrase 'looking for a needle in a haystack' is a pretty good description of the task that lies ahead. There are two huge militarily compounds

The plot goes like this:
CAPTURE THE FLAG!

containing gun turrets, bazookas, prison cells, traps, hangars, barracks, prison cells, roads, fuel dumps and so on. One compound belongs to you and one is your opponent's. Seek and destroy tactics must be employed here. First find the other player's compound (easy peasy). Then just methodically destroy every single building you encounter.

If you hit a barracks, enemy soldiers rush out. You can kill them by the rather messy technique of running them over. Now, if you hit a prison cell, allies run out instead. Don't kill these guys. Steal your tank and let them climb aboard. If you manage to get three men back to the Red Cross Hut in your own compound, an extra tank is awarded (you start the game with a total of only five tanks).

Keep an eye on your fuel. When it runs out of fuel, the tank explodes to prevent it falling into enemy hands. If your fuel is low, try to find one of the large circular fuel dumps. The act of destroying them refuels your tank as well as annoying the enemy.

One more thing: you can drop mines. But be careful, especially if you're moving. If you unknowingly drop a mine just before you come to a standstill, you'll be caught in its blast. Other than that it's destroy or be destroyed. If a helicopter appears, make it your primary target, as it causes damage at an alarming rate. Our tanks, too, should be destroyed ASAP.



Time to take a dump - a fuel dump that is. Blow this sucker away for a full tank.

Fire Power isn't the nicest game to look at, especially not for the time you set eyes on its garish display. But there is a great deal of attention to detail. The atmosphere generated by the cumbersome tank controls is fairly substantial - so is the feeling of panic when you enter the heavily guarded compound. And it is this that can keep you playing even if you're making no significant progress. All in all, Fire Power is a competent game which is sufficiently difficult to make it worth at least a second look.

ANDY

Game	Fire Power
Publisher	MicroIllusions
Cassette	£14.22
Disk	£15.31

POWER RATING

THE DOWNERS...

- Game doesn't start when the screen gets busy
- Strangely, the two-player game can prove monotonous
- Shows there is no trap screen

100

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68%

- The play area is huge
- Squinting people in blood-thirsty but it does add to the challenge
- Great controlling vehicle
- The 'wearer' technique of capturing more tanks is really the business
- Excitement attention to graphical detail
- Works except when tank captures and gun emplacement's get going
- A more dropper's delight

...AND THE UPPIERS

Tankbuster

The three Engstrom tanks show off their different capabilities. If it's speed you're after go for the Mac II. The Scorpion can take the heaviest and proudest, and the Shadow can carry the most men. Decide on your strategy, then choose the hardware best suited to the task in hand.

FINNAC PL-11	SPEED	12
	MINES	10
	ITEMS	10
	FUEL	27
	DAMAGE	20

SCORPION	SPEED	18
	MINES	15
	ITEMS	15
	FUEL	27
	DAMAGE	20

SHADOW II	SPEED	8
	MINES	20
	ITEMS	25
	FUEL	28
	DAMAGE	40

Fantasy Special

Ride on



Oh, very fancy I must say. Which takes you travelling on my words. Actually this is the game option on level one.



Here we see our hero leaping majestically over a tree stump. No time to jump and he falls flat on his soft pants.



And for those of you who thought the Monkey-Cology was just a cheap gimmick, it's a dead weight for punching forests to death.



This eagle little fellow appears in the first 'em up' encounter. He's lean, he's green and he's, er, rather glibberic. Just get in close and swing like you're depressed on IL... which it does.

Dynamic is what this state is. Just one of the scenes is shown here in detail. He's capable of more but the question is, is it all for show or does he deliver the killing blow? Read on and find out...



WRATH THE D

Empire's long-awaited cartridge attempts to over-shadow

Shadow Of The Beast - so, does it parallax scroll into legend or limp into obscurity? Our reviewer takes up arms and legs it...

I will relate the plot of this game in shorthand as it's far too convoluted and tedious otherwise. Wizard summons demon, demon kills wizard, demon lays waste to land then has a long lay before people return. Demon wakes up in order to lay waste again. People get a bit miffed about it and send best warrior to give demon a good going over. Wrath of the Demons is very much a *Shadow of the Beast* clone - not in structure but in the fact that there is less to it than meets the eye, but more on that later.

The game unfolds over a series of six screen load 'em up' and finally collect 'em up levels. In level one our hero is an honest-to-god right levels of parallax backgrounds scroll from right to left. You can move the frame right and left but it's a bit pointless really as the best bet is to stay to the far left to give you plenty of time to see oncoming hazards. Pushing up or your hand in (tilt) or (I think for means) joystick - but makes your steed jump to avoid the various holes and rocks scattered about.



This little appears about half way through the game but is one of the more challenging opponents. Mainly 'cos of his huge staff.

Occasionally goblins and other creatures pass by. When they do, pull your 'stick down and your man will automatically reach down and grab them. Press fire to make the character punch at flying creatures which would otherwise cause serious head injuries.

Level two and three are best 'em ups. Level two contains a staff-wielding goblin and his stone throwing cotcot. Ignore the stone thrower and concentrate your attacks on the



Does this guy want a pedicure or a haircut? I've got it, one swift slash across the rabbit and he'll never suffer those warty lines again. To be honest, it takes rather more than one blow to kill this fellow.



LUPO ALBERTO



Goal! What an enormous power! Lupo leaps up a tree only to discover that its fruit-bearing properties are minimal. As you can see, this is one of the more interesting levels.



Lupo (Blue) (as in his mother) slides purposefully across a long bridge. Having been jumped on, an enemy (red) dashes past—only over some steady spikes. Sadly, the little creature never falls...



My last month we told you of a string of games coming from (new Italian software house) Idea. The first, *Armafreak*, wasn't half bad. This month we put Lupo Alberto in the test and find that... it's not half bad. It's totally bad.

The plot involves Lupo the wolf who is desperate to do a bit of lovey-dovey stuff with his woman (well, eh, eh). The game follows his exploits in trying to find a suitable place for them to rock face. The quest takes Lupo through caves, African villages, desert islands and sewer systems, all to no avail. The aim is to traverse these regions and return to your own home. You have then finished the game, little-wise ideas have tried to come up with a bit of a blaw.

Shee come but, for reasons that will become apparent, they've failed miserably.

Each level contains platforms dependent on the scenario. You can stand on rocks and logs in the outdoor levels, ladders and bridges in the sewer system, roots in the village, and so on. Throughout each level, in some places point the way you're supposed to go. But taken too literally they often lead to instant death or a spiky trap, so venture carefully.



The sign above L4 shows that you begin here (as in head downwards). The large beast in row 2 of unknown origin I realise it's a bull, while the bit is convinced it's a bear with horns (read that)



Stuck in the sewers, Lupo passes a *Roastie Little (some sort of underground Subculture competition perhaps?)*

As you move through the landscape the background scrolls in one of four directions, depending on which way you're travelling. This is one of the few interesting features of the game: it's not just a tedious horizontal

scroller (more of a tedious fantasy scroller than - Ed. There's a whole host

of death-dealing nasties in each level but unfortunately the only way they differ is in their appearance. They all move in pretty much the same way

and can be killed by leaping on their heads. Some of the larger beasts are nicely detailed but that's about it. Another downer is that some often become corrupted and you get a headless moose body, or worse still a feisty little mouse head. Whoops.

As for collectibles, there's not much worth mentioning. Sometimes, when you pass a bush or head-butt a platform, fruity items materialise which you can collect these for extra points. Like, wow.

Occasionally - and it is only very occasionally - you can pick up a floating boxing glove which provides you with limited firepower. The trouble is that the screen only scrolls when Lupo is a few inches

from its edge, leaving you almost no warning of oncoming opponents. You're killed all too quickly and the boxing glove is lost.

The graphics are colourful but crude and tend to glitch badly. The opponents are bland and the action repetitive. The last level has no more elaborate traps than the first, there's just more happening on-screen. This would have made a just-about-average budget game, but as a full price it's a bit of a disaster - a sheep in wolf's clothing if you like.

AMT



Game	Lupo Alberto
Publisher	Idea
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Repetitive levels with only minor graphical differences
- Most of the monsters move in a similar way. No variety in challenge
- The backgrounds and sprites are generally bland and outdated
- No surprises get from A to B and that's it
- The only power up is the boxing glove and that's weakly
- Missed points for the tedious gluing both of sprites and background

100

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40%

- One of the few Mario Bros clones around
- It's cartoon theme and simplicity could appeal to younger gamers
- Plotline not fixed, even on tape

...AND THE UPPIERS

0

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THE CF COMPENDIUM OF MEAN ...ALIEN SPECIES

How did life in the Universe begin? Why are we here? What did it like yesterday afternoon? If these are the kind of questions bothering you right now, see a doctor. If not, you're probably more interested in pumping laser death into an alien than taking its entrance measurements, and asking it about the wife and kids.

Well, in most cases 'em up all you have to do is wait for the bug-eyed baddie to pounce around a bit before capping it with a laugh. Some aliens are different, however: they want to see what you do and react accordingly, or they invite you round for dinner and then kill you. Unless you kill them first, that is...

In this penultimate probe into shoot 'em ups, Gordon Houghton plunks the aliens themselves on the table and prods them until they talk

ALIENS

TYPE: Warlike

If you've ever wondered what your internal organs would look like if they had legs and eyes, wonder no more. It



Alien Syndrome equips things about their stuff!

colony of space ships in deepest space has been invaded by seven alien species, each one covered in more alien than an outdated slug on a hot day. These include huge, squirming maggots, green bug-eyed frogs and sizzling red things which look like roars but smell like a dog's breath after a dozen licks of Fat.

Their defence mechanisms are almost perfect, all are capable of unleashing bullets, poison or laser fire, and react with their results in immediate death. Unfortunately, they also

have a sense of humour...

Location: Alien Syndrome



BYDO

TYPE: Bio-mechanoid

If you're looking for a Big of Alien Alberta you could do worse than pin your space ship into the heart of the Bydo Empire: this intelligent bunch of bug-eyed baddies has plans to conquer the entire universe before tea-time.

They are mainly bio-mechanoid — i.e. part machine, part squiggly animal — which gives them con-toured strength and



Smile please. There are some lenses you never forget...

intelligence in a variety of guises. Most species use metallic walkers, patrolling the landscape and firing shots when they sniff enemies in the air — but there are countless numbers of insectoid flyers, sizzling amphibians and gristy mother aliens dotted around. If your stomach is made of anything other than Teflon, you'll be advised to take along a sick bag. **Location:** A-Type



Meanness measurements

How do you separate one alien from another? The most important feature of any alienoid is its intelligence: does it respond to your actions or does it sit in the corner and sizzle. "Gooooo...", where'd he go?" Does it go about its own business and get annoyed if you disturb it or does it stand there, point to its chin and say,

"Don't even think about getting in the way of these guys"

Measurgh! Species like this are all teeth and horns. If you think you're intelligent, they're more intelligent! If you think you're stupid, you're right.

Put some distance between you and the fearsome dudes. Nonverbal sizzling trophies are still advised if you encounter a crew. Here in this class, since you'll spend most of your time running away.

"Go on then — kill me!" There are other factors to take into consideration. Top how ugly is it? Does it have bad breath? Is it just a hummer with a blue throat and a big nose? The following icons indicate alien danger factors and help you sort the Predator from the Movers From Outer Space.

Measurgh! Possibly dangerous to small children, animals and fragile ornaments. Enough to give you the willies for a couple of seconds, creatures in this category often follow predictable movement patterns. Alien soup is usually the result.

As dangerous as a doughnut (or two)

These aliens wear targets on their head and signs on their back saying "Kiss me". Is it worth killing them? Do you care?



CELLS

TYPE: Spore

This is a real alien's alien: nasty, self-replicating, indifferent to other life forms and SOO. Composed of individual cells grouped into vast trives, several screens across, it's con-

stantly reseeded and repaired by invisible patrolling worker cells. These worker cells also release spores which are deadly to any invader without shields. The purpose of the trives is unknown, other than that they guard structures which can be converted into raw fuel, and which may be sources of energy for the trive. The sheer variety of the five designs is overwhelming: over 100 types so far counted, each with unique cells, workers and spores.

Location: Hunter's Mover





GAPLUS

TYPE:
Insectoid

The Gaplus have appeared in several instances throughout time, all of them insect-like arthropods. You should check out their appearance in *Galaxians*, *Galaga* and *Galaga 181* (as well as that of several sub-species (such as the *Galaxians*).

They are a simple race whose formations consist of waves of defenders lining up in rows and columns - this makes them an easy target for any aggressor. Their advantage lies in a relentless determination not to give in, and sheer weight of numbers. Once aligned in formation individual pairs of stipes do launch shot and predictable runs against enemies - but any pilot proud of his trousers should have no trouble.

Location: Gaplus



Wave goodbye to this lot for now, but the insectoid Gaplus have a habit of returning.

GIANT BIRDS

TYPE:

Mammalian

The universe doesn't offer throw-up species generated on Earth, but this collection of feathered fies is an exception. About 400 times larger than your average sparrow, they can spit lasers non-stop. There are five basic types: five kinds of phoenix who whirl around in apparent confusion before deciding to attack you; two kinds of giant eagle (blue and pink), which can only be destroyed with a laser blast in the breast; and a mother alien surrounded by petting birds. As first you think these defenses are impossible to defeat, since the movement patterns are random, however, it won't take experienced fighters long to turn *Boots* into birdies into yellow filling and cat food.

Location:
Eagle Empire



Massive machinery changes the landscape and awaits the enemy in *Cliffed*!

GUARDIANS

TYPE: Mechanoid

If the best alien is a closed one, the worst one is the kind that really do see what you're doing, but lets you into thinking it's rubbish and then unleashes a hail of bullets. Macrocorates and regular fighters who have ventured into the Citadel know to their cost that it contains some of the most intelligent and mean opponents in the Galaxy. Most of them are inert until they spot you, at which point they rise from burlap and unleash their firepower.

The only way to destroy them is quickly and at a distance - if you're hard.

Location:
Citadel



JOVIANs

TYPE: Yuried

Like any complex society, the aliens in the *Dropzone* vary from real dummies to creatures so powerful and intelligent that you might as well say, 'I'm rubbish - kill me'.

They consist primarily of *Planets* piloted by *Androids* - these send fire, attempt to capture humans and transform into deadly *Neurocastes*; in effect, very fast, intelligent homing missiles. Spore pods, when shot, release a quartet of *Trappers* - worm-like individuals which fly randomly and cause an extreme hazard. Besides these enemies (which are fatal to the touch and launch bombs as well), there are violent storms, volcanoes and anti-matter solutions and these guys go out without coats on. The message is clear kill or die.

Location:
Dropzone



this perpetuated quest to save man and witness from *Microbots* *Wheat* and *alien*

MACRO-GENETIC MUTOIDS

TYPE: Spores

The *Survivor* Zero Corporation has applied amendments to conflicting forces across the galaxy for millennia. Their latest research has turned up a new generation of weapons

called Macro-Genetic Mutoids or Mutans. At the moment there are only 70 varieties in existence, all of them spore and each with capable of create but deadly growth.

Most develop sensitivity, but some create intricate shells or vast clouds penetrable only with the correct frequency. The worst problem appears to be that most of the spore systems are capable of regeneration - so both thinking as well as accurate shooting is much needed.

Location:
Mutans



One of Mutans' weaknesses going through that nebula radiation phase in life

MECHANOIDS

TYPE: Mechanoid

After years of scientific research in the outer reaches of the galaxy, the space ship *Firefly* returned to the Solar System and found it covered with a vast, chrome god inhabited by mechanoid dystans. Many of these sectors are unconnected or dead, but some contain the alien's power source - and this is the ultimate target. Defending the source are a range of alien-occupied craft and weird space animals, most of whom simply home in on their energy of release with firepower. The *Firefly's* sophisticated plasma disruptor is enough to get off most of them.

Location: Firefly



MORGUL

TYPE: Mammalian

If you don't know about these horrors, you haven't played one of the best board 'em-ups going. The number of aliens controlled by Morgul is as large as the crowd at a *San Turicam* are both Barcelona vs Real Madrid cup tie, and about ten times more dangerous. Most aliens home in on you, most of them either fire lasers or missiles, and they all reduce your energy levels. Only arthropods should take up the gauntlet. Do it.

Location:
Turicam, Turicam 2



Quantity or quality? *Alien*



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Commodore

FORMAT

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8 One of the most technically advanced CD games of all time. Stunning visuals, great game play, great music, with remarkable graphics and high sound intensity.

Description	Price	Order No
Bombjack II	£7.99	CA142
Bombjack II	£10.99	CA144

9 CD Game. Ready, Set, Go! Action heroes battle competing cities, but must complete a challenge first. The amazing 3D graphics make this game a real treat.

Description	Price	Order No
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Description	Price	Order No
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Description	Price	Order No
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PIES HELD FOR THIS MONTH

SUPERCARS Commodore

5 Speed racing game with superb sense of strategy through its. Great fun for the road or against anything you can think of. Includes the best free fire and some other stuff. **Commodore - No. 1 Cartridge**

Description	Price	Order No.
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Supercar Disk	£11.99	Car104

EXTERMINATOR Commodore

6 A unique game. The most unusual concept. A computer simulation of all time! Read the files, create the code and battle the robot in this peculiar period. **Commodore - No. 1**

Description	Price	Order No.
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7 Rick Dangerous is a double the last platform game. Superb-looking animation, gorgeous graphics and action gameplay. It sure fits the name with a full screen!

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7



8



11



12

FUN SCHOOL 3 Commodore

12 When learning fun with these superb programs designed to prepare your children for the National Curriculum. Fun School 3 is the follow up to the revolutionary Fun School 2. **Commodore - No. 1**

• Designed by a former educationist.
• Comprehensive manual with separate parent/teacher notes.

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ULTIMA

Get going



First of all, relax in front of the loudest rock album you can get



Make sure it's a really stormy night - the weather like lightning the better



Check for glass-shaped gardens strewn with elf-like deposits



Wig through the first true 3D-rendered portal that goes up



And Eligor! Absorb reality all ya who enter here

'Are you the human embodiment of ultimate wisdom? Well, do you think you could muddle through?' We had to ask this of our reviewer when we packed him off to the land of Britannia, courtesy of Origin and Mindscape

Britannia has had the kind of history that makes the losses of Ancients turn to jelly. (Wizards, for the uninitiated, are the humble embodiment of ultimate wisdom, a title which you gained in Ultima IV). First there was steadfast Lord Blackthorn, conspirator in the perversion of all things good and part-time under-merchant. Having sent him packing in the great orchard in the sky, you face a new challenge in a word, ganglytes.

These underground, unfeeling, soft-tinguled creatures are sowing Britannia's pieces of holiness and enlightenment, applying thumbcoaxes to innocent villagers, defeating all armies that face them and, worst of all, they're looking for you. With a band of inexperienced travelers, it's your job to find them first (and, just possibly, save the world again).

Before you can do all this, there are a few practical considerations. You need three blank disks and some kind of copying device: try as you might, you can't create a new character from the original disks. But

once you've generated a hero, via a natty bit of classical wizardry inside a gony's carabin, you're thrust straight into the action: a pair of ganglytes assaults your hero as soon as you set foot in Britannia. And it doesn't let up: after you've received details of your mission from Lord Blackthorn, you're free to do as you please.

This means that you can explore an enormous (no-exaggeration) landscape, interact with scores of different characters and use a Santa-sleed sack of objects along the way - not to mention the spell-casting, combat and puzzle-solving. It's an adventure that's full of surprises and very enjoyable to play.

The major drawback is in presentation, particularly the annoying amount of disk use: it detaches from the atmosphere to have to swap disks every time you want a conversation or to walk every eight



The party wonder around a candle getting their act together. Pictures like the green one in the corner have to be used to be identified



Going for a nap with Lord British himself. Beware him, there's this old fellow, there telling you all about the plot

VI

CLASH OF THE GIANTS

Fantasy Special



Four tiles and seven plants make the screen overflowing but the price you pay is lots of disk space and a slow game.

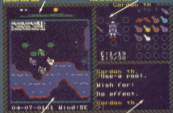
pieces for a new section of the map to be loaded in. The high price tag is less of a problem. It's justified by the size and amount of detail in the game, and all the treasures you get in the box: an excellent compendium of information about Britannia, a town-own map, and a "magic" stone that looks like a cross between a Blackboard and a Liqueur bottle.

It's definitely a game whose price is well warranted, particularly if you can ignore

The rules of Britannia

Your games in Ultima VI whether or not you win anything, but creatures of the night in this world of the north have extremely individual behaviours. Watch closely after dark.

The status display reveals just how well you really is doing. Attributes increase as experience is gained. The window also displays individual character's levels, exp, and his own stats.



This is the scrolling map area. You can use your joystick to move, shoot and activate commands - more complex actions are input from the keyboard. It shows your party and its immediate surroundings - opponents, objects, obstacles - plus information about the date, time of day and wind direction.

Keyboard inputs are explained here in the message display. Another window includes the status in essence, exp, and drop items, which is full in other characters, and to cast spells.

Messages which are too long to display in the window all of which have flashing down arrows to indicate more.

the presentation drawbacks. For fans of the Ultima series this is the best version yet,

largely due to the new, helpful command and control system, but also because of the masses of text and graphics, if

you can endure its faults. Ultima VI will grip you until the very end, and it's impossible to detail all of its many excellent features in this review, so try it for yourself and see just how good it is.

GORDON

A pair of gargoyles assaults your hand as soon as you set foot in Britannia



The contents of rooms are only revealed when you enter them. The flickering candle lights a chest that should be investigated.



Despite the British saying, "When at the crossroads, take it all four roads at once," you can't, so you've got a lot of leg work ahead!

Game	Ultima VI
Publisher	Mindscape
Disk	(Tel: 0444 831945) £26.53

POWER RATING

THE DOWNERS...

- Hard to start playing, and an annoying amount of disk activity

100

89%

- Huge landscape to explore
- Vast number of gargoyles and other creatures to collect, plus many other characters to encounter
- Over 50 different spells
- Customise your character by allocating attributes
- An easy-to-use command system
- Detailed colourful graphics give you atmosphere
- A beginner's guide to the first few steps is included
- Excellent documentation
- Provides themes to
- Clear book available

...AND THE UPPIERS

CF COMPETITION WINNERS

EAT PROTON DEATH...

We had a huge amount of entries for the portable CD-ROMs of Superdrama comps, all of which were of an amazingly high quality (thanks guys, really made the judging easy as you'd think).

Anyway, we finally narrowed it down to a winner, so take a bow: Daniel Foote of Stoke.

The 15 runners-up are (in no particular order): Roger James, Pockham; Christopher Mackenzie, Birmingham; Louis Leake, Heston; Cayen Jones, Camerton; G J Watkins, Toppitt; Darren McHaffey, County Tyrone; S Wynne, Bristol; John Maffray, Paisley; Gary White, Wythenshawe; Laura Bolton, Sheffield; K Kanning, Guelic; Trevor Bolton, Sheffield.

Yes, We know. That's only 12. Er... we've had a lot of mishap. We - that is, Andy - lost three names and addresses. Oh, if those snippets of information mean anything to you, phone in and let us know: the Nottingham/Dulcolt 067-07-4 146 Marine Squadron, White Gull" spaceship, "Astro 81 F16" carrier slogan, and the "NEE" Health Environment Combat Suit. If you pass the entry recognition test, we'll put your names on the runners-up list. OK?

403 GOOD REASONS...

The answer to 'which port would you prefer an AR card into?' was, of course, the expansion port. And the five lucky recipients of

these wonderful games are: Andrew Bloomfield, Coppington; John James, Great Dunmow; N Patel, West Bromwich; Andrew Palmer, Woodley; and Rick Warner, of the Netherlands.

BLAH, BLAH TREASURE...

The winner of the collection of first Nilton books is D Palmer of Ashford in Kent. The ten runners-up are: Daniel Tibbott, Woking; John Holliman, Thurston; S Gregory, Middleton; Andrew Peller, Luton; Robert Johnson, Essex; Mrs Angela Handford, Shefford; Steve Aubry, Harwic; Sandra Brown, Market Drayton; Fraser Black, Angus; Daniel Gray, Crookby. Now the game isn't finished yet, so runners-up will have to wait a while. OK?

NEXT MONTH

Now we can tell you that the BIG issue we've got lined up for you are affordable versions of a couple of new games from Autodesk and Zenith. No, we wouldn't be talking about *Duke* and *Commando* would we? That, why not 'lane in and find out'?

Even though that should be reason enough for saying our next issue, take a gander at the games ready for the PowerTest showdown: *Shenmue* and *State of Emergency*. Oh, it's a shame, but from Commodore in *The Power and Gem 3*. Then there's *Security Alert*, *Turbocharge*, *MSD Baseball*, *Deathbringer*, *Mitad Medieval Lord*, *Hydra*, *3D Commander*, *3D World Championship Soccer* and *The Bad Game*. Sorry!

Well there's room for anything else, you wonder. So do we. Oh, we'll find room for the also-like line-up of notes we've got for *GameBuster*. We can top off a couple of columns for listings: it inside into and back To Basics. We've got the last part of the Mean Compendium to come, and A-Z and P-Z is set... Actually, if you don't mind, we'd better start work on it now. Time to say Goodbye, CPE.

FOUR STEPS TO C64 HEAVEN...

We've been getting loads of letters and phone calls from state readers who just can't track down their monthly supply of *Commodore Format*. So here's the CF guide to making sure you never miss out on the latest C64 action each month:

Step 1: If your local newsagent doesn't have a copy of *Commodore Format* for sale every third Thursday of the month, ask why not. If there are no copies on the shelf they may have more copies in their backroom, and they may order more copies.

Step 2: Check one of the bigger newsagents (such as W H Smith or John Martin's). Again, ask if they have stock in reserve backstairs.

Step 3: Fill in the form below and hand it to your newsagent in photocopy or 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 kiosk - will be delighted to reserve you a copy each month.

Step 4: If you're still having no luck, call a site. Hodges on 0205-442034 and tell her which mag you're after and where you're based.

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Don't risk the terrible side effects of not getting CF regularly. Fill in the form below, cut it out (either then hand over the entire magazine) and give it to your friendly newsagent. This ensures that when CF comes rattling in, hot off the presses, you'll be safe in the knowledge of a crisp, new *Commodore Format* just waiting for you to take it up. How that is something to look forward to.

Please Mister (or Misses) newsagent, please reserve my copy of *Commodore Format* each month, starting with the July issue, on sale Thursday, 20th of June. Cheers, then.

MY NAME _____

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Why should I? You know you forgot to put them somewhere in 1991!
 Yes, really.
 Well we're here and don't it again!
 Oh... yes.

GEM'X

ビート!



AMIGA-FEST
Gold



Are you ready to take on Kiki and her friends in this unique game of strategy and wit?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalizing level.

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FIRST INTO BATTLE ...

out of hostile territory and armed with the most advanced weaponry. Select your missile and the armory you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

... LAST TO LEAVE

theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-gut determination

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