

No 11  
worth the top

GOT A 64? \* THEN GET THIS!

17

# Commodore

FORMAT

**FIRST  
PREVIEW  
ROBOCOP  
3**

**POWERTESTED**

**MORE C64**  
**REVIEWS THAN ANY OTHER MAG!**

First Samurai  
Creatures II  
Space Gun  
Sarcen Paint  
Famous Five  
More Dizzy  
Cartoon Pack  
Tons of budget

**PLUS LOADS MORE...**

## SAYONARA BABY!

First Samurai: is this the cutting edge?  
Exclusive review - page 16

**LOOKY HERE**

3 FANTASTIC GAMES  
AND A SCORCHING DEMO

**3 Commodore!**  
COMPLETE GAMES!  
**BATTLE WARRIOR**  
**INDY**  
**HEAT SENSITIVE**

**POWER PACK**

WIN TWO DISK DRIVES PLUS LOADS OF GAMES

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from even the most hardened hearts."

ST ACTION



ocean®



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If it's coming out, then it's in CF. All the latest games have come under the scrutiny of the reviews team. It ain't rated unless it's been

# POWERTESTED!

## 16 FIRST SAMURAI



**Image Works**  
Take an ancient warrior with a bad attitude, bang him into the future with a lot of creeps and enemies, and you've got one of the best 3D games ever written. How so? Get tuning in page 16.

## 28 CREATURES II



Ruffness and torture come together in another fabulous platformer from the Apex Box. PowerTest to the rescue.

## 31 NEIGHBOURS

**IMPULSE**

Street. All the main characters from the Down Under seep in a bizarre road race. Is



this a good idea for a game? Find out in our special review on page 31.

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**OCEAN**

Remember the movie Atlantis? Well by talking on a planet-full of man-eating giant bugs in this splendid color-up conversion, if you like Operation Wolf, you're going to love this. Prepare to mash up a gaggle of ugly critters.



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**IDEA**

If you're looking for a decent art package for your 3D, this could be the end of your quest. One for beginners and arty-types.



## POWERPACK 7

### BATTLE VALLEY

**21st Century Ent**  
The best form of defense is attack. So get ready for the full version scrolling shoot-'em-up.

### CYBERDYNE WARRIOR

**21st Century Ent**  
Recover credits from the planet's surface. But hurry because they're

set off the self-destruct mechanism. A fun, first class Apex arcade adventure.

### SENSITIVE

**Public Domain**  
So, you think that anything that comes free can't exactly be too hot to

handle? Prepare to think again – and turn these brain cells with this puzzle from the Public Domain. The first couple of screens are easy. But after that... He, he, he!

### INDY HEAT

**Storm**  
Do a few laps around the circuit in hot desert sands. Storm's new racer revealed for the first time in this demo. Can you keep control on 200mph?

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Paint package in PowerTest special. One to suit your palette, by all accounts.

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Four pages of the most crucial letters in the 3x 1088 codes of your problems but that doesn't stop his grey matter wanting even more.

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Find out how the Apex duo put the finishing touches to *Creators II*.

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CF's fantastic future unveiled, competition winners announced. Capped all round!

# QUICK START

## FULL GAMES

### CYBERDYNE WARRIOR

Play the complete version of this intense shoot 'em up from the Apple Eject. Before they became obscurity with *Centurion*, look a joystick into port two and enter your hero's arcade adventure. And because this multi-screen mission to explore and destroy is tough stuff.

### BATTLE VALLEY

This is a remarkable one- or two-player sideways-scrolling combat game in which you can take control of a helicopter or tank. Remember *Sensible?* Get your joystick into port two and let the brains off one of these beasts.

### SENSITIVE

This absolutely brilliant game hails from the Public Domain and we're happy to bring it to you on our PowerPack. With your joystick in port two, you control a ball and have to traverse a maze littered with exploding squares. Escorp all the exploding squares to move to the next level. Levels one and two show you how it's done. There are plenty more after that.

## DEMOS

### INDY HEAT

Take control of a motor racing arena machine and beat yourself in a few laps in competition with six car drivers. The style will be familiar to anyone who got to grips with *Iron Horse Man*, *Street's Out Race* racer. And the joystick port you want to use for it is number two. First one to make a win, win! (Some doesn't win anything but will claim injury.)

### NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:  
1) Switch off the machine, and start all over before you try loading again.  
2) Check that your machine is not faulty, by loading a piece of software you know works properly.  
3) If all attempts fail, put the tape in a clean zip bag, with a Starbuck Advanced Envelope, and send it to:

Mike Austin, White Ltd,  
Marwood, Midsford 14,  
Stifford, Shropshire,  
DY7 4BB.

Apple will gladly send you a replacement. Please DO NOT send the tape to Commodore because that, in this era, can mean the replacement person will not be able to give you any compensation.

# POWER PACK

We've come up with a trio of real toughies this month. We looked far and wide for these three stonking full games. And to keep up your appetite for forthcoming software, check out our playable demo of the latest release from Storm.

# CYBERDYNE WARRIOR

## 21ST CENTURY ENTERTAINMENT

Joystick in port 2

From the same talent that was responsible for *Centurion* comes this complete game from the early days of the Apple partnership. You control a state of the art space marine who has to explore a hazardous alien landscape populated by bizarre aliens. This involves a lot of shooting, a lot of leaping around and, of course, a lot of dying.

Screens flick from one to another. Keep a close eye on the terrain when you move from one screen to the next, because wall crevices can just open up beneath your feet as you might find your self under attack from the moment you enter the new screen. Here's another title

tip for you. The screens reset if you leave them and enter them again, be warned. Don't even spare the scenery from your firepower. Some of it is reasonable, with a little persuasion from the energy weapon department. Persuade away.

Other than that, it's dead simple. Find your way through the maze, collecting items to build up your score as you go. Keep an eye on the orange bar running left to right in the top panel. This bar displays how much energy your space marine has left. If your score starts pinging through red-line colours, it's another warning that the bar is very low and the end is nigh. There is a time limit, but the early stages depend on your attention to the terrain and hazards. This is a very tough game. If you get stuck, keep your hair on. Andy Roberts

IFULL GAME



Look at *Beakler*! *Beakler*, *Cyberdyne Warrior* and *Sea* are to follow another magnificent and well-filled screen. Time to get mean.



The environment world which awaits offers huge rewards for those who survive. But fitting up the software isn't easy on this planet.



Your attack helicopter dodges yet another surface-to-air missile and it needs a revolution all around it! How do you turn? A problem for the choppers. It does come in for a lot of hits, though.



There's no substitute for a good ground battle and here's one of the heavy tanks in your inventory. It's an ammo hungry beast so field repairs like this one are essential to the war effort.

# BATTLE VALLEY

## 21ST CENTURY ENTERTAINMENT

### Joystick in part 2

Sensible to action as your base comes under attack, take either an anti-tank helicopter or an all-terrain fire-stabilized tank off the shelf main battle tank. The mission is tank and destroy and the rules of engagement are simple: blow up everything in sight, fire at will, etc., etc.

When the game has loaded, game options appear. Make sure that the double fire option is on. You're now ready to start.

The game opens at your HQ, where both players' tanks and choppers are fuelled up and ready for combat. Depending on the

first move you make with the joystick, you select either the tank or the helicopter. Moving up on the joystick selects the helicopter. Moving sideways on the joystick means you select the tank.

To stop or change direction in the tank or the helicopter, press the fire button twice, quickly and with the joystick centred. Driving is otherwise simply a matter of moving the joystick left or right and watching the action from side on. You can make your tank jump or chopper dodge surfaces in air missiles. Experiment and have fun.

You can return to base at any time (generally before you run out of ammo or

become critically damaged) - in which case you'll never make it. You'll find ammo dumps. These function automatically when you park or land on them.

But you have to make a pretty thorough job of the level pretty quickly. A countdown to destruction starts ticking away in the bottom right corner of the screen as soon as you begin playing.

The consequences of failure are as clear and simple as your orders. If you lose the level, you win a brand new seal for a full performance of the space loop. Is that all? You want more? Now it's time for a showdown. Show 'em what you're made of. To your vehicles!



# INDY HEAT

## STORM

### Joystick in part 2

Here's the ideal opportunity to test your motor racing skills on this circuit from Storm's forthcoming speed frenzy, *Indy Heat*. This is a demo of a game still very much in it's early stages. It's playable but there isn't much room for error, so thought we'd better warn you.

You control the blue car with the joy stick. Pushing forward on the stick moves the car in the direction it's facing. Pressing the accelerator is for a hair-raising speed. Left and right steer the car left and right but be careful! Oversteer results in the steering and you'll be off the track completely.

You enter the pits by driving onto the blue squares. Repairs are automatic. You can get a second player to take over one of the other drivers as well but you need a second joystick to do it.

A race takes a lot of skill to finish, let alone win, so this demo should see you right until we get the complete game in for a Pioneer Test. But go easy on the controls until then.

## Surviving the circuit



Starting lights and timer visible clearly in the middle of the circuit.

The cars themselves are the focus of action. This is you, struggling to stay on the track.

These old games are much more complex than they look. Try to keep in the road centre.

The info panel tells you your position, fuel status and turbo reserves. It even shows pit messages.



Cars stop on the appropriately coloured pitstop squares. Unlike pit stop jumps from movie late action.

The toughest part of the track is on top of you before you know it. Careful driving, please.

**Tell us what you think of our tapes and win a subscription to Commodore Format!**



It's about time we asked you a question. What do you really honestly think of our PowerPacks? This month's is our seven month and we want to hear your opinion on the job we're doing. We'd like to know about PowerPack so far has been your favourite format. We need to know this so we can keep making these better. This year, next year and the year after that.

So if you'd rather tell us about PowerPack you thought was the worst, too. Well, the worst PowerPack you've ever done was No 11. If you think this month's was that bad, if you can, we'd like you to finally tell us why you thought one tape was so much better or worse than any of the others.

But what's in it for you (apart from the promise of mega PowerPacks all subscribers)? Well, we're going to put all the entries into the deputy editor's hands, and he'll draw a few prize winners. The best three entries chosen from the best each win a year's subscription to CF. If you already subscribe, we'll add a year to the time your subscription has to run. (And we've a special prize for one entrant in particular. We'll tell you what an occasion that winner, what that prize is. And just so you can't lose, you can send in as many entries as you like. Write on a postcard or the back of an envelope and arrange your entry same thing like this:

Your name  
Your address  
The best or worst PowerPack so far has been  
Why it was so good or bad.

Send it to: PowerPack Survey, Commodore Format, 30 Birmingham Street, Bath BA1 1BB. Please get your entries to us by February 29th. And thanks for your help.



Now that's what I call bottling. After you've got the tiles on the island, you can transport to the T. Then you sit, wait, sit, sit.



a remarkably tough level, even though it looks easier than the one on the left. Sensative is quite deceptively.

# SENSATIVE

**OLIVER KIRWA/  
DOMINATORS PD**

Joystick in part 2  
This thoroughly addictive game was first created by Oliver Kirwa for the Public Domain. But the version you found was checked and modified (legitimately) by Dominator Bad (or... yes, quite). Bad's version allows you to select infinite lives, the recommend you don't, at first. But if you get really stuck, sure go ahead. It's what they're here for.

**IFULL  
GAME**

Actually, the first couple of levels are really easy. One nudge of your joystick moves your sprite into space in the same direction. Couldn't be simpler, eh? Well, what you have to do is this. You have to clear every yellow tile from the screen and then make it back to the exit. You clear a tile by moving onto it. It's designed to blow up a couple of seconds later, so don't hang around if you don't want to fly.

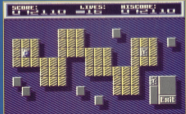
This means you can only walk over a tile once, so again, be careful - don't cut your self off. If the obstacles or the yellow squares are moving, it means you can walk

over them twice. To solve some levels, you need to work out how to do this. Finally, some levels contain grey squares marked with the letter T. These squares are teleports. You use them by pressing fire, so and instead, you pop up in another square marked T.

That's it. The rest is up to you. You will not believe how addictive this game is, and it's too late... when you've been completely hooked, turn to Dom's Outdoor's Public Domain feature.



You can't tell, but some of the squares have moving characters, meaning you can move over them twice and solve levels like this.



The graphics are so neat in Sensative that the game just begs to be played again and again. The price software subscribers, however.

# BONANZA BROS.



*WHO THE HELL ARE THEY?*

## JUST WHO ARE THESE GUYS?

Robo and Robo (Robo's the great looking one) are the coolest fellows you'll ever meet. They like taverns, restaurants - and especially cowboys (owners of their party). They're on a mission and they're coming soon. Ask them why they wear their glasses and they'll tell you... "Our father's so bright we gotta wear shades!"

Available on Amstrad, C&M 64/128, Cassette & Disk Spectrum, Commodore, Atari 2600 & Amiga.

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# ROBOCOP III

*It ain't easy being a cop. Not only do you have to cope with missile-toting mutant streetgangs, there's a hell of a lot of paperwork. Not so for Robocop - half human, half machine, our hero is about to return for the third time. He's mean, he's mad and he doesn't even know the meaning of triplicate...*

**R**obocop is back. Everyone's favourite robotic nasser is coming in the C64 around March, when the new film *Robocop 2* hits the screens in Britain.

Unlike the 16-bit computers, which have a mere 30 levels, the C64 version uses the tried-and-tested multi-level scrolling system that worked so well in Ocas's other recent film licenses, *Terminator 2*.

In the new film, the city of Detroit is being torn down and replaced with a new high-tech town, the privately-owned, Delta City. Unsurprisingly, some of the residents of Detroit don't want to move, so the cities new owners - Omni-Consumer Products (OCP) -

send in Robitab officers to remove the tenants to new accommodations. In practice what's happening is that they are just throwing them out of their homes and killing most of them.

To make matters more complicated, there's a new streetgang called the Spitterpunkz that are fighting almost everyone. Enter our half metal hero who starts the game by protecting the Robitab officers in the pursuance of their duty and fighting the Spitterpunkz. The first level is an Operative Wolf-style shoot-'em-up where the Spitterpunkz attack and you have to 'nass' them with serious amounts of firepower. On the way, you can pick up Repair Tokens, which you can trade in for repairs at



the end of each level. Later on in the film, Robocop's duty is to serve the public! Build Over-ride his other commands and he ends up fighting on the side of the robots, against OCP. All this would lead to a happy -- if vic-



First level and it's time for Robocop to do a bit of gratuitous bleeding (with a bit)



Factory Inspector bitches as Robocop takes out a few mutant shop assistants.

## The C64 at Christmas

What a corking Christmas it's been for the C64. Not only have all new C64 owners got a special edition of Commodore Format in every box (C64 and a game called *Terminator* something) but they're joining the biggest new-pub club in the world - the C64 owners club.

The, how many new C64s do you think were sold over the Christmas period - 21,000? 30,000? 75,000. No, all wrong. In fact a massive 100,000 new C64s have hit the streets in the last month or so, keeping the C64 in its position as the biggest-selling home computer ever. Commodore are obviously over the moon about the C64s continued success. "It proves that faced with the choice between games-only consoles and a real computer like the C64, people are still going for the C64 with all the advantages and extra care that a real computer has."



The C64: Nine years old and still going strong, the world's best-selling home computer.



land - ending with a supermap like Robo on the robot's side. But unfortunately, OGP's new pattern has a new reason that's much more deadly than the old and clumsy EO-208. The Japanese corporation Kaminaku, built a special product line in the shape of later robot ninjas that threaten to make Roboexp into scrap metal with a serious line in each seasonal swordplay.

The rest of the game is familiar territory with Robo blasting his way through several horizontally-scrolling levels of battles. In level 2, Roboexp enters the sinister Planet Moon factory and has to fight off both Spatterpunk and Pelmak officers, before meeting the deadly ninjas, Oromo at the end of the level.

Next it's on to the streets of Cadillac Heights with his spiky jetpack, through the waves of Spatterpunk and Pelmak, destroying the monster battle tank at the end of the level. Eventually after fighting his way through the streets to the OGP Tower, Roboexp has to confront forces of ED-2000 and robot ninjas and fight all the way to the top of the tower to confront - well, that would tell the big surprise...

To add fun in his mission, Roboexp can pick up extra weaponry that he finds lying around. Flame throwers, lasers, guided missiles and three-way guns are all available, but you must use them sparingly as they only have a limited number of shots - although there are a few unlimited ammunition options to be found.

Roboexp will be available (probably on cartridge only) ground later, when the firm itself is shown in Britain. The price has yet to be decided.

Game	Roboexp 2
Publisher	Ocean
Release	March
Contact	061 852 6000



Roboexp jets into action against the evil Spatterpunk - time to use the guided missiles.



Party Over! Hard and Funky Roboexp, 34 devices on table with every market table, 22.



The inebriate robot ninjas, where Robo can trade in Super Ninjas for heavy marksmen.



Roboexp makes it to the top of OGP Tower. Ah, but what's that behind the steel steps...



Is it a bird? Is it a plane? No it's a heavily armed gunship and it's up to us good...



It's tough on the streets of Delta City - even the dinosaurs are fully-armed ED-2000.



The OGP Tower has office machinery that's a lot more dangerous than your average office copier or coffee machine.

## The CHARTS

THE BEST OF THE BEST OF THE BEST OF THE BEST

### FULL PRICE CHARTS

- 1 Terminator 2  
Ocean
- 2 WWF Wrestlemania  
Ocean
- 3 Turtles - The Coin Op  
Ocean
- 4 SDI  
Ocean
- 5 Big Box  
Beau Jolly
- 6 Speedball 2  
Mirrorsoft
- 7 Roboexp 2  
Ocean
- 8 Rugby - The World Cup  
Domark
- 9 Smash TV  
Ocean
- 10 Shadow of the Beast  
Ocean

### BUDGET CHARTS

- 1 New Zealand Story  
Hit Squad
- 2 Bubble Bobble  
Hit Squad
- 3 Chase HQ  
Hit Squad
- 4 Turrican  
Kixx
- 5 Moonwalker  
Kixx
- 6 American 3D Pool  
Zeppelin
- 7 Altered Beast  
Hit Squad
- 8 Turbo Out Run  
Kixx
- 9 Magic Land Dizzy  
Code Masters
- 10 Batman - The Movie  
Hit Squad

This chart is compiled by Guppy Ltd.

© European Leisure Software Publishers Association Ltd, 1993.

## SNIPPETS

SON OF  
MASTERTRONIC

Mastertronic — the first company to start selling budget games — has just changed its name to Tronix in a bid to be more hip and cool and all that kind of stuff. Old goes the old logo and in comes a new one and a cool front dude, known as Red Art. All the titles are going to be \$3.99 and to launch the new look, Virgin have already released some of their big full-price titles — Double Dragon 1 & 2, Boulder and Silverball. At the end of February, the deeply excellent Monty Python Computer Game.

ESCAPE FROM  
COLDITZ PREVENTED

Digital Magic Software — the company responsible for Escape From Colditz — has gone into liquidation with debts of more than £100,000. Obviously this means that the chances of the game seeing the light of day seem as nonexistent. However, the liquidators are looking at selling every thing worth any money, so it's not unlikely that another company will buy the nearly completed game and release it some time next year. Watch this space for further details.

RUBICON FINALLY  
CROSSED

Back in issue 13 we reviewed Rubicon — the last game from the once great Hewson (it got 85%, by the way). Sadly, before it could be released, the company ceased trading, but has now been resurrected in the form of 21st Century Entertainment. A Bar lots of wrangling, Rubicon has finally been released on the 21st Century Entertainment. So if fighting mutant creatures in retroactive Pacific islands appealing, Rubicon may well be the game for you.

ST VALENTINE'S DAY  
STORM

Dark within the recesses of Staling Storm (the programmers of Gaid, Puffball and Final Blast), there's a secret game under development. Programmers are being kept in hiding and all the companies PR people have had their tongues torn out. However, we sent out spy to cover the walls of their high-security fortress in Baltimore, and before dying of his injuries he told us that it's a spy, love game to be released on the CBS on Friday 14th February. St Valentine's Day. We sent more soldiers (sorry, volunteers) down to Baltimore and as soon as one of them lives, we'll let you know.

INTERNATIONAL  
SPORTS CHALLENGE

*Sport sims come and sports sims go, but there will always be a place in our hearts for a game with good arcade waggling action. International Sports Challenge is the latest entry to the competitive world of multi-event joystick juggling. On your marks...*

It's been quite a while since we saw a good multi-event sports sim on the C64. But with the Olympics coming up, Empire are hoping that their International Sports Challenge will let the mark, take the gold and, ooh, lots of other sporting things, I bet.

They'll be five events, including swimming, relay paper shooting, diving and two other events which have yet to be finalised.

In the swimming there's a huge choice of events covering all different styles and lengths and you can choose to compete at National, International and World Championships level (with increasingly harder opponents). The action follows the traditional wiggly system, but with the critical addition of having to come up for breath at just the right moment.

Clay pigeon shooting is, er, shooting clay that are fired into the air in front of you. However, to make things more difficult, the clay are fired from different places all over the screen, and you get more points for hitting clays with your first shot. This has been tried before in lots of games, and seems to go down pretty well.

The diving is the most complicated and

follows the international rules quite closely. First of all you select the type of competition you want to enter and the number of practice dives you want (you can have up to three, but this reduces the maximum score you can get on your main dives).

Rather than just doing any old dive, you then go to the dive selection screen where you select the dive you want to do (harder dives are worth more points) and the computer will show you a replay of a perfect dive. To start the dive, you press fire, and then fire again when the power line reaches the right strength. To do the dive correctly, you then have to follow the path of the on-screen label with your joystick, after which the panel judges you on the accuracy of your dive.

Empire reckon International Sports Challenge will keep away from the normal running and jumping events in favour of those with a lot more fire set involved. More details as they come out...

Game	International Sports Challenge
Publisher	Empire
Release	March
Contact	0208 5471128



Look out - he's back!

# PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tearing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, real stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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# well? **arrr!**

coin-op  
madness **devastating**  
now on

## TRONIX



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**double dragon II**  
shinobi  
continental circus  
xenon  
gemini wing  
silkworm  
**double dragon I**



all on amiga (£9.99) atari st (£9.99) comms cass (£3.99) speedy cass (£3.99)  
ammy cass (£3.99) - also on PC (£9.99) double dragon I & II, xenon, shinobi

**well? what are you waiting for?**

If you want to know who exactly reviews all these games or what those crazy little cartoony symbols on the reviews pages are, all your questions are answered here, the Powerplay page. Look no further than this to fathom Commodore Format's radical ratings...

# POWERPLAY

## COLIN CAMPBELL



Our lads a bit miffed this month. It seems that since we pain-baked his, ahem, 'bookies' for the first time last issue, plenty of readers have been pointing out that Col looks a

bit like stingy budgeteer Roger Frames. Roger says this comparison is an outrage. Though said...

## DAVE GOLDER



Talking of Roger Frames, meet Dave Golder. He's so mean he won't even fork out for budget games. This is a strict Public Domain man. "I never like to spend more than 15

pence on a game," he says, so we sold him a copy of *Clash Hurl* for just that. Great guy. But what a mag.

## STUART CAMPBELL



This toughest nut in the Powerplay line-up is our man Stuart. He wants an Amiga but he only uses it for writing. When it comes to gaming, however, he finds Amiga more

often lacking in gameplay. Only one remedy works in this case and that's a good six hours or more playing *Smash TV* or *Turbocharge*. Semtex test, Stuart.

## SEAN MASTERSON



Sean's not been getting much sleep lately. Trouble is, he got too involved in trying to whip the *Star Trek* game and, let's face it, Sean's more at home with *Dungeons*

and *Dragon*. Sean will wear under-armor and space mutants. "How can you say that when I work here?" he asked. We laughed.

## PAUL LYONS



Paul's a bit of a nit-picker. Give her a 64 and she'll be bound to find something wrong with the poor thing. Oh, since he came over to the CF reviews team full-time he's seen the

error of his ways. It's strange how half an hour of First Samurai can turn someone into a frothing games psychopath.

## NEIL WEST



Neil tries to keep his game playing a secret. He pretends to be a serious dude about town, living from one vice to the next. But the fact is he's a sad victim of computer game

addiction, unable to go more than a few hours before flicking the switch on his C64 and leading a good shoot-'em-up.

## ROGER FRAMES



If you want to enjoy your C64 sessions on the cheap, Roger's the lad to listen to. He goes to extraordinary lengths to find superb software at silly prices. This month he was

robbed of a *Clazy* Collection review. Neil wrote the review instead, leaving our simply pretty printer in paroxysms. And for me, let alone by Monte Carlo-Casino. Oh dear.

## LINDA BARKER



Meet Linda. Not only is Linda a girlie but (and we have to tell you this) she's a bit of a Space-rum as well. So what's she doing reviewing Commodore 64 games? Well, it's

quite simple. She's brilliant at them. She can't get to grips with the fact that the 64's keys aren't made of rubber though.

## BITS 'N' BOBS

Commodore Format's review system is as simple and can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with all the information you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

## CF RATINGS



When you arrive at the end of a review you'll see one of those egg-timer shaped things. At the top will be the game's good points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room

to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but some ever has.

If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.



## GAME ICONS

To make the reader for us're braced together a few 'tell-at-a-glance' icons (things) so you can tell at a glance what standard feature each game contains. They are:



**FACE** - Number of players. The more heads, the more people can play.



**KEYBOARD / JOYSTICK** - Bit obvious really. It signifies the control mechanisms.



**MOUNTAINS** - If you can see a mountain, it means there are difficulty levels.



**OCTOPUS** - Multitask, the game's in bits if the octopus appears (legs users beware).



**GOALIE'S SHIRT** - This means there's a save option available (green).



**BLOCKS** - You can prove to everybody how good you are at a game by using a high-score table.



**PAWS** - Yes, we're afraid that really is what it means. There's a *paaw* mode.



As you run low, spirits are high. Kick a demon out, as you get into the spirit of it, the spirit of it gets into you, increasing your mystical energy.

**The latest release from Vivid Image and Imageworks features an 11th century samurai suffering from a severe case of 25th century culture shock. But that didn't stop our reviewer getting a kick out of it...**



One of the most eagerly awaited games of 1991 was *First Samurai*. But, because of Vivid Image's obsession with making it the best arcade adventure ever, it's sort of become the most eagerly awaited game of 1992. But has it been worth the wait?

*First Samurai* started as a bit of a joke. One of the Vivid Image team

# FIRST

(John Teatzy) programmed *Last Ninja 1* and *2* for System 1. So when he, Mike Teatzy and Raffaele (no, they're not related to the Turtles) set up their own company - Vivid Image, the name *First Samurai* was just a working name to wind up System 1. And yet, inevitably, as things developed the name stuck and our hero with the purple trousers was born.

The storyline is quite similar to a book by our cartoonist Frank Miller, called *Roan*. Our hero is a young samurai and protector to a great lord. Everyone is happy, until one day a powerful Demon King appears who thinks that he could have much more fun if he gave

Public transport is no safer 500 years on. The train sequence borrows the point-and-click level of *FS* and it doesn't stop for either.

people a hard time, so he rases the village to the ground, killing the lord in the process. The only person left is the young samurai, who, with the help of a stone mage, is catapulted forward into the future with a magic sword, to avenge the death of his master.

Unfortunately, you start the game as a bit of a wimp. Although you have full physical strength, you don't have any mystical strength at all - and mystical strength is essential for picking up and using magical items and resisting your magic sword. Fortunately, this is not as hard to come by, as everything you kill increases your



mystical strength is a little bit. Once you have most of your energy your sword appears in your hand and, hey, killing, mauling and slaying the bad-guys is suddenly much easier. However, you must be careful to maintain your mystical energy. If it drops too low, you won't be able to use - or even pick up - some of the magic items you will find in your travels. If this happens, you'll just have to go out and do some more killing to get your energy back up.

Normally, if you run out of physical energy, you die. But, if you're carrying your sword, it will disappear instead, turning into an extra bit of physical energy, to give you a



last chance. If you live, you can get the sword back by killing things, again. It's an effective way for you to live to fight another day.

But *First Samurai* isn't all punishing, stealing and killing. To progress from one level to the

next, you need to call on the spirit of your master and overcome

It's a corker!

# SAMURAI

various problems. For example, at the end of the first level, there's a waterfall to cross.

To do this, you have to collect the magic items (in this case, four logs), collect a ball and then go to the waterfall and use the ball to surmount your master. He then puts the logs across the waterfall, and rolls, only the end-of-level dragon and nine more levels, and you get to fight the demon king.

You start the game in the wilderness, back in your own time. In the first four levels you have to fight your way towards the time portal that will take you forward to the future,







So this is what's meant by the walking edge? Ah...

steering after the evil demon. Anyone who played our fabulous demo on last month's cover tape will be in for a shock, because the walk-off level is twice as big and there are 600 more objects to find and use. The puzzle is to find the logs to cross the waterfall with. Once this is done, you have to face the end-of-level guardian, the dragon.

At the end of each level there are one or more chests which contain spinning coins — collect these for your end-of-level bonuses. In the 5th level you have to fight your way along a speeding subway train,

peeling up bonuses to rebuild your strength. The sixth level takes you through the gritty part of town where you can drop into the sewers, if you can find a way of moving the blocks from the entrance...

In the sewers your path is blocked by waterfalls but, of course, there is a way past. The eight level is a journey through the most part of town — a high-tech (HideoAmanesque place, where the ray is blocked by lasers. (Gotta) Use using the door like everyone else, on the ninth level, you have to climb the scaffolding on the outside of the building, collecting computer disks to destroy the access computer to get into the building. The final level is a battle to the top of the penthouse to face the demon. To be successful, you have to collect spells that make the demon become flesh, so you can fight him to the death!

First Samurai is a real arcade adventure — not the some so-called games where

adventure means you have to walk a lot to get to the action. In First Samurai every minute is packed with action, enemies to kill, power-ups to find and puzzles to solve. To finish it you'll need to be a good boot-'em-up player, a good puzzle solver and have patience — not all of the puzzles are as easy as they first seem.

There are so many good things about First Samurai that it's difficult to say which are the best. The most amazing thing about the game is how big it is. Every single one of the ten levels is exactly the same size as the Amiga game! There's a real feeling of space, so you can wander around anywhere you like on each level, from the start to

the end and back again. Many of the chests reappear later in the game, so if you get stuck, returning your maps is a good idea.

A lot of the puzzles rely on using the right magic in the right place. To help you with this there's an intelligent hint system, so if you wander past the right place enough times without calling on the win, he appears long enough to let you know when you're in the right place.

The number of monsters and puzzles, dangers and power-ups that have been squeezed into the CGA is nothing short of amazing! Which makes for a really big adventure. It takes the programmer — John and Mike — over two and a half hours to play all the way through the game, and that's using infinite lives and knowing where all the magic items are!



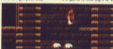
The enemies of professional pornography put our protagonist to his pains.

The disk version has a special password system. This gives you special codes at the end of the fourth, sixth, eight and ninth levels so you don't have to play all the way through the game every time. And if you get to the end, there's a special password that may even win you a prize... ( ) and each disk has its very own set of codes. But the most important thing is that the gameplay is bang on.

If there's a real fault, um, it is quite hard to begin with. And there's no in-game music, because there was no rooming left for it. But probably the worse thing about First Samurai is that if you buy it, you'll never be happy again with the mindless boot-'em-up game some companies produce.

If you want a game with excellent graphics, loads of gameplay and more durability than almost any game released last year, then you'll love First Samurai. If not, then you may as well start a formal collection.

PAUL SPENCER



Tons of enemies are still popular in 20th century Japan. It's a sign of the times...

Game	First Samurai
Publisher	AmigaWorks
Cassette	£19.99
Disk	£19.99
Release	Oct 1991
Contact	001 404 2330

## POWER RATING

**THE DOWNERS...**

- No in-game music, only sound fx.

**100**

**96%**

**...AND THE UPPIERS**

- A totally massive arcade adventure!
- Excellent main character and a really easy to control.
- Big colourful, atmospheric scenes to face down.
- Completely addictive and beautifully coloured backdrops with parallax scrolling.
- Sound FX adds extra bits of atmosphere.
- There's more than one way to completely avoid puzzles.
- 10 huge levels fit into only four disks.
- Password system on the disk version.
- Based on the one of the all-time great CGA games!

## That screen in full...

**A chest** — break open the chests for food, weapons and magical spells.

**Physical strength bar** — low at this point, you're out of chest.

**Year Score** — or FAILED if you stop for a break.

**Our hero** — with magical sword and pretty nifty purple robes to give you around in.

**Mystical strength bar** — without lots of HP, you simply cannot use many magical objects.

**Lives left** — you only have five.

**5 GAME PACK**

# DIZZY'S EXCELLENT ADVENTURES



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"Wonders...  
Wonderful World of WONDERS...  
Wonders!"



## CODEMASTERS

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NEW! DIZZY'S EXCELLENT ADVENTURES...  
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# GameBusters

## ALIENS

To complement the spiffy map in *CPY3*, here are some additional tips from *Andy Got it Wagon*. *Kevin Austin* wouldn't let us down.

**GR0WTH** When you find a patch of growth, only shoot half of it - this causes ammunition (and should only be used to find stores).

**ALIENS** Warriors outside around for approx. 10 seconds before they attack, so it's essential to find them quickly. They can be killed by either one shot to the head or two shots to the body (the head shot saves ammunition). Avoid shooting an alien in front of a doorway - some of them leave behind lethal pools of acid.

**FACE HUGGERS & EGGS** Huggers crawl along the ground for roughly five seconds but it only takes one shot to kill them, so aim carefully. If a wispie towards you, shoot twice. Eggs don't set off a beep, so aim the room for them.

**DARKNESS** When the lights go out, it's pointless to head for the Queen. The 'pre-programming' system is your best bet - it's good getting lost but you still have the aliens to contend with. Often you can make out the dim outline of a warrior - fire one shot to highlight it, then kill it your next. Face Huggers are a nightmare. It's better to run away than fight.

**QUEEN'S CHAMBER** Get as many people there as possible - pray the lights don't fail.

## LITTLE PUFF

Quite a jolly little arcade adventure, as *John Janssen* found out. In fact, he enjoyed it so much he's decided to share the complete solution with the entire world. Aren't you lucky? From the start, take **CHERRIES**, **RIGHT**, take **POTION**, **LEFT**, **LEFT**, **LEFT**, fire at the **THREE STUMP**, **LEFT**, fall down left side of hole, **LEFT**, get **BOX**, **LEFT**, drop **BOX** to make a step, take **LIFE BELT** and **BOX**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, take **CORNSHREW**, **RIGHT**, take **ENVELOPE**, **RIGHT**, drop **CORNSHREW**, **RIGHT**, take **PUMP**, **LEFT**, fall down hole, take **FOOD**, **LEFT**, **LEFT**, **LEFT**, take **SHARPS**, **LEFT**, cross **BOX** with **HAMMER** to make a **REF**, go to **DOOR**, take **PUMP**, push up at **DOOR**, **RIGHT**, jump onto **PURIFIER** and drop to **PUMP**, **LEFT**, go through the **DOOR**, **LEFT**, take **BARANA**, **LEFT**, **LEFT**, **LEFT**, take **BOTTLE** and drop the **SHADE**, **LEFT**, **LEFT**, take **FOOD** and **ENVELOPE**,

February festivities of the puzzle solving variety can be found over the next eight pages. To take you through them, here is fearless cheat finder Andy Roberts.

## The POKE! (and how to use it)

Many people write in with just one question: How do I use the POKEs printed in *CPY 3* Well, here's how.

### RESET POKES

A reset POKE usually has two elements: a POKE statement (followed by a value), and a SYS statement. For example, POKE 44444 followed by 57284. The actual POKE changes a location in the computer's memory, usually adjusting the location when the number of bits left in your game is altered. The SYS number is the machine-code equivalent of RUN, and is needed to restart the game.

To use a reset POKE, you must have a reset switch. You reset the machine using this switch, whereupon the familiar start-up screen appears. The game is still intact, however, and you merely enter the POKE or POKES followed by the SYS call to get things running again.

### ACTION REPLAY POKES

These require only an Action Replay cartridge. To use an Action Replay POKE, simply freeze the game with the cartridge, select 'POKEs' from the menu, enter the desired POKE, then press the reset key. No SYS statement is needed because the

cartridge restarts the game automatically. Reset POKES can be entered by Action Replay owners (ignoring the SYS call). But reset switch owners cannot use Action Replay POKES.

### LISTINGS

A listing requires no additional hardware. It's a BASIC program made up of lines, usually starting at 0 and increasing in steps of 1. The listing must be entered exactly as it's printed in the magazine. Press the RETURN key at the end of each line. For example, you would start the *Shadows* Warriors listing with line 0, typing: I REM SHADOWS-WARRIORS;CHART BY WAD (followed by RETURN). Enter every line in this manner, and when you finish the program: SAVE it to cassette or disk. Now Eject the listing - if it is well, the message 'PRESS PLAY ON TAPE' appears. In which case, insert the renamed game cassette and press PLAY to load it (as usual). You may be confronted with 'DATA ERROR', in which case you should check the DATA lines you have typed in. Get a friend to read out the lines from the magazine while you type them in. The listings are tested thoroughly, and the vast majority do work, so check your typing if something seems wrong.

**RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **UP** through **DOOR**, **RIGHT**, take **PUMP** (and make sure that you have the **LIFE-BELT**, **FOOT-PUMP**, and the **BOTTLE** at this point), **LEFT**, go through **DOOR**, **LEFT**, down **HOLE**, **LEFT**, cross **BOTTLE** with **CORNSHREW** to make part of the **PASS** (again make sure you have the **FOOT-PUMP** and **LIFE-BELT** at this point), Drop down **HOLE**, take **TW HAT**, **LEFT**, **LEFT**, **LEFT**, **LEFT**, **LEFT**, go through **DOOR**, **LEFT**, **LEFT**, Take **BOTTLE OF WATER**, drop **LIFE-BELT** and **PUMP**, take **ENVELOPE** (you should now have re-assembled the **PASS-CARD**). Take **COCOAUT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, Take **SAW-SAW** and **COCOAUT** changes

into a **BOLD COIN**, **RIGHT**, Drop **GOLD COIN** near **TOLL DRAGON** (the four dragon-punks), **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, **RIGHT**, you're finished the game!

## E20 MAIL ORDER VOUCHER MADNESS

If you would like to win one of three top-quality vouchers, send your name, address, initials, age and POKE's to:

Andy Roberts' GameBusters,  
Commodore Format,  
30 Mansfield Street,  
Beth, Avon,  
Bath BA1 2BB

# SMASH TV

Coming up next, the definitive guide to Ocean's gruesome gameshow extravaganza. We'd like to warn readers that these pages contain explicit maps and tips which some people may find helpful.

## WEAPONRY

**POWER UPS** make you invincible for approximately 5 seconds. During this time run into as many other participants as possible. Most useful when the screen is rapidly filling up with tanks and warriors.

**SHURIKEN** are definitely the most attractive weapons (but be careful how you use them). The shuriken control kill shrapnel men - they simply bounce off. Use them to shield you. This allows you to concentrate on destroying one attack wave without having to worry about anything behind you.

**MAZE-BALLS** effectively double your fire-power capability. For example, if you are firing rockets, the maze fires rockets too.

**MULTIPLE** is extremely useful for tackling large numbers of enemies, as it has the longest range. It triples your single shot and does a lot of damage in the process.

**GRENADES** are only short range weapons but they're still very effective against tanks and shrapnel men. They're much less useful when tackling huge attack waves, so switch to another weapon when you get the chance.

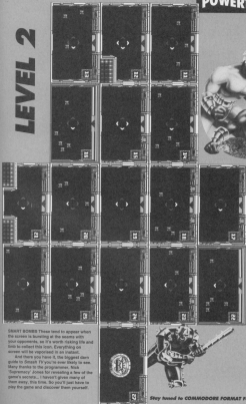
**ROCKETS** cut through anything and keep on going. Rockets are your solution to shrapnel men, tanks and those tricky flying saucer tackling moments, not to mention the end-of-level nasties.

# LEVEL 1



<p><b>MULTIPLE</b></p>	<p><b>GRENADES</b></p>	<p><b>ROCKETS</b></p>
<p><b>MAZE-BALL</b></p>	<p><b>POWER-UP</b></p>	<p><b>SHURIKEN</b></p>
<p><b>SHURIKENS</b></p>	<p><b>SMART-BOMB</b></p>	<p><b>SPEED-UP</b></p>
<p><b>ENTER LIFE</b></p>	<p><b>HEV</b></p>	<p><b>HEX</b></p>

## LEVEL 2



**SMART BOMBS** These tend to appear when the screen is bursting at the seams with your opponents, so it's worth risking life and limb to collect this icon. Everything on screen will be vaporized in an instant.

And there you have it, the biggest cheat guide to Demolition Man you've ever likely to see. Many thanks to the programmers. Nick "Supremacy" Jones for revealing a few of the game's secrets... I haven't given many of them away, this time. So you'll just have to play the game and discover them yourself.



**GENERAL TIPS**

- The single joystick control method is the key to long-term survival.
- Don't rush around the screen - your weapons are most effective when you're standing still.
- The white areas on the maps show you the available exit-points.
- Never put yourself at risk for the sake of bonuses (such as gold, silver or cash).
- Taking the shortest route isn't always advisable - if you're low on lives, pay a visit to a bonus room.
- Extra lives appear only rarely, so when they do... go get 'em!
- Increased speed can be useful, especially on level 3.

**THE GUARDIANS:****LEVEL 1 -  
MUTOID MAN**

This guy moves around the screen banging his fists on the floor. This causes the arena to shake violently.

The best approach is to shoot his left arm first (until it disappears). Then repeat the process on his right arm. Finally, stepping on either the left or right of the screen, shoot the rest until he's completely dead. Don't be tempted to shoot him from directly in front or behind, it's too hazardous.

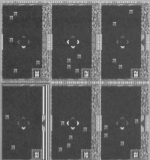
**LEVEL 2  
SCAR  
FACE**

Farmer strategy, this chap is the hardest of the three to beat. The only way to kill him is to blast every single segment of his surrounding shell until only a center remains. The bottom segments are dull.

Don't rush to shoot, because he moves around so quickly. It pays to keep moving at all times, as the homing missiles he fires are dreadfully accurate (and accurately deadly). If a missile has appeared, grab it!

**LEVEL 3 - EAT  
MY EYEBALLS**

You fight your last battle against a creature who shares much in common with Mutoid Man. The main difference between the two of



them is that this guy is a little faster on his tracks. Unfortunately, as well as his more impressive speed, he can take a great deal more damage than Mutoid Man. It will take a fair number of well-placed shots to hit their target before this baby blows.

Nevertheless, the same technique of blowing him from behind that you found to effective on level one will serve you well again here. Shoot his left arm first, then to right. Then stay on one side of the screen and shoot the rest. Congratulations, you're a winner!

# RODLAND

Who's that cute cuddly person charging over the hill, rod in hand? Could it be Andy Roberts with the second - and final - part of our complete guide to this sweet platform puzzler. And if you're still having problems, check out the small print at the bottom of the page for our definitive cheats list...



On level 18 it's better to forget about collecting all the flowers, rather than get trapped in a big corner. On level 19 avoid motion by jumping repeatedly from one platform to another. And take care when transporting on level 20, it's easy to drop into a corner.

Not too many problems here but use of your portable ladder will end you'll be gold diamonds. The end of level consists on level 24 is an element which jumps up and down on the ground. Beating this requires well-timed running in, landing and running out.



The most important skill on this quarter of levels is dropping off platforms and collecting flowers in mid-air. If you get trapped on a big ladder, the only way to avoid certain death is by stopping sideways into mid-air, flower-gathering on level 27 is particularly hard.

Because of the dead ends on level 28 and be quick with the ladder if cornered. Mystery level 29 holds the final question - an evil dance. Each time you defeat him he returns to fight again, only he's bigger than before. Kill him three times and that victory will be yours.

If you're still having problems by these cheats. Action Replay POKEs - infinite lives POKE 26770,173-POKE 26769,173 - infinite credits POKE 24760,173 - infinite plants - POKE 24524,180. And here's an extra cheat for anyone without a memory cartridge gadget - if you fail but the EXTRA bubbles and immediately press the fire button before the fairy appears, you can skip levels, one for every button stick.



Warren Pilkington delivers the goods yet again, with another bumper crop of POKEs to get you through those tough games. If you've some POKEs, send 'em to FrameBusters...

### SHADOW WARRIORS

"Good morning, Sir. Can I help you?" Er, yes. Infinite lives on Shadow Warriors please! I'm afraid we're clean out of those Sir, but we do have an infinite lives and time saving. I'll take it.

- 0 RUN SHADOW WARRIORS CHEAT BY 902
- 1 FOR 3-1588 TO 328-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 364
- 4 D02S 002,086,201,149,032,141,319,000
- 5 D02S 149,149,141,141,120,000,149,141,141
- 6 D02S 149,149,141,141,149,149,149,141
- 7 D02S 141,141,141,141,149,149,149,149,141
- 8 D02S 149,149,141,141,141,141,141,141
- 9 D02S 149,141,141,141,141,141,141,141

### XENON

The only decent Blipap Bros game on the C64 - in fact the ONLY Blipap Bros game on the C64. It has just surface on budget, so what better than an infinite lives POKe...

- 0 RUN XENON CHEAT BY 902
- 1 FOR 3-1588 TO 328-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 360
- 4 D02S 002,086,201,149,032,141,319,000
- 5 D02S 149,149,141,141,120,000,149,141,141
- 6 D02S 120,080,076,081,080,141,052,088
- 7 D02S 206,000,208,149,179,141,319,130
- 8 D02S 000

### BLACK TIGER

For infinite lives and time on this crumbly arcade conversion, enter this simply splendid listing.

- 0 RUN BLACK TIGER CHEAT BY 902
- 1 FOR 3-1588 TO 421-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 384
- 4 D02S 012,096,140,140,149,141,209,000

- 1 POKe 157,128,000 364
- 4 D02S 002,086,201,149,032,141,319,000
- 5 D02S 149,149,141,141,140,000,149,141,141
- 6 D02S 140,080,080,140,141,206,149,149
- 7 D02S 141,119,000,000

### DALEY'S SUPERTEST

Not quite sure what the POKe actually does and if you need a copy of the game you could do it for under \$10 by type it in. (SAFE for future use, then RUN it)

- 0 RUN DALEY'S SUPERTEST CHEAT BY 902
- 1 FOR 3-1588 TO 424-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 400
- 4 D02S 001,096,145,140,000,141,120,000
- 5 D02S 149,149,141,120,000,149,141,141
- 6 D02S 120,081,076,140,000,076,149,141
- 7 D02S 141,081,126,206,000,206,104,171
- 8 D02S 012,120,000

### TOMCAT

If this game is giving you grief, pop the cassette into the C64, then type in the listing and RUN it. What could be simpler?

- 0 RUN TOMCAT CHEAT BY 902
- 1 FOR 3-1588 TO 362-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 528
- 4 D02S 149,009,141,149,000,149,000,140
- 5 D02S 040,000,000,080,145,149,012,140
- 6 D02S 000,000,149,034,141,000,000,000
- 7 D02S 000,000,000,149,179,141,210,000
- 8 D02S 076,012,000

- 5 D02S 149,157,141,210,000,076,000,000
- 6 D02S 149,157,141,210,000,149,141,141
- 7 D02S 134,070,076,000,070,149,171,141
- 8 D02S 141,070,141,070,139,000,128

### STARLIFTER

Be of an-oh-oh, this one, but still a tough nut to crack. Try the following listing for infinite lives.

- 0 RUN STARLIFTER CHEAT BY 902
- 1 FOR 3-1588 TO 421-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000

## POWER PACK

### GANDY

Massive graphics, tiny sound, but a surprisingly absorbing game. For the other three of you who liked it, type in this listing and RUN it for a considerably easier game.

- 0 RUN GANDY CHEAT BY 902
- 1 FOR 3-1588 TO 788-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 340
- 10 D02S 002,086,201,149,032,141,319,000
- 11 D02S 149,149,141,141,140,000,149,141,141
- 12 D02S 149,149,141,141,149,149,149,141
- 13 D02S 149,171,141,140,000,141,141,000
- 14 D02S 149,149,141,141,141,141,141,141
- 15 D02S 141,141,000,149,000,141,149,000
- 16 D02S 206,000,208,149,034,034,000,000

### EQUINOX

Last month's superb arcade adventure is full of chambers to explore and evil bad guys to dispose of. What better to complete the game than a nifty listing for our old friend, infinite lives.

- 0 RUN EQUINOX CHEAT BY 902
- 1 FOR 3-1588 TO 373-8880 YrCvCvYrK000 X,YrK000
- 2 IF CvvYr111 7888 9R02T \*002A
- 3R000P\*000
- 3 POKe 157,128,000 340
- 4 D02S 012,096,140,140,149,141,209,000
- 5 D02S 149,149,141,141,140,000,149,141,141
- 6 D02S 149,149,141,141,140,000,141,141,141
- 7 D02S 149,149,141,141,140,000,000



# KNIGHTMARE

## FROM START TO FINISH

The usual UP, D-DOWN, L-LEFT, R-RIGHT directions apply here, and anything in capitals should be initiated on your command line. From the start: TAKE FOOD, GIVE FOOD, GIVE WATER, ASK OLD MAN, TAKE SPARE, OPEN DOOR, R, DRG DROUND - you will magically appear in the next room (DON'T go back through the door). D, D, R, D, TAKE SPHERE, OPEN DOOR, D, solve the puzzle, TAKE GOLD, L, R, U, U, R, U, R, solve the puzzle, D, TAKE POTION, TAKE GOLD, TAKE SCROLL, U, solve the puzzle, L, DRINK POTION, L, U, L, D, OPEN DOOR, L, L, GIVE GOLD, GIVE GOLD, TAKE LOCKET, R, SPELL CASPAR, D, solve puzzle, TAKE SPARE, U, R, R, solve the puzzle, TAKE FAT, L, D, solve the puzzle, R, TAKE WATER, R, D, L, L, U, U, now dig in all the rooms marked "x" until you discover the Key - TAKE PITCH, go to CUBBYHOLE STEPS, L, R, U, U, R, U, L, L, U, L, ASK KING, U, TAKE GOLD, OPEN TRAPDOOR, step down TRAPDOOR, L, SPELL KEY, THROW LOCKET, THROW FAT, THROW PITCH... Congratulations, your quest is done! Hurrah...

## CRYPTIC CONUNDRUMS

- The puzzles found during the game are inherently difficult - that's why we've solved them all for you...
- The Tunic seized from Southampton - FALSE
- Bowditch was built by the Druids TRUE
- Theard is the Dungeon Master's name FALSE
- The Lady of the Lake held high BRILLIANT
- The Alpha Ring A Ring A Flooz refers to THE BLACK DEATH
- What was the Greek name for Hercules? HERACLES
- Which Dickens novel featured Pig? GREAT EXPECTATIONS
- Where the islands of Langrarians may be found? (ough one), HUMAN PARADEIS
- Who was nicknamed 'The Beater' record producer? GEORGE HARTBY
- Who wrote 'The Mith-Hair's Guide to the Cosmos? DOUGLAS ADAMS
- What is the most precious of these stones? DIAMOND
- Who stole Scandal? BECKOLP
- Bonita is Wenderby's girlfriend

The re-release of Knightmare has been causing untold problems for dozens of people, so much so we've decided to go the whole hog and bring you this map and player's guide. There's also an infinite energy POKE, plus solutions to all the puzzles...

### FALSE

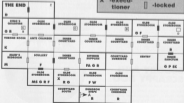
- 1 Wender is the Royal Family's surname TRUE
- 2 Macconi invented the telephone FALSE
- 3 Which is the odd one out? HOOPHYEEL
- 4 Which word ends the first & begins the second? AT
- 5 What is the missing letter? 'r'



## IF AT FIRST YOU DON'T SUCCEED...

- Amiga Playby owners can enter POKE 2026,173 for infinite energy, but if you don't own a cartridge try the following listing (for the original ACTIVISION version only).
- 3 REM KNIGHTMARE TAPE CHEAT
- 1 FOR 5-228 TO 566:READ Y,C,D,Y,POKE 5,7,HEAT
- 2 IF C=2280 THEN PRINT "DATA ERROR" :GOTO 566
- 3 POKE 157,128:END 525
- 4 DATA 158,028,141,048,000,166,000,141
- 5 DATA 041,000,050,066,045,166,140,141
- 6 DATA 007,001,166,101,141,028,001,166
- 7 DATA 155,141,000,001,026

KEYS	
R -rock	SC -scroll
F -food	MS -magic
G -gold	spade
W -water	G -pitch?
S -sword	FA -fat
P -potion	-trapdoor
O -old man	(letter shows destination)
D -dragon	-door
K -king	-closed
M -maid	-locked
X -executioner	



# SAMARITAN'S CORNER

**We always welcome your tips, hints and maps but what about when you're completely stuck? That's when good games Samaritan Andy Roberts rushes to your aid. No-one, but no-one knows more C64 cheats...**

## TARGET RENEGADE

Here's a listing especially for Richard Deckert, Robert Hickley, Gary Thompson, and Andrew O'Hell, not only does it give intro into lives, it also stops the timer taking down.

- 0 800 0000 0000 0000
- 1 FOR 0-1000 70 020-0000 700000Y0000
- 2 17-0000
- 3 C=0-1000 7000 0000 \*0000
- 00000\*000
- 3 0000 107, 120-000 000
- 4 0000 000, 000, 245, 200, 010, 141, 000, 000
- 5 0000 100, 141, 141, 000, 000, 300, 000, 140
- 6 0000 000, 001, 000, 010, 010, 000, 000, 100
- 7 0000 000, 000, 000, 000, 000, 010, 141, 141
- 8 0000 141, 140, 140, 141, 141, 141, 000, 000

## SLY SPY

Dispersed upstairs people have written in for help on this rather involved arcade conversion, including Philip Jamieson, Richard Compton, Stephen Frame, Michael Higgins, Kevin Davies, and Oliver Stobson. The following listing should be just the ticket — type it in, then RUN it for infinite credits.

- 0 800 000 000 0000 0000
- 1 FOR 0-1000 70 020-0000 700000Y0000
- 2 17-0000
- 3 C=0-1000 7000 0000 \*0000
- 00000\*000
- 3 0000 107, 120-000 000
- 4 0000 000, 000, 245, 200, 010, 141, 000, 000
- 5 0000 100, 141, 141, 000, 000, 000, 141, 000
- 6 0000 100, 107, 041, 000, 000, 300, 000, 140
- 7 0000 100, 000, 000, 000, 000, 010, 141, 141
- 8 0000 141, 140, 140, 141, 141, 000, 000

## SCOOBY AND SCRAPPY DOO

For infinite lives on this binding budget beauty, type in the following listing, SAVE it, then RUN it. That should keep John Woods happy for a while. This one is for more people than Sam's usual list of requests.

- 0 800 0000 0 0000 0000
- 1 FOR 0-1000 70 020-0000 700000Y0000
- 2 17-0000
- 3 C=0-1000 7000 0000 \*0000
- 00000\*000
- 3 0000 107, 120-000 000
- 4 0000 000, 000, 245, 200, 010, 141, 000, 000
- 5 0000 100, 141, 141, 000, 000, 000, 141, 000
- 6 0000 101, 114, 000, 000, 000, 141, 000, 000
- 7 0000 000, 000, 000, 000, 000, 141, 000, 000
- 8 0000 100, 001, 041, 000, 100, 000, 000
- 9 0000 100, 000, 000, 000, 000, 000, 000, 100
- 10 0000 100, 000, 000, 000, 000, 000, 000, 100
- 11 0000 100, 000, 000, 000, 000, 000, 000, 100
- 12 0000 100, 000, 000, 000, 000, 000, 000, 100
- 13 0000 100, 000, 000, 000, 000, 000, 000, 100
- 14 0000 100, 000, 000, 000, 000, 000, 000, 100
- 15 0000 100, 000, 000, 000, 000, 000, 000, 100
- 16 0000 100, 000, 000, 000, 000, 000, 000, 100
- 17 0000 100, 000, 000, 000, 000, 000, 000, 100

## DRAGON NINJA

If you're one of the many people who are stuck on this well loved parallax, try the following listing for a whole heap of lives and a bucket full of time to boot.

- 0 800 0000 0000 0000
- 1 FOR 0-1000 70 020-0000 700000Y0000
- 2 17-0000
- 3 C=0-1000 7000 0000 \*0000
- 00000\*000
- 3 0000 107, 120-000 000
- 4 0000 000, 000, 245, 200, 010, 141, 000, 000
- 5 0000 100, 141, 141, 000, 000, 100, 001, 140
- 6 0000 000, 001, 000, 010, 010, 000, 001, 100
- 7 0000 000, 000, 000, 000, 000, 010, 141, 141
- 8 0000 100, 140, 140, 141, 000, 000, 000, 140

That's all we've got time for this month, if you need some help from Samaritan's Corner, just write in to Andy!

## Help is on hand

Stuck on a cheat? We up?  
Frustrated by a puzzle game?  
Craving for a cheat? Ring for a  
POWER house fix, or your price  
then on phone and send it to  
Samaritan's Corner, Commodore  
Forum, 30 Moorcroft Street,  
Bath, Avon, BA1 2DN.

## NEMESIS

On the title screen, press the **SMITLOCK** key. Then press the spacebar repeatedly until a strange block appears in the corner of the screen. Press **SMITLOCK** again. Then start the game as usual for infinite lives.

## INDY'S CRUSADE

Like Ken wrote in to say he was having problems with this game, so here is a little cheat. Hold down the keys F, L, S, and it on the title screen — the keys T-F can now be used to skip levels.

## HAWKEYE

Attention Paul Chapman! Try typing **VALESPELLER** on the title screen — the Thelmae logo should begin to flash, and infinite lives are yours. This cheat won't let you go beyond level 8, though, which is a bit of a shame. Oh, and in case you were wondering, **samaritan** is the South word for cheat.

## SNARE

This mind-bending puzzle has been causing M Roberts, Philip Jamieson, and Gordon Cowley all manner of problems, so here are a few unknown cheats. As you press the T to start the game, hold down one of the following keys... F1 - For infinite lives F3 - Immunity to traps.

## FANTASY WORLD DIZZY

This seemingly innocent budget game is causing awful wails for dozens of you. In particular the Dirty Hawk is a huge problem. Or at least was...

Well, load your save on our title screen, the Hawk cannot harm you when he is above a cloud, so wait a point W until the Hawk reaches point W, then jump for your first Enemy the same way as when carrying him, but it does take a little practice. You don't expect a little practice, do you?



Fantasy World Dizzy how to make that poor hawk stop without breaking a few eggs.

... it's dynamite!

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A powerful 4MB Turbo Advanced Backup Computer Backup cartridge, capable of backing up your entire hard disk, or even your entire operating system, in a matter of minutes.

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ITEM	PRICE	ITEM	PRICE
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2000	1.00	2000	1.00
3000	1.00	3000	1.00
4000	1.00	4000	1.00
5000	1.00	5000	1.00
6000	1.00	6000	1.00
7000	1.00	7000	1.00
8000	1.00	8000	1.00
9000	1.00	9000	1.00
10000	1.00	10000	1.00

ITEM	PRICE	ITEM	PRICE
1000	1.00	1000	1.00
2000	1.00	2000	1.00
3000	1.00	3000	1.00
4000	1.00	4000	1.00
5000	1.00	5000	1.00
6000	1.00	6000	1.00
7000	1.00	7000	1.00
8000	1.00	8000	1.00
9000	1.00	9000	1.00
10000	1.00	10000	1.00

- AMERICAN SUPERHERO**  
1000  
1.00
- CASTLE**  
1000  
1.00
- MOVIE PREMIERE**  
1000  
1.00
- MAVED BIRD COLLECTION**  
1000  
1.00
- DEEPLY COLLECTION**  
1000  
1.00
- DISCOVERY COLLECTION**  
1000  
1.00

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1000  
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1000  
1.00
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1.00
- DEPT. OF JUSTICE**  
1000  
1.00
- ARMED & DANGEROUS**  
1000  
1.00
- SAVOURY SQUARE**  
1000  
1.00

- DISCOVERY COLLECTION**  
1000  
1.00
- POWER UP**  
1000  
1.00
- IT'S TV GOING**  
1000  
1.00
- BLANDFOUR**  
1000  
1.00
- THE MISSING MAN**  
1000  
1.00
- DEPT. OF JUSTICE**  
1000  
1.00
- ARMED & DANGEROUS**  
1000  
1.00
- SAVOURY SQUARE**  
1000  
1.00

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## The CF guide to Fuzzy super



Study the torture screen well and you'll see a press, a bomb and a spring device. No...



...jump across the lake and kill the monster taking the portion of extra weapon power...



...light the bomb and push it down behind the monster where it blows a hole...

# CREATURES

**C**arelessness is death in fiction. Drive upon a line it was gross and ghoulish to collect dead tree bits and watch gory movies, but now with the return of the

Addams Family... it's cool to be creepy. And there's nothing gayer or grayer on the C64 this year than *Creatures II* - Clyde Radcliffe in *Torture Trouble*.

Almost every C64 owner will remember the original *Creatures*, where Fuzzy superhero Clyde Radcliffe rescued his entire tribe from certain (well, certainly gory) death at the hands of evil Demons. Since then, Clyde has

**Everyone's favourite Fuzzy superhero is back! Clyde Radcliffe may have got married and raised a family, but he still a dangerous dude. When his family get Fuzznapped, Clyde is off to rescue his kids and crush a few demon skulls in this all-new wild and wacky sequel...**

married a young Fuzzette and together they've raised a whole army of cute and cuddly Fuzzies. Unfortunately, happily ever after does not a sequel make, so, when the Radcliffe clan makes its yearly trip to the seaside, dark things are afoot...

Rather than take the easy sequel way out - and do exactly the same game with slightly different graphics - Japan has created an entirely new game. This is brilliant news for *Creatures* fans as there's a whole new world of death and destruction stretching ahead for weeks and weeks.

Clyde fans will remember the Demons from the first *Creatures*. Having been ousted from their original island by our fuzzy superhero, the Demons have settled elsewhere on

a new group of islands. And this is exactly the kind of funny business that a Fuzzy father likes to take his growing brood. One hot and sunny day, while Clyde is distracted, the demons burrow his kids and take them off to the other islands, where torture and death await - unless Clyde can get there first.

For anyone who hasn't seen the original *Creatures*, or read the *Clyde Guide* in the last few issues of CF, let's talk torture. In each torture screen, one of Clyde's offspring is tied, banded or caged in a precarious pose and if Clyde doesn't hurry, there'll be one less Christmas stocking in the Radcliffe household next year... Now Clyde can't just stroll up to the Head Demon dude and say "Hi, that's my Fuzzy you're kidnapping". No he has to



Spanning An interlude from torture where you have to rescue the Fuzzies to safety.



When you get really good at this tempestuous task, you can try to score up to five or six...



The ultimate torture screen - so hard that loads of Fuzzies are sure to be located here.



One great and it's all over. Can Clyde kill the demon without hurting a Fuzzy?

# herodrom in six easy steps



...kill the fire-breathing monster and drop through the hole you made with the bomb...



...now shoot at the lever, just behind the Demon, disconnecting it from the press...



...jump over the spring demon so he catches away and it's ON 1, Demons, etc.

# ES II

brings a round-about method, either of releasing the poor Puzzy or stopping the process that leads to his imminent demise. And here, it's really hard.

Much of the fun in *Creatures II* is in figuring out the ways in which all the machinery, props and demons interact with each other. Nothing is completely useless and some things are used in the most unusual of ways. Even if it takes ages to work out how to do a level, it never becomes boring because of the gorgeously gruesome graphics and wild humour.

But it's not all fun and games in *Puzzyland*. Between each of the nine bonus screens, there's an interludic screen where Clyde can earn extra lives while rescuing Puzzers. At the top right of the screen, a minor demon is decaying your friends off of a ledge into the abyss below - your job is to catch them on the longy bed and bounce them to freedom on the opposite ledge.

Bonus lives can be earned by the Puzzers selecting bones (obvies as they bounce through the air). But beware, these are not mere bonus screens, as falling a fatty fat, prostrated to the ground, results in blood, guts and gore (as if there's any mishap in the game that doesn't) - and the loss of one of Clyde's own lives.

To get from one island to the next, Clyde has to swim through shark-infested waters, carrying the Puzzer over his head. This is not as straightforward as it seems as Clyde can only carry one fatty at a time and as the Puzzer don't have breathing apparatus the Clyde, they can't go underwater. This means

that transferring all the Puzzers you've rescued so far, involves more than a bit of puddling as well as peeing-pounding.

If there's a down side to *Creatures II*, it's that it can be frustratingly hard. Ages have injected chasms of tedium into the game, which added to the excellent console-style graphics and animation, makes a game you'll just want to play and play. If you're a fan of the original *Creatures*, all you need to know is that this is an indispensable feast of frantic fun without which your life will not be complete. If you're an arcade junkie who's looking for action with greater depth than the usual shoot-'em-up - or if you're a puzzle person that craves a bit more

action, *Creatures II* is one buy you'll keep coming back to for a long time. (But, if you're just a sick-minded individual that likes to see blood, guts, gore and little furry animals on spits, *Creatures II* is an essential addition to your collection.



Look in the right place and you'll find a bonus screen (or five) for extra lives.



The fatty chameleon messes. And if you think this is bloody, just wait till you see it in all its fully-animated gory glory.

<b>Game</b>	<b>Creatures II</b>
<b>Publisher</b>	Thalassia Europe
<b>Cartridge</b>	£10.99
<b>Disk</b>	£15.99
<b>Release</b>	To be announced
<b>Contact</b>	0734 817261

## POWER RATING

**THE DOWNERS...**

- Hard for junior arcade jugglers

**100**

90%

- A cute platform puzzler with a cutting edge (well several, actually).
- Gorgeously gruesome graphics (and no mean graphics).
- Terrifically twisted puzzles in every sense of the word.
- Unusually bloody Puzzy death sequences.
- Wild and surreal of humour means that there's never a dull moment.
- Extreme entertainment on the screen for cheapies.
- Designed to be one of the great games of 1993 with cartoon carnage that makes *Creatures II* a cute classic.

**0**

**...AND THE UPPIERS**

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and out by immediately flying over the house.

"You've got your own way of thinking about how to solve these situations," says the expert.

The expert says that the way you think about the crime scene is very important. You have to look at the crime scene from a different perspective than you would normally. You have to think about it from the perspective of the criminal.

"The police investigate and try to find the criminal. They have a lot of things they do to find the criminal. They have a lot of things they do to find the criminal." says the expert.

"The police investigate and try to find the criminal. They have a lot of things they do to find the criminal. They have a lot of things they do to find the criminal." says the expert.

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"The police investigate and try to find the criminal. They have a lot of things they do to find the criminal. They have a lot of things they do to find the criminal." says the expert.

**CRIMINAL RECORDS**  
 The way you think about the crime scene is very important. You have to look at the crime scene from a different perspective than you would normally. You have to think about it from the perspective of the criminal.

The expert says that the way you think about the crime scene is very important. You have to look at the crime scene from a different perspective than you would normally. You have to think about it from the perspective of the criminal.

The police investigate and try to find the criminal. They have a lot of things they do to find the criminal. They have a lot of things they do to find the criminal." says the expert.

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The police investigate and try to find the criminal. They have a lot of things they do to find the criminal. They have a lot of things they do to find the criminal." says the expert.

**...AND THE WINNERS**

- ◆ Awarded runner-up award
- ◆ (Although they don't win) they were very close to winning.
- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
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- ◆ They had a lot of things they do to find the criminal.



**THE DOMERS...**

- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.
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- ◆ They had a lot of things they do to find the criminal.
- ◆ They had a lot of things they do to find the criminal.

**POWER RATING**

Category	Maximum
Power	99.9%
Quality	99.9%
Efficiency	99.9%
Reliability	99.9%
Value	99.9%

# NEIGHBOURS

The new power rating is a bit of a surprise. The new power rating is a bit of a surprise. The new power rating is a bit of a surprise.



Neighbours is a game about a lot of different things. It's a game about a lot of different things. It's a game about a lot of different things.

Neighbours is a game about a lot of different things. It's a game about a lot of different things. It's a game about a lot of different things.



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Neighbours is a game about a lot of different things. It's a game about a lot of different things. It's a game about a lot of different things.



Bigons, they're not too-pretty thing. Get onto my list! (Some help.)



Check these goobers. Not the fattest kind of players. And are those eyes, ears or what?

**A**s everyone knows, outer space is a place where very nasty things can happen. For instance, if you were to go for a wander outside a spaceship (without a suit) your eyeballs would blow up and fly out of their sockets, and then your head would explode in a multicoloured splash of goo. It might make for great entertainment, but healthy living it ain't.

And that's not all. Another law of space is that if you go explore a planetation from which there's been no correspondence lately, it will, and I mean definitely will, be crawling with aliens. Significantly heavier than it, and ending up mixing it with a bunch of human-munching great bugs (some of which had the slightest idea about table manners). And so it is with Ocean's Space Gun.



There's no sign of life. That means there is life but not as we know it.



As we suspected, it's deserted. They've probably all got shopping or something.

Absolutely no chance of describing this alien as merely 'weird', unfortunately.



# SPACE GUN

**Yikes!** It can get nasty when you're all alone with a bunch of man-eating, super intelligent aliens. Unless, of course, you carry the kit that comes courtesy of this claustrophobic

**chiller from Ocean. Our reviewer sparks up a flamethrower and steps into the unknown...**

Our hero has been dim enough to jump into a deserted space ship and, of course, there are bugs, both out of sorts of scaly gits crawling around. And these aliens don't just turn their faces inside out to devour people, they're also fitted out with automatic laser guns and other implausible trinkets.

The year is 2025 (unless it's a tribute to intergalactic adventures that day), and you're

the idiot standing on this space ship. But it's not all being played for laughs. There's a whole load of scientific bobby people who are being held hostage by the bugs (presumably the bugs' master-plan is to use the main console on-board in time for tea).

Travel through the corridors and rooms, and take the hell out of everything that looks a) like it's doing an impression of Slimer or b)

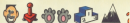


Damn, my mistake. Say, 'Ghass', 'four arms. That's it. Hold that pose! This is going to blow you away.

like it's auditioning for Predator II. Try not to kill the humans but - hey - they won't complain if you do.

If you've played the rest of the crap of this splendid gaudy death-fest then you'll know what it's all about. And it's not about very much. This is shoot-'em-up at its most basic (and most fun). Imagine taking Operator Wolf and mixing it with Alien vs the movie, and you've pretty much got the recipe dished up here.





Shall we treat ourselves to a quick guide to bug-busting weapons? I think we should. Basic firepower is of the bog-standard laser pump action variety which fires semi-shaped death charges. But you can also pick up special weapons. There's a flame thrower (by fire), a freeze gun (a step thing that stuns aliens) and a number of bombs that blow away aliens quickly and without mess.

As you make your way forwards, you come across flashing cartridges every so often. Shoot these and special weapons appear, in addition to extra armour, more energy or more ammo.

And of course, at the end of each level our old chum the end of level guardian makes an appearance. We're not all that difficult to dispose of... just so long as you have enough energy to take a few hits.

Well, I know for a fact that some people are going to hate this game. Let's be honest here, you don't have to have a degree in Humanities to get your head round the concept of blasting seven shades of slime out of space realities. It's essentially point, click and kill all the way through. A fantasy of violence lacking in any sophistication whatsoever.

But I loved every single pony minute of it. There's no set writing with simplicity, just so long as it's fun. And when you get a look at some of these items, you'll be hooked. Don't stop until you've destroyed every last one of 'em.

DAVID GARNETT



Like being slung back on Earth, resistance of the alien infestation isn't hard to feel. But a flame-thrower makes a perfectly good wallpaper stripper.



Space Gun's graphics deliver the goods, from the space station backgrounds to the display panel and, of course, those atrocious sprites. The animation ain't bad either.

## Your guide to really ugly no-kiddin' space bugs

**1. Mites.** The ugly rat, and will probably be uglier in time. All this one comes out of eggs, fires little purple, and sets his way out. Do not breathe this character around for tea.



**2. The Sealorian.** This guy is a big enemy of Doctor Who's, and a great commiserator of flesh human. When he's not being ugly he's usually to be found plotting the destruction of some planet. Don't invite him to parties unless you want to speed the girls.



**3. Rexxy.** He dropped in from the moon in the 1980s to terrify quiet old ladies. His kind stops at nothing to disrupt garden parties. His favourite dish is Dorset Cakes. (Are you sure about the ? -Zz)



Island Dressing. Not dangerous at all, just frightening look.

**5. David Muggen.** By far the most dangerous creature you will meet in space. This one is usually to be found watching children's television programs on Saturday. Unfortunately, it is totally indestructible. Beware of its crotch.



<b>Game</b>	Space Gun
<b>Publisher</b>	Cosmos
<b>Cassette</b>	£10.99
<b>Disk</b>	£16.99
<b>Release</b>	Mid-February
<b>Contact</b>	061 832 6633

## POWER RATING

### THE DOWNERS...

- Very basic graphics.
- Incredibly slow 15-way aim.
- A 50/50 CD ROM and toidem.

100

86%

- Lots of hilariously ugly aliens to destroy.
- Utterly addictive play.
- Bugs yawn.
- Plenty of talk, plenty places to explore.
- An impressive conversion from the coin-op.
- Loud and engaging music and sound effects.
- Wants to know all the pathetic details, and it won't let you go.
- Plenty of bonuses make for nice long games.
- A good selection of stupidly violent robot weapons.

...AND THE UPERS

0

The polluter and professor  
Dyk Shoggy™



The degenerate and toxic  
Vermicious Stinger™



# CAPTAIN PLANET AND THE PLANETEERS™



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MINDSCAPE



# TOTAL!

It's 100% Nintendo,  
it's on sale now...



Wowzer! A man all about Nintendo - and nothing else! It's fun 'n' brilliant 'n' wonderful! (and it's got me in it!)



January 1992  
Issue 1  
\$1.99

**NEW!**

**100% FOR NINTENDO PLAYERS**  
A totally independent mag from Future Publishing

**NINTENDO EXPLOSION!**

Our total NES and Game Boy action will blow you away!

**WHAT A HOOT!**

- CHORTLE** - So we show you the best games in the shop!
- SNIGGER** - So we tip you how you finish Super Mario Bros!
- GRIN** - When you are one of our finest NES or Game Boy!
- SMILE** - When you're TOTAL! Gameplay Champion! And...
- SMILE WEAVER!** - So we try desperately to be funny!

**WOWZER! 84 pages of 'total' Nintendo action!**



Got an NES or a Game Boy? This is the only mag for you, because it's the only mag dedicated to Nintendo games. (and 'cos it's brilliant!)

...and you've never seen a mag like it!

There are these cruel and fearless people who would say that Eric Byler's *Famous Five* is a bad lot of date. In fact they're not completely wrong because the stories were written in the late seventeenth-century or something, and contain a weird indistinguishable language all their own. I mean, does anyone actually know what the phrases "whizz" and "gally super" actually mean? And as for "bathings of ginger beer", well, it's just a joke, isn't it?

Anyway, putting the translations, and the historical importance of these ancient Flatout Five-pennements aside, it's time for a look at what the game is all about. It's about some children (Julian, Dick, George and Anne), who go on holiday with their dog Topsy. Here,

They go and stay with their Aunt Fanny (she's in the completely flatouted and rather unconvincing seaside village of Kirin, above).

By all accounts, there have been some weird, flatouted and rather unconvincing goings on involving treasure and dark dealings in the middle of the night. Instead of keeping out of trouble, as any sensible modern-day kids would do, these old-fashioned nutters wander off to find out what really is going on. And as they do, you're plunged into an adventure game of the sort you don't think you'd ever see again.

You start off controlling Julian, the boss-man, big cheese and head honcho of the *Famous Five*.

Here's the oldest, bravest and cleverest (which doesn't say a lot for the rest of them, to be honest). You can change the character you control to any of the others (except the dog), but luckily you don't need to move them at all. Unless you deliberately split up the team, they all go round together.

I'm not giving away vital parts of the thrilling plot if I let on that your first task is to find a treasure map (well, Kirin is a treasure island, remember). This map will give you further instructions. It sounds straightforward enough but there are others interested in that

# FIVE ON A TREASURE ISLAND

All right then, hands up who likes *The Famous Five*. Mmmmm, just as we thought. Not exactly a forest of eager palms. But then, who'd admit to loving these disgracefully twee books. Our man with the jolly hockey stick went in with expectations of nauseating 'adventures', and came away shouting, 'Hurrah' for Aunt Fanny! Oh dear...

treasure too. So beware of any grizzled old one-legged sailors for a start. (Well actually you don't have to beware of them because, let's face it, they're not going to be all that much threat.)

Right. That's the gist. How is the game played? Well it's the old type-your-instructions-in-digits. For example 'left click to get the map', 'right click to open chest' or 'pull hand grenade pin and put grenade in mouth'. Simple enough, but you need to get used to the commands you can and cannot use pretty soon, else you start pulling your hair out in frustration, every time the computer says, "You Can't do That." Stress inducing response, that.

Many, if not most of the locations you can visit on Kirin Island have got graphical screens attached. These have obviously been put together by people who know and love the Eric Byler books, because they fit in excellently with the generally twee atmosphere of the game. (Sweet little cottages appear, as do quaint railway stations, agreeable little shavered boys and the odd nuclear reactor. All very nice (except for the nuclear reactor, which I made up

to lend some realism to the proceedings). Under the pictures there are descriptions of the locations. You'll need to read these carefully as they, rather than the screens, are what give you the clues and show you the objects you can get and use. If you're into adventure games, you'll be familiar with all the take-then-business-you'll-have-to-use-inventories tell you what you're carrying, and you can try and use or examine any of the objects you've found.

The game is filled with conversations, which range from simple, like using the matches you've collected to light an abandoned room, to tough stuff, like sorting out how to nick the treasure and hide it at your Aunt Fanny's house without her knowing.



It's that type in that style. It seems to work well, but it takes some getting used to.

## Take four meddling kids

Just who are these mysterious, holiday-taking child prodigies? A CP investigation uncovered their true personalities.



### JULIAN

Leader of the pack. Julian's the oldest, fittest and most adventurous. He's the one that gets them all out of trouble and keeps them from drifting off into the dark dangerous places. He's also a right spellcaster.



### ANNE

She's the youngest. She's not all that brave and actually is a bit of a liability. She's got to come along, though, else there wouldn't be five of them and the whole thing would fall apart. There's got to be one silly...



### DICK

He's always hungry, so takes along loads of pop and sandwiches for him. He's pretty loyal and obedient, though, and is another useful pair of hands in sticky situations.



### GEORGE

He is, to be accurate, the boss (it's a girl) has had her hair glands removed. Brave and reckless, she frequently uses Numbuhubs and eats a hell of a lot of pizza (you might be getting confused - it's).



### TIMMY

He's a small dog. Useful for barking occasionally and chasing sticks. What more can we say?



You are in the front garden of Ferris cottage which is a riot of colour. The cottage is not really a cottage at all but rather a large house built on old

...MORE 1 PRESS A ...



That looks suspiciously like an island, which means there must be treasure, jewels and mysterious caves.

At the start of the game it's best to follow your guides, and not go exploring too much. It can become clear exactly what's expected of the five of you. Try not to get lost, boys.



The adventure starts in the train where all the clues are leading into their jolly summer sandwiches and flapjacks.



You are standing on the platform of Ferris station. Ferris village lies to the east.

...MORE 1 PRESS A ...



In the land of lookings and lookings of home-made food and Dandelion & Horlicks, the Five decide to get digital. Great!

It's a big game, is Five On A Treasure Island? You can wander around all the locations, mapping to your heart's content, and because you're actually playing an adventure on Earth, everything makes more sense. It's quite refreshing to see humans, and things where you can buy pop and popcorns, rather than caves filled with creatures whose names are made up of Xs and Zs.

If you're an adventure fan and you're fed up with playing trials and rescuing helpless maidens, you can get away from all that during your sunny stay on Ferris. But it won't be a quiet, relaxing holiday.

The commands take a fair bit of getting used to but it's more sophisticated than most and, with the graphics, it's good fun for hardened adventure nuts. If you happen to like the books, it'll help, but if you're into arcade action there's very little chance that this will convert you.

JAMES BROWN



<b>Game</b>	Five on Treasure Island
<b>Publisher</b>	Evryone Variations
<b>Cassette</b>	£10.99
<b>Disk</b>	£12.99
<b>Release</b>	Out now
<b>Contact</b>	0422 504590

**POWER RATING**

**THE DOWNS...**

- It's very basic. If you don't like the first Taylor it just might be too much for you to bear.
- Awful-sounding free zone.
- Fussy control system.
- Old-fashioned style.

**100**

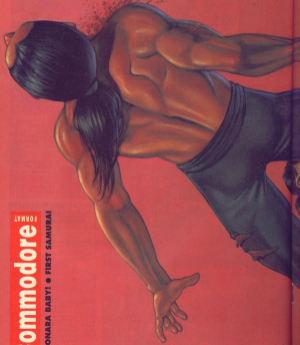
**76%**

**...AND THE UPSERS**

- It's true to the jolly setting best of the books, and won't disappoint Ed's 'loppers' of loving fans.
- Good graphics for most of the locations.
- Easy to get into, but it gets tough for the good folk.
- Big playing area, with plenty to see and do.
- The Five have definite personalities and they talk to each other.
- It's got a novel twist.

FORMAT  
**Commodore**

SAYONARA BABY! • FIRST SAMURAI





# ROGER FRAMES

buys  
**Budget Games**



Mal Farka (left, actual) is the only person around here allowed to control outside, so you know? I told him!

## KAMIKAZI

CodeMasters, 3.99

Playing a game in which you've got to try and hit yourself seems a wee bit pointless to me. In Mal Farka's case, however, it's positively unshakable. Anyway, in Kamikazi you fly a nice WWII plane over a castle a short distance from your Japanese airbase. You have to drop a stick of dynamite on the castle's gate in order to release your locked up chumps. Simple, huh?

Roger's entrepreneurial exploits have got him into trouble again. He wins one phoney payout from a casino games compendium and he thinks that makes him the next Omar Sharif. His friends don't share his new self-confidence. But that doesn't stop them from saying, 'Yes,' when he invites them all round for a few hands of poker...

You haven't actually paid for any other title. Oh no. Instead you intend to shoot down a plane that just happens to be carrying some. Next it's a drop to the ground, then one that for the escape attempt. Then all you have to do is land and collect the escapees (remember not to control outside while they're still on board).

This whole caboodle takes place in a 2D sky, and you spend most of your time avoiding the other planes which fill the atmosphere around you. It's tricky and it's smooth, it's Kamikazi, but it's 2000.

quite what you want to fill your neighbor's Corolla with sand. If you're a fan of Defender-type games, though, it could be time to check the cracks in the back of the sofa again.

## KAMIKAZI

Fun for a while and nicely done, it has to be said. But it won't kick-start your address books. Could be a bit too weird for some people's tastes.

FRAME RATE

74%



Blarg!

Well, not quite. But these casino games give me an idea. This gambling talk looks as though it could boost my budget game budget. Hence, what I need are some real prizes with real value. I wonder if it would cost too much to have a coin slot and several lines filled to my 64. Top. I receive five or so a month...

## MONTE CARLO CASINO

CodeMasters

3.99

Eight Casino  
Playable games. I

can't imagine anybody betting five, ten or even fifty whole games on the roll of a wheel or some else. It's sheer madness (that's a charge of care, Roger - Ed).

Anyway, if the idea of it fascinates you but you aren't either stupid enough, old enough or rich enough to go to a real casino, you could pretend with this collection of five casino-style games on one cassette.

There's Poker, Roulette,

Blackjack, Million Dollar Jackpot and Craps (notger). Each game can be played from a main menu and you can bet whatever you want. If you make a mind at Poker, you can take it all to the roulette wheel and watch it all disappear. At all times, you must weight up the odds and make sure you've got the edge.



In this piece of work, if you think?

Don't, whatever you do, trust Lady Luck. Remember, she's a girl, and is therefore the most unpredictable thing on the planet. None of the games on Monte Carlo Casino are particularly brilliant on their own but, as a collection of five, they make the cassette worth getting hold of if you're into pretending to lose huge amounts of money while only actually losing £3.99.

There aren't any amazing graphics in it, but the fruit machine looks nice and all the other games look okay and play well. You can't play at all for everything, which is better than a poke in the eye.

## MONTE CARLO CASINO

Although it pains me to say it, you'll have fun gambling away huge amounts of cash with this game. And if you win any, you'll weep because it's not for real.

FRAME RATE

87%



## ROAD RUNNER AND WILE E. COYOTE

Hi Tec £3.99

These cheats for cartoons on Titi Toys are fast, funny and infinitely cheaper than hiring professional actors to perform stunts at your house. Hi Tec have secured a large load of Hanna Barbera licenses, of which Road Runner (and Wile E. Coyote) is one (or is that two?).

The idea is that you (playing Road Runner) must eat as much birdseed (orbits like fun so far) as possible, while outwitting the wily Wile, who's trying at various of slightly amusing tricks to trap and kill you. It's pretty sick, really, when you think about it.

Everything starts on one single screen. You start around it at the bottom, trying to get out of the way of all the birds, bombs and other "kama" devices Wile is dropping. You must also avoid a worm, and you must try and collect food and pick-ups whenever possible. And that's it.

It's a decent tough game, it's Road Runner. If you're good enough to get off the first level, you get to run along a straight road, dodging Wile on rocket-wheels, jet skateboard things and, as other inventions. Those two styles of play make up the entire eight levels, so it's a bit of a pity, really.

## ROAD RUNNER AND WILE E. COYOTE

Single screen stuff went out with the rest, so my dish isn't coming out for this one.

**FRAME RATE**

45%

## PRO BOXING SIMULATOR

CodeMasters £3.99

Thud, crash, groan, smack, crunch. Yes, it's a cacophony of trouble getting out of WH



Beware of low-flying coyotes. Wile E. strikes Road Runner from Acme's finest and most expensive rocket motor.



Take that, second Fogg! He's my opponent in the world and I will win his reward! Fear - the purple guy is dear than he is!

Smith's without paying for this one. When I finally did arrive back at home (24 down on the whole deal), I found it to be a hilarious boxing game.

Two very unrealistic people stand in a ring and fight each other, while the rd walks around and the crowd calls out insults. Matters are made more interesting by the legal moves you can use. As well as high and low punches, you can kick, knee, head-but and all but take a machete to your opponent.

You start off by tackling a weedy guy called Mild Marmite (with a name like that, he deserves to have his body kicked off him). Beat him and harder opponents line up to take you on. You can also play another human opponent, which is more fun.

It's fairly amusing but Pro Boxing Simulator isn't fast or smooth enough to warrant a withdrawal from your bank. (TSG - The Shoobox Bank).

## PRO BOXING SIMULATOR

Not bad for a laugh but not exactly a knockout.

**FRAME RATE**

45%

For this to be any good, I think it'd take about another fourteen weeks just to make this less fun than it is. I'll be sure to make a second thing so that you can make about twice that much, anyway. I'll, but - I'm going to be sick.

## PHILEAS FOGG'S BALLOON BATTLES

Zeppelin £3.99

Isn't he the chap with those funny-looking cats? I'm sure he is. Hey, perhaps he's really a crime-magnate of millionaire proportions. Cos.

Anyway, you get to fly a hot air balloon over some hills, rivers and flats. The idea is to avoid any other airborne obstacles and bombs for huts. The scenery scrolls around you as you drift along (with a bit of control over where you're going). You land on friendly bases, bomb-unfriendly people on the way, and generally be upper-class and rich about the whole thing.

This is as well and good, but you don't actually get to do a great deal with Phileas Fogg's Balloon Battles. It's a novel idea but not a particularly playable game. In fact, I'd go so far as to say that it's about as fun as eating £3.99 worth of those stinky crisps.



It's so good, Roger! He's still losing height! Let's stop our football bombs on that peaceful beach and give some attitude.

## PHILEAS FOGG'S BALLOON BATTLES

Not bad for a game but there's not a lot in there - not even that bit.

**FRAME RATE**

45%

## SLEEPWALKER

Zeppelin £3.99

You and your Uncle Elias live in a crumbling mansion. Elias keeps sleepwalking, and it's your job to guide him back to bed and away from anything which might wake him up (everyone knows that if you wake up while you're sleepwalking you instantly go so mad as a train. Naturally, there are plenty of threats to Uncle's sanity-but-but-but) (before - [E]

Really, the house is filled with lethal things getting in Siles' way. There are five electric cables around, piles of drawing pins, tape-demons, very loud radios and other things. If you can't gently steer Siles away from these, you must set them off yourself.

This score becomes incredibly painful for you but it will have been worth it once the old man starts and you get all his loot. That's



Standing on broken glass to stop your character waking up is only worth it if he's got a bank account like an international phone number. Any amount of pain is worth that.

got to be worth a few burns and broken bones, eh, readers?

The game is done in a sort of 3D and you're torn between setting off the traps and keeping up with Siles on his wanders. It's quite difficult to juggle these, and I must say it's rather a lot of fun. There are loads of rooms in the old pile, and plenty of visual jokes too. Sleepwalker is another tribute from Zappella, but this time it's a server.

### SLEEPWALKER

It's fast, smooth and fun with tons of sensory stimulation. A bit weird, but still lots of laughs.

**FRAME RATE**

88%

### F1 TORNADO

Zappella C3-89

Climb inside a top-of-the-range fighter, sit on a huge cushion to see out, and away you go. Yes it's still like time again as you refine those moments you never quite got to see on the telly. It's another sideways-scrolling shoot-'em-up, with waves of planes whizzing into the arc of your blazing machine-guns. Big



The pretty fighters are no match for Roger's do-ferc Vanden Plas. Side Tornado with electric windows and a soft-seat four-cylinder. Why he can't see out, though, isn't it?

ships shooting at you and all manner of tempting weapons for you to pick up.

You can move forwards and back a bit, as well as up and down, and you'll need to be quick to avoid all the nasties flying in your direction. It's all exciting stuff, and you'll soon get into that 'just-one-more-go' way of thinking. So if you've avoided getting a name of this sort and rare, congratulations. You're even sicker than I am. But it's about time you got hold of one. And F1 Tornado is as good as any other scroty shoot-'em-up. It's just a wee bit similar to all the others, that's all. (Although even this won't matter to you if it's the first one you've ever bought.)

It's fast enough, pretty responsive and makes a great cup of coffee (oh sorry, that last one's jet ruars). So if you want to blow up some jet planes and sink some shipping, get your old hat pegs out and persuade your local grocer that they're still legal tender.

On the other hand, if you want some coffee, pay me 14p and I'll see my ruars.

### F1 TORNADO

Better than your average shoot-'em-up, even if the topic's not very topical. Buy it if you've never tried anything similar.

**FRAME RATE**

74%

### CJ IN THE USA

CastleBlasters C2-89

CJ is an airplane. If he really existed, and did go to the USA, they'd probably shoot him, stuff him and send him to a theme park. But for the purposes of this game, he's got those and is sunning very nicely, thank you very much. Three believability out of the window now, if you know what's good for you.

Things aren't too rosy for poor old CJ actually. His family are spread around different states, and he must travel along various platform lands to find them. These platforms are populated by haddies (which CJ can kill by firing peanuts at them), 80s and other devices which help or hinder him. He must explore all the platforms before he finds the



large shouldn't prove any trouble for a massive elephant. Even one with a poorly umbrella should the stars be open.

Most of his family trapped there. Four huge levels comprise the whole game, and each one has a different American theme. All of them are tough, though. Luckily CJ has got a small umbrella which will save him in the sticky event of him falling off a high platform. He'll need this umbrella rather a lot.

There are, of course, more platform games around than you can shake a coded up finger at. But CJ is certainly one of the better ones. It's been designed well, and you can always see a way through, even if you haven't quite got the knack of using the running and jumping properly yet.

### CJ IN THE USA

A platform game which I approve of immensely. While you're playing it, you can't be out spending money, as it's an investment really.

**FRAME RATE**

88%

The chances against Jack having a full house were massive. I was rubbish. And I'm not just lost in the ether. I've lost my shirt and I have to give Jack an

hour a day on the loo for a rubric week. What gambling is a man's game.



THE NO-HOLDS-BARRED

# SMASH

GAME SHOW  
OF THE FUTURE

TV

Take your way through the toughest, most demanding  
arena of the game show of the 17th century.  
Jump into a private domain, you must take every advantage  
of every skill, resource and power, and you will be the  
winner, for good. You will. Your numbers to  
bring you the great power of your universe.

SPECTRUM  
ANTHONY  
COMMODORE 64  
RELEASING BY  
ATARI

Atari

ocean

# ENTER THE

REPORT BY DAVE GOLDER

**D**arren was confused. I could tell. He had a look on his face as if someone had just told him that Arnold Schwarzenegger was releasing a book on Zen and the Art of Flower Arranging. "What d'you mean, Public Domain's free?"

"I mean you don't have to pay for it. I think you'll find that's what free means."

"Free as in?"

"Well, it hasn't got any copyright on it. So you can copy it and it's not illegal. It can't be piracy or anything like that."

"What is it, then? All the rubbish that can't even make it into budget labels. Sort of the games equivalent of flyover-the-seas?"

"Isn't you believe it?"

"Go on, prove it."

"As easy as sticking this disk in this disk drive slot. Just wait 'til you get a load of...



*Sensitive, the most polished of PD games.*

## SENSITIVE

If I was going to show Darren what the Public Domain is capable of producing, I needed to pull out a real corker to start with, and PD games don't come much corkier than the brilliant mapping game *Sensitive*.

"I got from a this from a PD library called Binary Zone. Take a look..."

"Hey, these graphics aren't that bad. But what's it all supposed to be?"

# SO IT'S ALL FREE THEN?

"So this stuff is all free? You didn't pay anything for it?"

"It's not quite that simple. If you want to copy it you can, all legal and above board, and you would have it for free. But if you enter it from a library, you have to pay something to cover the post and packaging, and the cost of the disk."

"How much is that, then?"

"I varies. You can get some for as little as five. Around a couple of quid is typical."

"But that's almost as much as the price budget games?"

"Yeah, but you normally get quite a few games on a disk, the libraries usually make

**So I says to Darren, "What d'you mean, what's the Public Domain? It's free software. Well sort of, anyway. Basically, if you want to copy it, you can copy it, no hassle." But he wasn't convinced. He thought it sounded a bit fishy. Free software? Either it's rubbish or there's some catch, he said. So I decided to show him what PD is all about...**

"See that blue pulsating blob? You have to get it from where it is to the exit. You have to move over the orange and grey tiles with the joystick. The catch is that the orange tiles slow up after you've touched them, and you have to blow them all up before you can leave the level."

"Sounds like a dobbie."

"Oh, you go first, then."

"Stand back and watch the master of w... oh, damn. It's gone straight in the blower's wheel."

"Not so easy, is it?"

"Oh, it'll do it this time, no hassle."

There you are, it's as simple as switching the radio off when Simon Gates comes on."

"That's just the first level. What 'til you get a few levels further."

"Damn if I can stand a few more levels of this music."

"Yeah, it is a bit irritating."

"Hey this level looks a bit tougher. Look at all these tiles. And how if you get around that loop, it's impossible."

"No it isn't. You've just got to couple it out. That's the solution almost."

"I get it. You have to go over some tiles twice. That makes life even more difficult!"

"It's full of little surprises like that all the way through. Come on. Give me a go."

"No, wait a minute. Let me get through this level first."

Six levels, ten chessed fringedisks and a considerable amount of time, later he was still going strong.

"Hosied?"

"Well..."

"PD's not just rubbish, then?"

"All right. I admit this one's pretty hot,

Pretty simple, but pretty hot, and it looks good. But you're bound to shove off the best of this PD stuff. The rest can't be that good."

"Yeah, *Sensitive* is one of the best I'll admit that - it beats a hell of a lot of commercial games. If I were reviewing in *Commodore Format*, it'd probably give it something like 88 per cent (which is why we put it on the PowerPack). But that isn't the end of it. Come and take a look at this stuff."



*Cybern: Robozone meets Smash TV...*

up the computers themselves. A couple of quid actually goes quite far."

"What are these libraries like?"

"They're not as impressive as they sound. Usually what happens is someone just collects together some PD and sets up a library out from their house - a lot of the time from their bedroom. They are some professionally run outfits, like *Fringsens*, but not many. The main drawback is that nearly all the libraries deal in disks. Only *Silver* bring some out cassette all well."

"But why do people write PD software? If they don't get paid for it, where's the point? Are they nuts?"

"There are loads of people who write programs for their own satisfaction, stuff that just wouldn't get picked up by commercial companies. They just want people to use and enjoy their stuff, and get their names known as well. Apart from being good for your ego, there is also the chance that the big game labels might see your work and decide to employ you."

"So anyone can write a program and send it off to a PD library..."

"Yeah. Even you could. Well, you could if you weren't a complete dweeb who's incapable of writing his own name. Anybody else could, look at it that way."

# THE DOMAIN

## IS THAT ENTERTAINMENT?

"Does PD only consist of games, then?"

"No. There are loads of stuff. Utilities, cheat disks, educational stuff, everything really. But on the CD the majority of PD is games."

"What game do you?"

"No, because you, well, they're basically, sort of, the programmers showing off. They use all sorts of code and programming tricks to produce wacky graphics and music. But games wouldn't have enough room on a CD. They're endless, they don't do anything, and sometimes the best is winning around as much as you can hardly reach it, but when they're done well they're mighty impressive."

"Oh yeah, I read about them in Commodore Format last June."



Pinlight representing its strange, fun effects in space.

The Pinlight demo from Binary Zone is pretty good value for money. It comes from Sweden and is split into lots of little demos that entertain one after another. It's got the lot - scarily wobbly text, impressive bursts of colour, some great little tunes and even a groovy interface."

"Doesn't it?"

"It's a series of static pictures. On the Pinlight demo they fill in space by just adding in pretty rain. The coders also mention that they've managed to get real-time raytracing up and running on the CD, which I don't see much, but they have achieved the effects and you have to admit that they're pretty good."

"Anything else?"

"The Mutant Fridge from

Binary Zone is an excellent little animation. It's a bit short, but worth getting hold of for the lovely coding. For music, there's an amazing Jimmy Hendrix sample that you can get up."

On the same disk there's another interesting little demo called *Red October*. The best way I can describe it is like a scratch video with lots of short, rapidly edited visuals synchronized to pulsating industrial



Mutant Fridge is, er, pretty strange all round.

noise of music. Well worth checking out." "It sounds like something you might find on the Amiga." "What?" "Don't you believe it, mate. This is class."

### CLYSTRON

Daren was still not converted. "Puzzle games are OK, but I'm really into shoot 'em ups. There's no way you can get a decent shoot 'em-up unless you pay for it!"

"Oh yeah? It's wireless blasting you're after, you want to play *Clystron*. Which is funny, because I just happen to have it here."

I slipped the disk in the drive, and moments later, Daren had to eat his words with a hefty side order of humility to wash them all down.

"This is great."

"It's OK, I suppose. There's not much to it, really, just controlling some rapid blaster to ED-209 from Holocorp around some rock, multi-level sci-fi corridors, blasting everything in sight."

"But the sprites are amazing, the graphics are just incredible detail and the animation is so smooth. Not to mention the spiffy sound



There are explosive and adventurous aspects to *Clystron* (though not many).

effects and atmospheric music. If they should get a job as a reviewer!"

"Well, if that's all you want from a game, I like to see that something extra."

"Oh, come on. There's more to it than that. You've got to keep an eye on your energy levels. Your reflexes need to be good so that you can leap onto moving platforms and the like. And there's even a bit of puzzling... I haven't worked out where to find the teleport card yet so that I can use the teleport device to move into the next level. I've got to save that."

"Don't worry. You will pretty soon. Not that you'll notice the difference much. The game's pretty much the same on every level."

"I thought you liked this game?"

"It's alright. It looks good, but then so does a handful of old arcade films and you'd get fed up with them

pretty quickly if you tried to eat them all in one go. It certainly shows how good PD games can look. It's about a 68 per center."

### PROBE X

He was hooked. I knew I was on to a winner here. It just had to keep on the Commodore.

"Heard of *Amaze*?"

"Of course."

" Wanna see the CD-ROM version?"

"You're kidding."

"Well, exaggerating a bit, but *Probe X* from a place called Silver Wing Software comes pretty damned close."

"Is that supposed to be a probe? Looks like a bullet in a tin."

"Yeah, a bit odd, but look at the rest of the graphics."

"They're excellent. I love all this overhead stuff, swirling pipes and walls. The scoring is really smooth, and the sound effects are really good. Look out!"

"And suddenly the shelly attacks from all directions. Real joystick-wrecking stuff this."

"Watch out for those stars that keep spinning and closing. Time is tight. Way to go, you're through! Nice on the joystick."

"OK, but you've gotta have to deal with the end of level guardians."

"No faad. There he is. A bit odd, ain't he. Just a metal thing spouting bullets, and they're not even random. It's just a matter of timing... got him! Damn, there's another one. Just get the timing right and... yep, it's level two now. Christ. All hell's broken loose..."



The beautiful, detailed, multi-level sci-fi corridors, blasting everything in sight.

"What a shame, game over. Pretty good, yeah? A lot better again, but at the price you're complaining."

"I am. My thumb's sore now. Still a sure-fire 60 per cent, though."

## INVADERS

"Don't tell me this one's the PD version of Space Invaders."

"Oh, no actually, it's sideways scrolling. Hey, another half point. The Public Domain must appreciate it. 'er. This one's a bit metallic doing the best. Barrage's nice though. Three-level parallax - not bad."

"Here comes the enemy flying in formation edging across the screen, like a snake with chronic enteritis."

"Watch it, they're coming fast. Look out! Hit that outflow!"

"The problem with that is that your range is shorter. That's the fast bit done, but there's no let up. Here comes the next lot."

"The enemy sprites are a bit dull. Well animated, but dull."

"Pretty much sums up the whole game, 60 per cent maybe? Best one?"

"Yep."

## TWISTER

"It's a PD version of a classic you're after, by this one for size."

"Twin?"

"Yep, except it's called Twister. These Public Domain programmers are great ones for ripping off ideas, taking them something else and naming nobody notices. But you can't complain when the the PD version of Twister is probably better than the commercially released one."

"Is it exactly the same rules, then?"

"Yep. Shapes fall from the top of the screen one at a time. You move and rotate the shapes so that they they land solid lines right the way across the bottom of the playing area. When you get a line, it vanishes and the rest fall down. It all gets faster and faster, and the game finishes if the blocks build up so much they reach the top of the playing area. Then you're dead."

"I do know the rules."

"The shapes are a bit different to the original, and the playing area seems smaller. But you can slide the shapes when they hit the bottom, which is good. It's very responsive to the joystick movements, which with any Tetris clone is essential. Hey but it's let down by the done rather unimpressive graphics, really."

"Are you some kind of wall-building Tetris nut, or something?"

"I'd prefer to call myself a Tetris connoisseur, and I reckon this is worth 77 per cent."

## MENTAL MOONS

"This one's by a couple of luddites called Ash and Dave who were really slugging out the PD games a few years back. Most of their stuff is some of the best gaming action you're likely to see in the CGA PD scene."

"It's crashed while loading, hasn't it? The screen's gone blank. Hang on a sec. What's going on? Oh right. Some little unmissable

blip's pushing the screen down and the game's behind it. That's neat."

"It's sort of one of the trademarks. Now, hang on. This is another fast one. You're in the middle and things come at you from every direction. You have to dart around the screen like mad and blast everything in sight."

"Hey those are little planet Earths you have to shoot. Great idea."

"Not exactly environmentally friendly, though, is it?"

"The wiring starstage is excellent too. Damn. Dead steady. Only being able to shoot in one direction is a bit of a pain though, isn't it?"

"Needs a bit of practice this one. But it's worth it, because as you go through the levels, the more you have to shoot at get more and more bizarre. On one level they're eyeballs that open and close. This is worth 77 per cent, really."



Red in a helicopter in Blue Thunder. Actually, it's a cop.

## BLUE THUNDER

"What's this then? A fun shooter?"

"Don't be daft. About the only thing it's got in common with the film is that it's boring."

"So you admit that not all PD is great."

"Not all commercial products are great."

But yeah, there is a lot of downright rubbish in the Public Domain. A lot of stuff gets withers in BASIC and is very slow."

"Is Blue Thunder in BASIC?"

"No. But it's still pretty slow, and comes from CPLUS, who do have a bit of wily old BASIC stuff in their CGA library."

"What's it about?"

"You have to pilot a helicopter and rescue men from enemy prisons while avoiding all kinds of enemy stuff - balloons, jeppets of that sort of thing. There's a bit of jousting

involved which provides some interest, but it's all fairly simple. The graphics are blocky and the helicopter sounds like an audience of uneducated people hisping. The stupidest thing is that you can crash into clouds - I can't work out if this is a bug or a trap joke."

"Not one of your favourites then?"

"Yeah. A real 40 per cent."

## GROUND SNIPE

"This one's not exactly brilliant either, but at least it's fun and offers plenty of speed."

"From CPLUS again?"

"Yeah. The Independent Commodore Products Users Group. They do have some games but they're better for utilities and things like that. But Ground Snipe isn't bad."

"What's it all about then?"

"See that thing that looks like a satellite dish at the bottom of the screen? It's actually your weapon. You can move it left and right

and rotate the dish to fire through 180 degrees. The sky fills with enemy planes, and soon penetrates them them. You have to shoot both the planes and then make sure nobody reaches the ground. If four men die, you've lost and one dirty great enemy tank blows you up."

"The graphics are a bit basic, but the animations lovely and smooth. I like the sound effects, too. But I bet it all gets a bit dull after a while. It's maybe just a little too simple?"

"All depends how determined you are to better your own scores."

Most of these PD games are simple but that's often the joy of 'em. Just trying to master very specific tasks. It gives Ground Snipe 60 per cent and better no grades against it."



More shoppers in Ground Snipe.

# ADDRESSES BIT

If you want to get hold of any Public Domain catalogues, just write off to any of the following PD libraries. And please enclose a SAE.

Bilver Wing Software,  
71, New Road,  
Balsley, Birmingham,  
B43 5UT

Independent Commodore  
Products User Group,  
The Membership Secretary,  
PO BOX 1309

Kingway Computer Services,  
72, Glenmore Road,  
Sheffield, S2 2SR.

Bisby Zone  
34 Pontland Road,  
Bristolwick,  
Worcestershire,  
WR9 0JF  
2 Wessels,  
84 Glenville Road,  
Liverpool L15.



**S**hock horror! The CF team have finally gone mad! Yes, it's true. I was down there last week picking up this month's budget games - they won't let me work in the office after that unfortunate incident with the cherry tittle at the CF birthday party - and they gave me a copy of the new Commodore Format 1992/93 Diary. And what a fabulous book it is. It's cunningly called *Don't Buy This If You've Less Than A Year To Live* (so that so many know it's your diary and they won't pick it up and read all your secrets, like when you take the key to your wallet at night, coo).

Anyway, about the diary. Starting from 1st April 1992 and ending at 31st March 1993 it's 144 pages and packed with hard-core C64 stuff. There's an infinite loop POKÉ for every single day as well as lots of fabulous 'On This Day' snippets telling you about amazing events in history. For instance Sunday 10th May 1992 is the 77th anniversary of the first Zappeln attack on London and to celebrate the fact there's an infinite loop POKÉ for Last Day. If that's not all! There's also a special 'Commodore' section jam-packed full of maps and hints and playing tips for masses of fabulous games. And it tells you when exactly when the next bit of CF comes out - so you can read my fabulous budget reviews as soon as they hit the streets.

And at this for only £7.99, it's completely amazing. Much as it hurts my wallet to say so, all this essential C64 gear with a tape of 100 ready-to-load POKÉs for less than one dozen ordinary ones, must be the biggest bang of the year. And it's just much longer than any game, giving penny-pinching enjoyment well into 1993. It's a shame to be in order your diary and tape now, before the CF team comes to their senses and whacks the huge price on it that it really deserves. Order now and expect to receive your goodies before February 29th. Leave it too late, and you could be out of luck.

**POKES  
INCLUDE POSTAGE,  
PACKING AND VEC  
NO HIDDEN  
EXTRAS**



**DON'T BUY THIS  
IF YOU'VE LESS  
THAN A YEAR  
TO LIVE**

**CF Diary £7.99**

**Diary + Tape £9.99**

**Tape only £2**

**100 NEW ANDY  
ROBERTS POKES -  
ALREADY TYPED IN!**

This is the thing that finally convinced me that the CF team had gone completely bananas. Not only are they giving out 100 brand new POKÉs for the very latest games - they've put them on tape so all you have to do is load the POKÉ from tape before you load the game and you can cheat away! No tedious typing and no mistakes - every POKÉ works first time! Just look at this list of incredible cheats. There's *Turtles*, *Rainbow Islands*, *New Zealand Story*, *Batman - The Movie*, *Orbitron*, *Robotics*, *Armadillo*, *Shinobi*, *Impossible Mission II*, *Pitfall II*, *Wendebot*, *Ghostbusters*, *Operation Wolf*, *Dare of Thunder*, *Last Ninja*, *Head Over Heels*, *Shadow Warriors*, *Doubie Dragon*, *Laser Squad*, *Dragon Ninja*, *Driller*, *Dankards*, *Chase Master*, *The Dingo*, *Shin Runner*, *Impossimono*, *Blood Money*, *The Antiochables*, *Chase HQ*, *Tiger Road*, *It-Type* - and many, many more. Just think of all those games you've put away that you'll be able to play again with infinite lives, energy and all that stuff! Just think of all that free playing time! Just think of all the money you'll save not having to buy new games to play! And the whole tape costs just £2! I think I'd better go and have a lie down...



**YES! I KNOW A COMPLETELY AMAZING BARG WHEN I SEE ONE!**

- Please send me copy/copies of the Commodore Format Gamer's 1992/93 Diary (£7.99 each, total £
  - Please send me copy/copies of the CF Diary and the POKÉ PowerPack (£9.99 each, total £
  - Please send me copy/copies of the POKÉ PowerPack on its own/one (£2.00 each, total £
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And remember - you don't need a stamp if you're in the UK, Channel Islands or Isle of Man.

If you live outside of the UK, you can still get your diary in time. Just call Clara on 0458 740111 and she'll sort it all out.





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"A Dizzy classic reborn"  
"The game that launched your  
Nintendo design era"



"A genuine classic re-visit  
with colour and playability  
added"



"Impressive and presentation was  
excellent and all in all highly  
recommended"  
"IGN 90% IGN"



"Extremely accurate  
reimagining original in terms  
and great playing arena"  
"IGN 91"



"Reborn to completely  
revisit the game with great  
graphics, this got a brilliant  
modern twist and it's easy, easy  
playable"  
"IGN 90% IGN"



## CODEMASTERS

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HORROR BEYOND BELIEF!

# The Mighty Brain




## YOUNG AT HEART

Dear TMB,

I thought the letter from Adam "Supreme Master" Carpenter was part truth and part rubbish. Okay, so the letters that ask "can I plug a cat into my 64" are written by young stars, but so what? It's important for newcomers to the 64 to find out what goes on. We've all got to learn sometimes some where we don't want!

Anyway, I think I can help the folks who were in asking for info on team sims. I own a team train set called Train which is yours old. If Anil Meyer wants to get in touch perhaps he'd like to call me on 0852 555123. Luke "Second World Mighty Brain in the Universe" Haigh

Thanks for the help and your point about programmers is absolutely right. Some people think that being six is a crime.

## OPEN SESAME

To the Mighty Brain,

I am well into computer games and stuff, but 3D Construction Kit has really got me stumped. I hope you can answer this because otherwise I will hit a major adapter into your container (Yikes—TMB).

My problem is, when I try to make it possible to go through a door I mark it, I toggle the tape rotation and on one side of the tape it has the Environment Editor on it and the Condition Editor on the other side. The Environment Editor allows you to create blocks etc., and the Condition Editor lets you just "interact" with all this stuff.

You need both of these to make it possible to go through doors. On the free video it come from on the Amiga has these two combined so I thought maybe you could load these together somehow. Is this possible, if not then how can it be done? Please answer this because I got 3D Construction Kit on my birthday.

Alii Dunlop, Star Runner

**Question. What's grey, squidgy, thinks a lot and reckons Einstein was a right old thicky? Yep, it's our old pal from the apex of arrogance, the chap who's tops in triv and the um, ultimate in utter usefulness. Enter The Mighty Brain. If you want to tease old super cells, write to TMB, Commodore Format, 30, Monmouth Street, Bath, Avon...**

You can't load the two together, but that ain't a prob. Just create the door in Environment and save it. Then load the other side of the tape, being the saved file in, and do your bits and bobs to that. Simple eh?

## COMING SOON, OR NOT?

To The Mighty Brain,

Are the following games going to be converted to the C64?

a) James Pond

b) Battletoads II

c) Magic Pockets  
Charles Dixon, London

These programmers spend so much time doing things for the Amiga, they forget about the 64. They should let decent

64 bit programmers get on with the job. At the mo though, there are no 'conversion' plans.

And be coming soon.

## CREEP ALERT

Dear TMB,

I have some questions for you about Commodore Format.  
a) How come your PowerFlash games are always so bit?  
b) Why is it so hard to find Commodore Format in the shops?  
c) What is your favourite computer game?  
James Kelly

a) We're always looking for the best demos and games. It's as simple as that. b) You've got to be quick to catch us, which is why so many people prefer to take out a subscription.

c) Um, toughie that one. I reckon it's a toss-up between The Abuse Brothers, Smash TV and First Samurai, although controlling them by brain-power alone can be a touch tricky...

## IS BASIC CRAP?

Dear mighty brain,

I am a normal person and I'm desperate to create my own computer games for my Commodore 64. I was just about to learn Basic when I read a review about Mighty Brain. You said it looked as though it was "written in Basic" and this will put me off learning Basic (because you said the game was rubbish). I'd really appreciate it if you could tell me what US Gold, Ocean and Microsoft use mainly to program their games.



And how can I learn their techniques.  
Edward Gurney, Loughborough

**Big soffies use a thing called Assembler.**  
It's very difficult for normal humans to learn because it's like a mix between BASIC (which is like human language) and Machine Code (which is pure computer language). Learn it, and you'll get far, but BASIC is a pretty useful way for beginners to understand computers.

## ARE CF READERS BONE IDLE?

Dear TMS,  
I'm writing this letter not because I want to see my name in print, but simply because I'd like to express some of my opinions, and those of my fellow Australians.

I think replacing the cover tapes with a cover disk would be a good idea and a decent improvement to the magazine. I don't know what the situation is in Europe, but most of us Aussies still use their old databases. The number of C64 owners that don't own a disk drive is fairly insignificant down here, not because we're all rich (my family survives on about \$10,000 a year; that's about \$8,000 I think), but because we realise the major advantages of a disk drive.

Most of the C64 users in Europe could probably afford a new 1.441 MB if they simply decided to do a bit of part time work or odd jobs around the neighbourhood (mowing lawns, cleaning up stores, shovelling snow in winter etc). The reason so many people never buy one is because they expect their parents to pay for it, and that parents refuse. If those C64 owners committed themselves to making the money it would be quite easy. Last summer I secured a casual job at the local post office and managed to save up enough money to buy a 128K+288K Macintosh. It's not hard to do at all.

Thanks for your time, I hope you consider my suggestions. In case you'd like to know a bit about what sort of person would write this kind of thing, I'm a 17-year-old high school student who spends most of his time down the beach or just hanging around with mates.  
Michael Fletcher, West Australia

This chap must think the British are a bunch of no-good lazy spongers. But you don't see us hanging around on beaches in the middle of February, do you?

## FOLLOW THE CART

Dear TMS,  
Please tell me where I can get the C64 games system cartridge with Finalist Proddy, International Soccer, Fencer's Quest and Kiss. Please give me an address or phone number, or even let me where to buy one.  
Anthony King, Devon

Wait your dental regularly, Freddie.

Keep an eye out at the sales. These key-boardless things are currently selling at about £45.

## IN THE CLUB

Dear Brian,  
As an owner of a Commodore 64 I am writing to ask if there are any computer clubs which I could join and which could give me details of more BASIC programmes for my computer. If there are any clubs please could you send me information on how to join and how much it is too. Thanks very much.  
Tracy Carke, Cornish

I know I always say this, but your best bet is to contact our pals at the Independent Commodore Products User Group (ICPIUG). Write to PO Box 1305, London, N20 2AT for details.

## PRINTS CHARMING

Dear TMS,  
In a recent letters page Michael Lingo of Hestonport asked the simple question: 'In your honest opinion, what do you think of the Commodore MPS1230 printer?' Your answer was: 'Well it's definitely a printer.'

From this answer do we deduce you know absolutely nothing about the MPS1230 or you are too lazy to give an appropriate answer. As a MPS1230 owner, I have taken the trouble to do your job for you, as follows: It's a 9-pin dot-matrix printer with a sheet print speed of 120 characters per second. The print line capacity ranges from 96 to 240 characters. Interfaces are parallel Centronics standard serial Commodore. Its size is 64mm high x 370mm wide x 220mm deep and it weighs 4.2kg.

To cut it short, it's very good value for money printer which I would recommend without hesitation to anyone.

To finish this letter, isn't it about time CP did a few serious articles on peripherals (ShareExpansion etc, etc, or does CP really stand for Comic Featured Come on, deliver the goods.

Matthew Clough, Birmingham

All right, I was looking a tad devilish that day. Thanks for the info (even if it was a bit bitumen) tonight. I knew you wouldn't let me down.

## HIT AND MYTH

Dear TMS,  
Here are some questions I would like you to answer.  
1) Will there come a day 4?  
2) Does the C64 have a better sound than the Amiga?  
3) Can you expand the amount of memory in a C64?  
That's all mate!  
Kim Daniel Arthur, Newry

- 1) It's coming out on the Amiga, and I know the System 3 boys are sticking with the 68000, the answer is yes. (Probably.)
- 2) Fraid not. The Amiga is a touch better (but only because it cheats).
- 3) No. Your best option is to buy a second-hand C128.

## BRAIN ABLAZE

Dear Brian,  
What's your favourite colour?  
Rob Newton, Cornish

My absolute fave colour is that special hue of grey (sort of brain-like I suppose). It's just so easy in every way, don't you think? Apart from that, it is so like that warm shade of Gamma ray that you get on a wavelength of about  $10^{14}$  metres.

## WOLFISH GRIM

Dear Nighty Brian,  
Please print this letter because if you don't I'll make you play Dick Tracy for an hour without falling asleep. So now you're suitably frightened you'll better answer some questions.  
1) Is there an Operator Mod II coming?  
2) What is the cheapest disk drive available? (The cheapest good one that is.)  
3) The power packs are great. I think a CF tape case would be a good idea too because the power packs look really good together (and I've got lots of them).  
Dean Thomas, West Midlands

- 1) There are only so many digital operators you can slather before you go all squiffy. So Op Mod II was (perhaps wisely) not brought out.
- 2) The Commodore 1541 is cheap, and without being exceptional, it's a great buy. Pick through the ads in this issue for the best deal.
- 3) It's a good idea, and well worth serious consideration. I'll pass it on to the wogles for you.

## TOUCHDOWN

Dear TMS,  
I am a very keen American Football fan, and so was over the moon when the excellent TV Sports Football appeared. But, when I got round to buying it about one month after first seeing it I was utterly peeved off when my local computer shop told me they could not get their hands on it. I was informed it had been deleted. Why was this, and how can I get a copy?  
I hope you will be able to help me, seeing that you are the brains trust too.  
Timothy Kay, Lancs

The shop keeper is obviously a few yards short of a touchdown. TV Sports Football is still alive and kicking (grass). Call publisher Miramax on 071 835 1454.

## HERE TODAY....

Dear TMS,  
How many C64 mags are there apart from Commodore Format?  
Jay Dordingley



They seem to come and go so often it's getting tough to keep track.

## SERIOUS STUFF

Dear TMB,

You have had requests for reviews and programs on the coverage of a more serious nature such as newspapers and the like but, as you say, there is always a lack of magazine space.

I would like to set up a disk (or tape) mag strip which is exclusively for non-game articles — like a massive Techy Top section, instructions, articles, letters, plus for help etc. would be on one side of the tape/disk, and reader's programs on the other, eliminating the need to type in programs and also allowing large programs to be used.

I would like other CP readers to write to me with their views, ideas or even articles to help me set this up. It would probably be your best monthly or bi-monthly and would cost about £1.25 to cover the cost of the tape/disk, postage and packing.

Paul/Saman, Cheshire

Lonely Idea. Anyone interested should write to Paul at 19, Oval Drive, Dukinfield, Cheshire, SK10 4BB. But don't forget that we do intend on covering any new serious programs that appear.

## OCEAN SPECIFIC

Dear TMB,

What is the difference between Ocean and The Hit Squad?

David Lantony, Manchester

Not really very much at all. They are both part of the same company (based in your area). Ocean itself takes care of all the full-price games, and The Hit Squad is the firm's 'label' for its budget releases.

## CHART ATTACK

Dear TMB,

After hours and hours of work (well, five but anyway) I have documented Britain's special charts. They are based on CP's charts (obviously enough) and are a summary of how well software houses did between April and September 1991 (see I got CP very late down here). I saved a company points for how long and where a game sits in the charts, so here goes:

1. Virgin 370 pts
2. Ocean 358
3. Imagesworks 290
4. Codemasters 282
5. Thalamus 242
6. Beam July 182
7. System 3 132
8. Digital Integration 92
9. Rainbow June 82
10. US Gold 68

Luke Marlbury, Victoria, Australia

Nice idea Luke, but that table doesn't show which are really the most popular software houses. I reckon Ocean (yes, those guys again) would be tops in such a chart, with US Gold coming second.

## BRAIN IN TROUBLE

Dear Mighty Brain,

At last I've managed to reach my long lost cousin. Well, you've certainly managed to do well for yourself. Orated would have been my proud. Too bad that you've associated yourself with a bunch who have about as much intelligence as a robotised toilet brush if even the CP reviews were and Roger Frimms.

Please, really, so we can get together and have some dinner.

Paul. The Super Brain, Waterford, Ireland

Oh good grief, it's my lonely cousin from Ireland. So, no, I'm really sorry but this isn't an invite. As an inviter, I've never had a cousin called The Super Brain and I hope I never will. Nothing personal, SB.



Shouldn't you be working on some kind of award?

## SOMETHING OLD...

Dear TMB,

I have a couple of questions...

1) Can old disks be used in new disk drives?

2) Will you be doing any more offers like the Graphic Adventure Creator on the cover of CP19?

3) Will Autocopy or tape, cartridge or disk.

4) Yes, there's no reason why not.

5) We've got some pretty neat ideas for future offers. 6) It will probably be on all three.



## PIRATE AHOY

To the one with the really big head,

I know a mate who is copying software. What should I do about it?

Name and address supplied

There's nothing really wrong with copying software for your own use (though, technically speaking it's against the law). But if he's passing on these copies you should tell him he's being out of order (and a bit of a pest really).

## FIGHTING TALK

Dear TMB,

Is Final Fight any good?

No, it's crap. That might sound harsh but you've got to be brutal to be liked.

## ACTION REPLAY

Dear TMB,

1) Do you need an Action Replay cartridge to cheat in games?

2) How old are you?

Chris Peters, Manchester

1) Action Replay FORKs are different from normal cheats. They are fantastic (filling devices but not necessarily essential for device gameboosting tricks.

2) We're talking telephone numbers, sons, millions — sorry but you'd never get your head around it.

## THIS IS THE BBC

Dear TMB,

1) I read somewhere that it is possible to connect any piece of hardware to another so long as you have the correct connection equipment. Does this mean the BBC Micro (yes, they do still exist) disk drive or mouse can be connected to the G47?

2) I'd also like to ask Roger Frimms if he's just got feedback or whether he really needs some Babel spot cleaner? See Computer 33, Aylesbury

3) You'd need a degree in electronics to do it, so yes, it is possible, but hardly practical. Actually, it's a mad idea, kind of like gluing matches together to make a six-star model of St Paul's Cathedral. 4) I understand Roger did have a split once, and he spent about three days showing everybody he could be the gruesomest article. The poor boy was very straightforward when it finally came up the ghost and disappeared.

## A LITTLE QUICKIE

Dear TMB,

You pick letters for the safest reasons, don't you. Is that right? Jack Hanson, Nottingham

Not necessarily.

## NO SHOW AT THE SHOW

Dear Sir,

I'm writing to you to have a moan about the recent computer show at Earl's Court 6, on November 17th. Here goes.

Now, my Digi has a C&A, so when we read in your Commodore Format — a great magazine — that there was going to be software and hardware for all Commodores,

Including the 64, I thought I might be able to get some add-ons for, as well as a few games for Christmas presents. So my wife sent for some sockets, via your mag. We're new to computing and only just finding our feet, as it were.

We thought that it would be a great idea to go to the show. But no, it wasn't. Out of all the exhibits, which we walked around for five hours asking about things for our 64, most could not help us.

It was interesting to see what new games and things would be coming onto the market in the future. But, to me, it seemed nearly everybody was offering this new Amiga 500. That's okay if you had the dual bot C64s. That seemed to be a dirty subject at this show.

The people on the Commodore and System 3 stands were very helpful but to the rest, 'Eos', The Commodore stand itself was no help at all. They were more interested in logging the CDTV. Why visit if you've got CDTV to spare? So I was just trying to get an Action Replay cartridge and naturally on the stand knew what I was talking about.  
M Smith, London

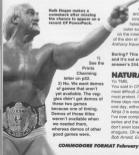
The World 64 Commodore show was hijacked by the Amiga writing fraternity. We have told the powers that be that this massive imbalance should be redressed at next year's show by having a C64-stall-cased section.

**THREE LITTLE THINKS**

Dear TMG,  
I'm thinking of getting a printer and some new computer games. Before I do, I have some questions for your massive brain.

- 1) For a reasonable price, what's the best printer for the C64?
  - 2) Is there any chance of getting WWF and Disco Heat for the PowerPlay?
  - 3) When are you going to review World Class Rugby by Audiogenic?
- Michael Miller, Newcastle

Paul Hogan makes a comeback after missing the chance to appear on a second *PowerPlay*.



1) See the Prints  
Charming  
letter on p.62.

2) No. We want demos of games that aren't yet available. The veggies didn't get demos of these two games because one of timing. Demos of those titles weren't available when we needed them, whereas demos of other good games were.

**NUMERO UNO**

Dear TMG,  
I am annoyed when people criticize others who number their questions, because with numbers it becomes easier to look up an answer when you have just read a question. So here are some numbered questions.

- 1) Will there be a coin-up conversion of Super Pang?
- 2) I have got Speed 'Em Up Construction Kit but I don't have a manual. Could you give me some tips?
- 3) Why wasn't there a poster in CP14?
- 4) Please, please, please put adverts on the back of posters as my CPs all end up missing an issue and a page of Roger Pines.
- 5) Could you warn us if we have to re-load a demo after losing a life or completing it?  
Thomas McWilliams, Seaford

1) Yes, but don't hold your breath.  
2) Assuming you're got a legitimate copy, Greenix (who are the publishers of the re-released budget version) should be able to help you.  
Call them on 0782 753413. They may ask for proof of purchase before they agree to help you.

- 3) Lack of space, sorry. We won't make a habit of it.
- 4) Good idea. The veggies use something called a flapjack to determine which pages will have adverts or articles on them, in any given issue. They'll see what some flapjacks juggling can achieve. Keep watching this space.
- 5) Another good idea. Sometimes, demos do end suddenly. We'll tell you exactly what to expect in future.

Cover story - our centre page poster takes pride of place.



3) We released it last left, where it was tickled by a rating of 50%.

**A STORY FULL OF HOLES...**

Dear TMG,  
If your IQ is what you make it out to be, answer this riddle.

Take a sphere with an external diameter of 12.00mm and a skin thickness of 0.50mm. 15 holes are cut into the skin. 9 of these are 2.00mm in diameter on the outer surface and 2.20mm in diameter on the inner surface. The remaining 6 holes are 1.875mm in diameter on the outer surface and 1.75mm in diameter on the inner surface. What is the volume of the skin of the sphere?  
Anthony Kane, Devon

Boring? This isn't a riddle, it's maths - and it's not even calculus. Anyway, the answer's 264.65 cm<sup>3</sup>.

**NATURAL NINJA**

Yo TMG,  
You said in CP14 that Last Ninja 3 was the most difficult Japanese game around. Well, I must protest. I've owned Last Ninja 3 for three days now and I completed it on the second day, without cheating. Now, either Last Ninja 3 is easy (too easy) or I'm a natural. I've now completed all three games in the series and the last one was the easiest. I don't even lose a life on the first four stages. Oh well, that's about it. Bye.  
Bob Arnold, Essex

Well, after doing the first two, you should be a natural. Anyway, what the veggies think and what I think are two completely different things. Remember, great minds don't think alike. They think differently.

**SAYS IT ALL**

Dear TMG,  
I'm writing to comment on the unparalleled excellence of The Mighty Bean (by all means - TMG) in Commodore Format. You are without doubt the most intelligent and numerous organism ever to grace mankind with its presence. The intelligence, the wit, the class and the style of your replies can only be described as phenomenal. Your infinite knowledge, combined with intelligent humour, make sure you not only teach but also entertain us with your answers. You are in my mind without the faintest shadow of a doubt the ultimate physical and mental speedster. Follow at your leisure,  
Julian, Planet Z

Agreed.

**BLACK KETTLES**

Dear TMG,  
I am writing to you to tell you that I'm getting a bit fed up with people who write letters to you slugging other people's letters...  
Ian Stewart, Dunstie

We says, slugging off other people who write letters slugging off other people... Come back next month, when I'll be writing the riddle of never but.





# INSIDE IN

**S**o, just what is a raster? To answer this you have to think about how exactly the CGA puts pictures onto the screen. Because of the way the TV works, it's not enough for the CGA to just send a picture and then stop — the screen would go black in a fraction of a second — because a TV has to be continuously told and re-told what to display. Even as a completely still, plain blue screen, the CGA has to keep sending a signal to the TV.

Which is where rasters come in. To make a picture on the screen, a line beam of electrons scans the screen, one horizontal line after another. These line horizontal lines are called rasters. To make a steady picture, TVs re-scan every single line around 60 times per second. When you the CGA sends a signal to the TV, it's telling this fast scanning beam what colours to display.

Normally we let the computer interpret our graphics commands and work out what signal to send, but by poking in the right bits, we can do all sorts of things by interfering with the rastering system. It's the key to a catalogue of useful effects, from split the screen into different colours to displaying dozens and dozens of sprites at once. Here are a few raster routines from Inside Bits readers, if you use them in a program of your own, we'd like to hear from you, so let us know how you get on. Now then, get your Pay Attention hats on and you'll be making magic...

**This month's ton of techie treats contains a rash of raster writings. So whether you're a hard-core techie and know all about IRQs, or if you thought rasters were just cool dudes in big hats, Paul Lyons has something for you.**

## MYSTERIES OF MULTIPLEXING

Dear Inside Info,

I haven't made any programs to show you, but instead I need to know how to make a sprite multiplexer. I've tried, but the sprites flickered badly. I hope that you could please help me with this.

Michael Tow, Manager, Hotels, Australia

Michael, this is a very complex process and it would take pages for me (or some T&E) to explain and print a good routine. But what I can tell you is how a good sprite multiplexer works.

The CGA only allows you to use eight sprites at a time. However, if you split the screen using a raster interrupt, you can load it into allowing you to have two lots of eight sprites. If you split it again, you can have another eight sprites and so on. However this causes problems because it means you can only have eight sprites in each separate bit of the screen and sprites can't cross from one section to

another. But you can split the screen down to as small a unit as a single raster line. This means you can have eight sprites on each individual line at any one time! Ah, I hear you saying, but doesn't that mean that the sprites are stuck on that line and can't be moved around? Yes, it's true that you can't move the sprites off the line, but you can swap the whole line with another line, moving the sprites with it. Clever, huh?

As you start to move raster lines around you need to keep track of the order they are in. To do this you create a table, which lists the sprites in order, according to their Y positions. Then every time the raster scan reaches the bottom of the screen, you check each sprite's Y position and re-sort the table, so as the raster scans down the screen it displays the lines (and the sprites) in the correct, new order.

## RASTER RIDDLES

Dear Inside Info,

My name is James, another raster fan from across the world in Australia. Below is a listing that produces "flashing raster bars" up and down the screen. It will then wait for a key to be pressed before ending. It could be used as a "press any key to continue" subroutine, when displaying text in a program. The \$70-\$8152 in line 60 is what makes it work.

### SEE LISTING 1: THE RASTER BARS

If the Raster Compare Bit (\$0016) is set and the corresponding bit in (\$001A) is set to 1 (enabled), what happens? In other words, what happens when an interrupt is enabled and generated? The Programmer Reference Guide is a bit vague in this area (or at least I can't understand it). Your help would be gratefully accepted.

James Mauley, Yarrabee, Victoria, Australia

Well, that's a good question. A very good question. In fact, it's such a very, very good question I decided to ask C&E graphics games experts, John and Steve Rowlands (of *Crashers* fame). They said (\$E16) is the Interrupt Flag Register and

## HIGH-RES HI-JINKS

Dear Inside Info,

I was flicking through an old copy of CP when I saw a piece on high-resolution graphics. You asked for more of the same, so I have sent this little program. This routine clears the screen first and then sets it for hi-res graphics. Instead of having to wait about 30 seconds for the screen to clear each time you adjust, this program does it in less than half a second. It first clears the area \$2000 to \$4000 and then sets the screen colour to the value in \$80.

```

30 FOR I=0 TO 63:FOR J=0 TO 63:FOR K=0 TO 63:FOR L=0 TO 63
40 NEXT L:IF C=0 THEN PRINT "PRESS ANY KEY TO CONTINUE"
50 NEXT K:PRINT "PRESS ANY KEY TO CONTINUE"
60 NEXT J:PRINT "PRESS ANY KEY TO CONTINUE"
70 NEXT I:PRINT "PRESS ANY KEY TO CONTINUE"
80 FOR I=0 TO 63:FOR J=0 TO 63:FOR K=0 TO 63:FOR L=0 TO 63
90 NEXT L:PRINT "PRESS ANY KEY TO CONTINUE"
100 NEXT K:PRINT "PRESS ANY KEY TO CONTINUE"
110 NEXT J:PRINT "PRESS ANY KEY TO CONTINUE"
120 NEXT I:PRINT "PRESS ANY KEY TO CONTINUE"
130 FOR I=0 TO 63:FOR J=0 TO 63:FOR K=0 TO 63:FOR L=0 TO 63
140 NEXT L:PRINT "PRESS ANY KEY TO CONTINUE"
150 NEXT K:PRINT "PRESS ANY KEY TO CONTINUE"
160 NEXT J:PRINT "PRESS ANY KEY TO CONTINUE"
170 NEXT I:PRINT "PRESS ANY KEY TO CONTINUE"
180 FOR I=0 TO 63:FOR J=0 TO 63:FOR K=0 TO 63:FOR L=0 TO 63
190 NEXT L:PRINT "PRESS ANY KEY TO CONTINUE"
200 NEXT K:PRINT "PRESS ANY KEY TO CONTINUE"
210 NEXT J:PRINT "PRESS ANY KEY TO CONTINUE"
220 NEXT I:PRINT "PRESS ANY KEY TO CONTINUE"

```

To use it just **POKE** the location \$80 with the screen colour you want and run the routine. Now add your program at the end of the hi-res raster and off you go. Richard Adams, Castle Bromwich, Birmingham







# SLIP A DISK!

**It's the Commodore Format/Mindscape disk drive give away!**

As DOS owners we all have a love-hate relationship with that slow-but-not-always-bare add-on, the CSR tape unit. Those of us who have discovered the joys of the still slow-but-really-pretty-spirity TMS1 disk drive, know what a fabulous thing it is to be able to load a game in less instead of heavy minutes. Plus there are lots of games that have extra features (such as save games) when you have access to a disk drive.

New Commodore have launched a new version of the 1541, cunningly called the 1541 Blank II. It's still as speedy as the original 1541, but now that the power pack is on the outside, it's even more portable. And as if to celebrate this pack, three bodacious dealers at Mindscape have two 1541-8s and a whole host of Blackadder games to give away!

Each of our two disk drive winners will also get a copy of soon-to-be-released Paperboy 2 (on disk, of course) and a copy of the most successful Ultima VI. Manufactured last month as one of C&F's All-Time Top Ten Essential Mega Games, Ultima VI is arguably one of the deepest, most satisfying and best role-playing experiences ever available for the CSR. It has a whole world waiting to be discovered, a galaxy of characters to converse with and a universe of puzzles to be unravelled.

Disk owners number-up please!

If you've already got a disk drive (you greedy person, you) and you don't win another one, you can still win something to console you in your loss. Thanks to Mindscape, we've got another eight copies of their disk-only adventure classic, Ultima



# WIN

VI. Just remember to mark your entry "TM & DSR: DSDS" and you could be luck-and-rolling with the best of them.

3 age-worth a winner-up prizes.

If you're a tape user and you don't win one of our fabulous disk drives, never fear - you can still win with Commodore Format. We've got another eight copies of Paperboy 2 on tape to give away. So, if you don't already have a disk drive, remember to mark your entries "TM & T&R: TDFURE" and if you don't win a first prize, at least you could have your very own copy of Paperboy 2.

All you have to do (with a disk drive of your very own) is answer these three incredibly simple questions.

1. What classic arcade game is Paperboy 2, the sequel to?
2. Name 3 games in the Ultima series that came before Ultima VI.
3. What's the name of the port on the back of the CSR, where you plug in the lead to a 1541 (Blank II) disk drive?

All your answers down in a postcard, along with whether you're a disk or tape user, and send them to:

Disk/Paperboy Have Cardboard Parents?  
Commodore Format,  
50 Mansourn Street,  
Bath,  
BA1 1RN 841 292.

All entries must reach us by 31st March 1992. Oh, and if any employees of Future Publishing or Mindscape enter, we'll even take their tape drives away and they'll have to spend the rest of their lives in the Hall of the Infinitely Long Type-B.



**MONDAY  
11TH NOVEMBER**

John: Yeh! The Apex boys are back. We're still here, kicking it into '80. By the time you read this, you'll already be stuffed with turkey and put to bed, we're still got that to look forward to.

Anyway, back to today, which doesn't rate highly on my 'creative days' matrix. All I've been doing is debugging the Intermode game (yawn). But it's completely finished now. No more bugs left to fix. Famous last words...

We showed the first full feature screen to Andy Smith (our chief playtester) over the weekend and we all decided it needed a bit of tweaking. Steve would put more stuff into the background to fill it out a bit, I had to work on some more sprites for the top border. After burning the midnight oil a little, I ended up putting in a sun and a flock of birds in the distance. It wasn't essential but makes pretty good patch, which more games should have, these days.

Steve: In case you didn't notice, CP 12's envelope featured our Intermode game sequence from *Creatures 2*. My task today was to design CP their very own background (and of course, it'll be snowing because it's Christmas). Two hours after I started, the graphics are complete, probably the best snow graphics yet. I also had to draw the third instrument of *The Further Adventures of Clyde Raddcliffe* for that issue. I did it the same way as the first two but Colin and Sean pointed to print it in colour this time. Done.

**THURSDAY  
14TH - SUNDAY  
17TH NOVEMBER**

The World Of Commodore Show: We found ourselves at Early Court 11 for the second time in as many months. The biggest:

Commodore show of the year gave us a good excuse to consume gargantuan quantities of lager (hihi). We didn't spend all our time at the bar, however, only 80 per cent of it (and you think we're joking). We complimented our boozing expedition by frequenting the weather on the Ocean stand - what a great combination that was. Actually, we came up with quite a few good ideas for *Creatures 2* with Andy Roberts and Andy Smith. We

# THE CLYDE GUIDE

**Join us as we join John and Steve Rowlands of Apex for the continuing exploits of two game designers with a dozen ideas a minute and a deadline. As the final day closes in, the boys think, 'Blimey, we better start programming this game then!' And lo, they set about their work...**

walked around the stands a bit, met a few people, shook a few hands, had a few laughs (as you do). An excellent time was had by all. A quick 'Yr to Andy Smith, Andy Roberts, Andy Braybrook from Graphics', Steve Radding, Mike Ows and John Tardiff from World Image, Ash Hagg and Dave Clarke from Genesis, Martin Van Driel and everyone we chatted to.

**WEDNESDAY  
19TH NOVEMBER**

John: With the graphics for the *Creatures 2* demo nearly finished, it's about time I started coding it. The first thing to do is to encode the game of all the code which won't be needed (eg. before screen routines, the routines and so on). The reason for this is not only to

release a minimum amount of the game but also to reduce game data and therefore save some all too precious tape space. This took me the best part of the day and just left me with the 'Get Ready and Intermode sections of the game.

Steve: A few days ago, John had just programmed a couple of gaoping peaks which flew peacefully through the air. Well, as usual, there was some re-design necessary. In the editor the birds looked really rather nice. It was a slightly different story when we included them in the game, however. It was a few hours of real work that did the trick - the snow, flamingos or whatever they were are now looking a lot better. By the way, the only reason why I can't make up my mind about which kinds of birds they are is that they're only three pixels wide each and don't really look like any kind of (bird) in particular.



Waking up for the swamy tropical scenes.



Hey, let's play fishy, guys.



See, Clyde is having spook bed.



You've got to watch out for that green sludge, or you'll end up with stinking flying Flutters.

ISLAND 1		BOSS-UP				
BOSS	SAVY	SAVY	SAVY	SAVY	COOL	
1. Green Sludge	100%	100%	100%	100%	100%	
2. Green Sludge	100%	100%	100%	100%	100%	
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41. Green Sludge	100%	100%	100%	100%	100%	
42. Green Sludge	100%	100%	100%	100%	100%	
43. Green Sludge	100%	100%	100%	100%	100%	
44. Green Sludge	100%	100%	100%	100%	100%	
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46. Green Sludge	100%	100%	100%	100%	100%	
47. Green Sludge	100%	100%	100%	100%	100%	
48. Green Sludge	100%	100%	100%	100%	100%	
49. Green Sludge	100%	100%	100%	100%	100%	
50. Green Sludge	100%	100%	100%	100%	100%	

You've got to keep in touch with what's happening with all those Flutters flying around.



Wow, they need thinkers. We've made quite a collection of enemies over the years.

## FRIDAY 21ST NOVEMBER

**John:** I've updated Steven's demo graphics into the game and have got my translators to appear behind them (at 120 of the subbers). It's amazing the amount of difference a snow storm makes, as the screen looks a hell of a lot better in the game than it does in the editor (without any snow). Next, I set the number of ladders that you have to open, together with the time limit for saving them. I found the stage incredibly easy to complete but I'd been playing it for months, so that wasn't a very good verification of the screen's difficulty level. We needed someone who hasn't played the game before, so enter Tracy Mathewsson (my girlfriend). There was only one problem: she found it very hard. In fact, she found it very hard to save one Lizzie (ugh). So we set the difficulty to what we thought was reasonable and just hoped (you'll know by now, whether we got it right or not).

**Steve:** Have any of you ever made an audio lead to link your CD to a stereo system? Well I've made a few. Our C48, C128 and Amigas all have these cables and none of them seem to work properly. When the computer is playing sounds, the stereo crackles a little and sometimes loses a channel but when I give the joints in the cable a squeeze, it all works. John keeps saying,

"You'll blow a chip like that," so I think it's time to fix it. These leads were made a considerable time ago, when the connection was made by twisting the wires. I now believe this to be insufficient. And you know how it is between me and my soldering. Looks like we're going to spend a little more time together before I get back to writing more music.

## THURSDAY 28TH NOVEMBER

**John:** As the standard Level Complete screen is going to be released in the game, we couldn't give it away with the demo, could we? So I've spent the last few days creating a Demo Complete screen. Seeing as there was a lot more memory available for me to use on this, I did. The result is a lot more impressive than it would otherwise have been. As I write this, the finished demo is being its way to the CP office. If you get last month's CF, you'll know what it looks like by now as well.

**Steve:** The audio leads are working, so I thought I might put some music together. The most needed piece of music at the moment is the Level Complete tune and I have some well cutie riffs to put in it. At this point, the composition

bursts into a euphoric multi-note arrangement which includes some great harmonics yet still retains a melodiously happy tone in a cute sort of heroic way (Zorro... Eh.)

## TUESDAY 3RD DECEMBER

**John:** I've been working on the memory structure of the game, adjusting it slightly to allow a few pieces of music to fit in. It replaces Clyde's death music from Creatures, and is slightly larger (and a bit better). But as I've got very little spare memory, I have to reorganise some routines so I can get back the bytes I need. With this done, I can continue to program the snow torture screen (if I can remember what I was doing last time I touched it).

**Steve:** You may remember that I had started torture screen F, the one that features a ghost. It also needs a creature to guard the entrance, so it's off to work I go.

After a few minutes playing around with some sprite ideas, I decide that this guard monster should be fairly big, cute but ugly. All good-guard monsters look that way. I dig up, so I'll just have to get stuck in. There's no point in changing things. It's also going to have a cute little tail and a cute little mouth with a pair of cute little feet (it's cute okay). As this little fellow is destined to be started by the ghost, it's time to do the "Oh my god, I can't believe my eyes" (or eye-popping) animation of the creature, which also looks pretty cute (needless to say).

After my cute creature has been started in this way, he runs off the screen in a cutie-ahopahopahopah (surprise, surprise). Anyway, enjoy the review, until next time...



Happy sometimes in this level.



Get into the snow screen. It's easier.



Lenny knows what's going on here.



Jump on the ugly thing to win this screen.

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**D**irty might be the biggest budget hero these Codemasters fellows have come up with, but he's certainly not alone. The *Cartoon Collection* offers the chance to meet four other buffoons from the Codemasters programming den.

Reynard *the Mole* is the only original game in the package — and it's a goodie. The game is in the usual explore, collect and talk-up-ugly-thing-but-we've-come-to-accept-it-but-this-is-no-bad-thing — the *Golden* vein. Is it all better than anyone else anyway.

Reynard's due to star in the latest blockbuster movie in Hollywood. But when the terms go to start filming, he finds the studio in chaos. Someone has to fix the studio, find the script, and all that kind of stuff.

Reynard's visit to Hollywood is checked to the gills with detail, humour and playability. Almost worth \$9.99 on its own...

# CARTOON COLLECTION

I'm guessing that most of you have tried Dizzy already. Our camera-swivelling and object-collecting gal may well look like a perfectly hatched egg, but he moves like a dream and provides hours of entertainment.

Dizzy's on a mission, you see. There's a magic potion that can rid the land of the evil Taks, and (more importantly) attract a foot. Dizzy must collect the ingredients for the magic potion and mix them all together in an

evil wizard's cauldron. Except, of course, that the ingredients are harder to find than a tartan badge (1) and the wizard has to be stuffed in barrels he'll allow Dizzy to use his wulfrum. A classic, pure 'n' simple.

Slightly Magic isn't so hot. Slightly's a wizard who keeps a watchful eye on a beautiful princess. Unfortunately, essay Slightly can't stare in and get his naughty way because the pair of them have been trapped



He flies through the air with the greatest of ease. Yes, it's *So the Elephant* making his May Progress and parachuting to safety.



How surely everyone knows who this is. The one and only Dizzy carries the name of the start of the game that made him a star.



Reynard's so heavy he's jumping for joy. Is it just me or is the really, just Dizzy in a pair of blue overalls?

If your head's not spinning after this lot then it never will. The only experience that playing five Dizzy games in a row compares to is three weeks on the walkers at your local fair — I tried it. And unless you've got the stomach of a concrete elephant, I whole-heartedly suggest you take it easy. But that doesn't mean the games are no good — they are. So let's get stuck in and see what's what.

Spellbound Dizzy comes billed as the biggest and best Dizzy game yet, and it really is a cooking game. When Dizzy visits Theo, his local friendly neighbourhood wizard, he inadvertently casts one of the wizard's spells.

A Dink, a bash and quite possibly a boat later, Dizzy's charms are spirited to a deadly underworld, leaving nothing but a few puddles of slime and another excuse for a rather stunned Dizzy to be a hero. Dizzy recovers the spell again to follow his friends, in the rather



If you visit Dizzy's address, there's nothing so nice as meeting about on the coast. But what the one want an egg's address but?

# DIZZY'S EXCELLENT ADVENTURES

big-headed belief that only he will be able to free them. So in you come, joystick at the ready, at the start of another ego adventure.

Collect objects, 'use' them at strategic points to solve the puzzles and have a good exploration session. There are over 100 locations to discover, including what tunnels and underwater levels. There's loads to



In *Prison* Dizzy goes back to make sure the right shapes fall through the right holes. Whicky, challenging but not tedious.

this game, and collecting all the objects you'll need without coming a cropper proves very, very challenging.

So on to Dizzy: Prince Of The Pork Pile. This is another brand new game but in the traditional Dizzy mould. This time our egg-shaped pal is in an even more bizarre pit world than normal. But I won't even attempt



The instruction manual warns us that both the rolling eggs + even jumping toes with bones, they just don't care. So not even!





in a dragon's castle. This has put paid quite comprehensively to Slighly's amorous intentions, so he must now use his wit and cunning to win their freedom.

It's a tried 'n' trusted formula but it doesn't work. The graphics aren't up to the standard you'll find in the rest of this park, the animation is poor and the puzzle element isn't enough to keep the game happily chugging along on its own. So let's all look the other way, and move swiftly on to...

**Spike In Transylvania: Meet Spike the Viking.** He's called off because all his pillaging pals have been imprisoned in a castle. We're gal on again right out on the town, planned but he's got to rescue his pals first.

When you collect objects, you have to figure out what to do with them. You meet all sorts of strange characters along the way. They'll do you all sorts of favours if you can provide them with the right present.



Slighly's amorous intentions to the sickening puzzle dragon but he must get too close to them he'll get kidnapped.



Spike charges ahead on an intention to cut free his mates from the dungeons below. Well, they're better off.

Add to this rilly animation and some vintage arcade action and it all adds up to a lot of fun.

Lastly, we have **GI's Elephant Antics.** If you're going to tear the world, it's always a good idea to take a trunk. The Elephant joke like that and you're out - EG, Ahem. This is a cracking game that was excellent value for money when released as a budget game and is practically now a given-away.

There are four levels of arcade platform antics to navigate as GI the elephant has to poole his way across the globe. GI can fire pistols and throw bombs at his enemies, as he cuts his way through raucous after country of international borders. Great graphics, challenging puzzles and a stimulating two-player option. What more do you want? Four great games, one machine - all for 1.99! That, people, is a bang!

WILL WYATT



<b>Game</b>	<b>Cartoon Classics</b>
<b>Publisher</b>	<b>Codemasters</b>
<b>Cassette</b>	<b>£3.99</b>
<b>Disk</b>	<b>£34.99</b>
<b>Release</b>	<b>Out now</b>
<b>Contact</b>	<b>0826 814132</b>

**POWER RATING**

**THE DOWNERS...**

- One of the games isn't much good.
- You may already have most of the games, which would affect its value.

100

**86%**

- There's nothing special about it, at least four of these could be cartoon classics.
- The best examples of lightbreit but fun arcade adventures you'll find anywhere (except possibly on the review next door).
- GI GI a bit like really is a brilliant bargain.
- An essential pack for young and older gamers. A good take for a present.
- Just great, especially for those miserable rainy days when you can't be bothered to do anything for today.

**...AND THE UPERS**

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to explain (here) trapped in a dungeon. Through the strategic use of a pile of leaves, a box of matches and a jug of water, he must somehow get around the problem of a locked door.

He cunningly combines an environmentally sound, biodegradable beanoska in a brilliant feat of what's to come. (That bit about the beanoska was a lie, by the way, but we don't want to spoil it for you.)

The graphics are cracking, the animation is lovely and smooth and the game slickly weaves along with humour and class. Later on you discover other wily and wacky characters - as your bid to rescue your beloved Daisy unfolds. As I said, the plot is pretty bizarre, but suffice to say it involves a series of wily, mystic spinning wheels. Yikes, the meta-logic rate of Grand Daisy and Pogle the Thinking Ape. It's fun.

**Daisy Down:** The Magpie is also a bit of a nut, except this time you have to guide Daisy down a river avoiding porcupines, Mids, logs and all manner of forest. You can nudge Daisy in eight directions and free all the devilish forces who get in his way.



The action is viewed from above as the river smoothly scrolls from top to bottom. Lovely. It's similar to but better than Tumble, and the action soon heats up. In fact you'll be amazed how complicated an afternoon battle being along a river can get. If the level of traffic congestion on the English

Channel is anything like this particular river then it's no wonder they're building the Channel Tunnel. Maybe there's not enough to enthrall you for months but as an occasional sort of your nautical navigation activities it's well worth a go.

Penki Daisy on the other hand is really a bit of a bummer, although it's fun to start off with. Forget Daisy, he's here in name alone - this is a spin-off of Tetris in which you have to guide shapes falling down a tunnel into particular holes. It gets very, very difficult very quickly. Ultimately, it lets down the other games. Good if you're done, another

title, places our hero in a series of five Pacman-style mazes. Dodge the badies, collect bonuses along the way and guide your chums to safety. It could do with being just a little faster but it's still an entertaining challenge, like Daisy's Evil-land Adventures in general. And that's official.

WILL WYATT



<b>Game</b>	<b>Daisy's Evil-land Adventures</b>
<b>Publisher</b>	<b>Codemasters</b>
<b>Cassette</b>	<b>£3.99</b>
<b>Disk</b>	<b>£28.99</b>
<b>Release</b>	<b>Out now</b>
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**POWER RATING**

**THE DOWNERS...**

- One average game in the pack.

100

**91%**

- Spoilsword Daisy is a bit of a lagger, and best of the kind.
- Prince of the Pigs fails to break spending news. Full of bonuses and action.
- Down the River is what Tumble should have been. Good arcade fun.
- Rank, once might be odd but it holds its position in the charts for ages... and with good reason.
- Daisy, or Penki Daisy is a fairly straightforward and a bit hard on that. But it's still engaging enough.
- A glorious collection for the thousands of Daisy fans.
- And a bit for your money.

**...AND THE UPERS**

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## BACK ISSUE CRISIS!

Blimey, don't back issues sell out quickly! All those classic early issues (1-7) are out of print for good. Now they've been joined by issues 10 and 13. Even issue 14 is already in low supply. So, to get your hands on any of the issues we've got left, fill in the form below — or a photocopy of it — with your name and address and pop it in an envelope. Don't forget your cheque or postal order for £2.20 per issue (or £3.40 per issue if you're ordering outside mainland UK). But make your order soon.

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Low Brush is in the printing press...

The more discerning viewers among you will already be familiar with *Round The Bend*, a TV series best described as a cross

between *Spotting Inger and Vic*, the anarchic, lewd, burlesque madcap farce



and the characters back to Doc Croc's office to try again, and the time limit which continuously counts down and can only be extended by successful completion of a page. Much the same way, in fact, in which an average issue of *CP's* put

together (er, I'm afraid he's right - eh). Most of *Round The Bend's* played out in a

# ROUND THE BEND

one of the less patronising kids' TV shows of recent years, and the sewer-bound antics have lots of potential for a computer game. Which is a pretty stunning coincidence, because that's exactly what we've got here.



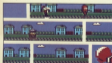
In this sub-game the enemies are pretty spindly which means along the streets, but they're easy to beat.

The storyline has Doc Croc, regular editor of the comic (on which the show is based), accidentally blowing up the comic's new video-printing press. After Low Brush has to travel around the sewers collecting the bits of the machine while the other characters put together their various pages by first finding the pages (also by leaping around in the sewers) and then playing different sub-games in order to locate each page's punchline.

Obstacles in their paths include various items of litter and sewer-swallowing machines which if touched,



Doc Croc is further the slow of the other characters which makes him a bit of a liability all round.



The very weird startle-inducing vegetables must be avoided at all costs.



simple sub-games, all more or less the same except for the nature of the enemies (ranging from spiders to startle-inducing vegetables).

The objective is simple, just get to the end of the page without colliding with any needles, and reach the boxing glove which signifies the page's punchline (ahem). Doing this sends the page to the printers and resets the timer. Each of the three 'nerb' characters has three pages to complete, and careful planning of when to use them is required to ensure the optimum amount of time is allowed for Low to collect all the bits of printing press.

Even here you can select any one of the four characters from the stars.



That's all there is to the game, but the cheerful graphics and easy control make it pretty good fun to play. For as long as the tricky and challenging action stands between you and your goal. The major problem is that the game is a bit of a slog, because once you've worked out which character needs to do which pages and learned all the movement patterns of the enemies, completing the game is a straightforward task.

It's a shame, because the game is basically an enjoyable one, but there isn't really enough of it to justify the price. There's definitely something budgeted about this one. The said, it's interest viewers of the tatty TV show and anyway, it's still a lot better than *Rolling Atomy*.

STEVE GIBSON

Game	<i>Round The Bend</i>
Publisher	Imagine
Cassette	£9.99
Disk	£14.99
Release	Out now
Contact	091 360 7730

## POWER RATING

**THE DOWNERS...**

- Imprecise sound effects
- Lots of time-wasting in-between stages of the game
- Learn the patterns and you'll win the whole thing
- Can you wait bother coming back for more?
- For a tiddler it's very tired.

100

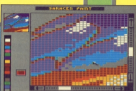
64%

**...AND THE UPERS**

- Fast moving and smooth
- We haven't missed the somewhat annoying multi-task
- Clearly a system graphics inspired by the staff god
- Tough enough to be addictive in the short term
- Very playable and more fun
- Straightforward and old-fashioned fun
- Comes straight from an incredibly fat kids' TV show



With Saracen Paint you can have the whole screen to work in, or close it so you can have fonts displayed on the right. Notice the status bar at the bottom for more different parts of the software into view.



Saracen Paint's Draw tool is the best we've ever seen. Working with it makes fine detail a doddle. Other art packages have sometimes made us sweat in this area.

# SARACEN

Have you ever looked at the graphics on a game and thought 'hey, I could do that, and better?' Well now's your chance to put your money where your mouth is (so to speak) with Idea's Saracen Paint.

One of the nicest things about computers is that you can create landscapes, towns and characters which exist only inside a computer program. But to bring the best of the real world into a computer you need to be able to give the whole thing an image.

The only way to create the special atmosphere is to design some nice graphics. So how do you do it? Learn how to program and enter complex routines? That's one answer but a bit long-winded, don't you think? Or what else can you do? Simple, you can use a graphics program. Enter Saracen Paint.

Had your fill of games? Reckon yourself as being a bit arty? Then take a look at Saracen Paint from Idea. Old master Maff Evans did, and came away with his eyes a-poppin'.



It's a corker!

There are already a few graphics design packages available for the C64 but in most

cases you will need to be able to find your way through a complex series of option screens. Ideas have side-stepped this problem to put together one of the most straight-forward art packages yet seen on the C64.

Load up Saracen Paint and you're presented with a panel covering the right-hand side of the screen. This contains a colour palette on the left and a menu bar across the top.

Calling up functions is simply itself, you just move the pointer to the menu bar, hold the fire button and let go when you've selected the option you want from the menu.

Once you've done that, pick the colour you want to use, then hit the strip key on top of the option box. The panel then disappears to display the whole screen, and you can start to paint. Dead easy.

The options are split into three four main sections. FILE: From this menu you can load and save pictures of art. The program comes with a selection of drawings to give you some idea of what can be done, just to give you the feel for painting. PAINT: This is where the main drawing options are held. Paint allows you to change colour, scale of colour or the click



A scene from Robert Lewis Stevenson's Treasure Island package? These images would have been easy to create with some good pixels.



Now, as for this one. Well, we haven't got a clue really, but if you want to work for Disney, this is the way to start.



Could it be? Has an image of Shag the old Blue Peter dog been imported to the Saracen Paint picture library? Doubtful...





Yes, there's a snow with this picture. Some of the operations have been copied with cut and paste and allowed down (deliberately badly), to show you what it looks like.



Stretching uses its zooming (see page 6). Performing is steady, usually and good.

ive is very difficult indeed (as will be types a rather good example is included for you early draw ones.

instead of waiting through a manual to find out how the fill option works.

Star Trek Paint also has an edge over most art programs in that it features a variable zoom mode, so that you can adjust mistakes with ease. The Byte function is an added bonus: you can use this to edit a single block of the screen effortlessly.

If you're a beginner to CG art, you may not be able to cope with the complexities of other packages, but with Star Trek Paint you could be the new digital Star Trek. On second thoughts, you might not. But you'll probably be able to tell what it is in your own dream in Star Trek Paint.

DAVE PUGH



Program	Star Trek Paint
Publisher	Amiga
Cassette	£12.99
Disk	£17.99
Release	Out now
Contact	0480 489497

# PAINT

of the buttons. Draw lets you scribble away (feature); Fill is a straightforward flood fill. The Circle, Ellipse and Box options are used to draw empty or filled geometric shapes with ease.

**FOCUS:** This menu contains two options, Zoom or Byte. Zoom brings up a new screen which magnifies a large area of the picture. From here you can pick a colour and change single dots to correct any little mistakes or draw more detailed sections. Unfortunately, one restriction of the CG's graphics screen is that you are limited as to how many colours you can

have in various sections. This is where the Byte mode comes in. CG screens are split into sections of 64 pixels. In each of these blocks you can have four different colours. Using the Byte option, you can move a bar around the picture to highlight a single 64x64 block and edit the colours it contains.

To get the best effect, a combination of the two modes is useful, since you can do the main editing in Zoom mode, before correcting the colour glitches using the Byte option.

**OPTIONS:** In the last menu, a set of miscellaneous options is held. These include being able to look at the whole picture; to pick up and copy blocks; or even to flip areas of the screen.

Although the asking price may seem expensive compared to some other art packages, it's strengths make it worth-while. Most CG art packages try to cram as many options into a single user-interface as possible. But this tends to make them confusing to use, so it can take hours to produce the simplest picture.

Star Trek Paint puts all the options into an easy-to-use menu system. You can get straight into creating your masterpieces.



Mixing text and graphics in the same picture with ease is what Star Trek Paint is all about. Your next choice is only a single click away.



The Klingon might seem like a strange choice of picture but the screen's easy to learn to draw human forms, too it handy.

## POWER RATING

**THE DOWNERS...**

- Not the cheapest around...
- ...but certainly the best.
- The simple control system couldn't be easier to use. If you're a seasoned CG art freak this will come as a bonus. For beginners it really is a must.
- All the functions you need to get painting.
- One of the best zoom options ever seen on a CG art package.
- Contains a vast range of pictures for you to mess around with.
- The variable drawing option lets you be accurate as well as creative.
- Well priced really, considering how much you get.

**...AND THE UPERS**

100  
90%  
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# CF 18 - YOU HAVE ONE MONTH TO COMPLY

**F**old up. Because our old short February will be making an appearance, machine-guns and all, in Cover's latest jigg 'RoboCop II' You've been the victim this issue, so you know roughly what to expect, but we plan to take this jigg apart. Will it be the fall we're hoping for? Or will we expect a planting instead?

You can also see the latest developments on long-awaited titles such as Playable 3, Instant Jones, Captain Planet and Space Crusade. We follow-up to Gemtek's outrageously successful fantasy-adventure board conversion HeroQuest, plus International Sports Challenge, Indy Heat and



Blue-out of trouble, will next month.

the new Elite adventure.

You can also look forward to the second part of Dave Golder's peak of the Public Domain. In the March issue he'll be ignoring games and delving for a lot and

looking at the serious stuff. Cheap word processors, diaries, gadgets, gimmicks and the like. And, of course, there'll be Roger Franks and his latest box of built games. The Mighty Brain will air your letters. Paul Lyons' Tecky Tips, Andy Roberts' games special (with full solution to the playful items of First January that we gave away last issue), Winwin.

In fact, it's going to be yet another fabulously brilliant issue of everybody's favourite OS4 mag.

## TURTLES WINNERS

**A** rip-a-dip-a-doo-dee-dee. It's surreal and jolly good show time again as the CF team dip their snits into the compo box and pick out a bunch of winners. This time it's the Turtle compo (you're Dr. Kabuto) winners who come away with the goodies.

The prizes up for grabs include such commodities as Turtle outfits, books, manuals, shelvesets and pillows and arm, cups and saucers. Oh dear. Anywho. The 10 winners are:

Barry Creeble, Patherglan, Glasgow;  
 Andrew McEvey, Banderidge, County Down;  
 Ian Horrocks, Littleborough;  
 Andrew Webbs, Gosport; Joseph Brownell, Thornton Heath; Leslie Gossweiry, West Midlands; Simon Deale,

Liverpool; David Broughen, Southwark; Christopher Ross, Newcastle and Graeme Thompson, Bawdley. The winners were Leonardo (blue, sword), Donatello (purple, staff), Raphael (red, dagger) and Michelangelo (orange, nunchaku). Bashman and Laird created the Turtle in 1980 and Eugene Elsh isn't a Turtle call CF's Kyle Morgan backwards.

Chris Ross wins the best kit for his completion of the sentence 'I love being a Turtle because...'. 'My favourite colour's green, they don't like to be seen, their home's in a sewer, with their animal buddies get fewer, they'd love to all you miss - your pills are on their way

## MAKE SURE YOU GET WHAT'S COMING TO YOU - CF DELIVERED EVERY MONTH!

Please Mister (or Misses) messenger, kindly reserve my copy of Commodore Format each month, starting with the March issue, on sale from Thursday 20th February. Thank you.

MY NAME \_\_\_\_\_  
 MY ADDRESS \_\_\_\_\_  
 \_\_\_\_\_  
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The OS4 is fab. We all know that. But, how are you going to keep up with all the news swirling around your machine. Filling in this little coupon could be the answer. Just give it to your nice messenger and when CF18 comes rolling off the presses to take its position in the annals of publishing history, you are assured of receiving the necessary news, reviews, tips and advice you and your OS4 require. Remember, your OS4 needs you, so you need CF every month...

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# SPACEGUN

TAITO



## YOU HAVE BEEN ORDERED TO RESCUE THE HOSTAGES IMMEDIATELY!!

The year is 2039 A.D. Man takes deep space exploration to a new level of sophistication. However, at a distant space colony, a sudden escalation of unexplained disappearances and deaths cause the Federal Government of the Earth to launch a thorough investigation. Their best team of commandos are consigned to the far reaches of the galaxy. Enroute, they intercept a distress signal emitting from an Earth-bound cargo ship. The crew has been taken hostage by an unknown life form and are in great danger if not rescued immediately. The alien forms must be destroyed before they reach their final conquest... The Earth!!

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