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FORMAT

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*Gremlin's Space Crusade  
has a go - because it  
thinks it's hard enough.  
Rip into p.16!*

## POWERTESTED

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THAN  
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Whatever happened to?

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**Tape to disk**  
Special  
offer see  
page 6

**future**  
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## SPECIAL

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Want to know what C64 cartridges can really do? Which one's the best for you? Their power is unleashed on p.39

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Whatever happened to...? Do old games forever die or do they just fade away. Stuart Campbell investigates on p.63

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Like this month only different - but how?

Here we go gathering games in May!

# POWERPLAY

## Hello and Goodbye!

**T**ake a deep breath and get ready for what promises to be the best Commodore Party to date. There's so much stuff we want to bring you we're had to start throwing things to the cover just so it all fit!

But despite all this we're a hot red! Besides long time CP designer Lam Tang (who had worked on issues 1-100) is leaving us to join our sister mag, Amiga Format. He promised to make his last issue a lot of a corner and it looks like he's kept his word. There are pages packed with reviews of the best full price and budget games around. It looks like it's the long awaited G-LDC that has taken and Designer Peter Broadwell to reveal it. The most eagerly anticipated release so far this year, though. Has to be for Martin's 'Spoken Crusade' the follow-up to their brilliant conversion of the

board game HeroQuest. It stands RPOs and Atari's d'ne space wars, and the first movie is here in CP!

For the technically inclined, inside into starts back, supported by an in-depth look at utility cartridges. It helps you decide which one to buy and how to get the best from it. While on a lighter vein, there's a sideways look at the world of games houses by 'gamehouse' Stuart Campbell. While Compe, letters and previews, we think Lam's going out on a high note - dig in and see if you agree! Cheers Lam & City Lam.



## 54 NO MORE HEROES

What does a game hero do when their game is all played out? What became of 'Thing on a Spring?' What happened when Jack the Nipper 'grew up'? Super sleuth Stuart

Campbell goes undercover to solve the curious case of the vanishing sprite

super-heroes. Read the shocking exposé of sprite stars on the slippery slope on p.52



SPECIAL INVESTIGATION

## 39 CART TO CART

Thinking of getting a utility cartridge to speed down your programming? Or add variety to all 'B' your games playing? Have you already got one, but are unsure of its power? Then press next and order p.39 for an in-depth look at these wonder widgets.



Plus  
p60  
Indy  
compo

Indy Jones is but a few days away and MS Gold have gone into giveaway mode. We've a brilliant Indy bag in our Super's Indiana Jones and the Plot of Atlanta competition. For the full details of what's up for grabs - and quite how to go about grabbing it - turn to p.65.

... games to be...

# TESTED!



## 36 BUDOKAN

Electronic Arts

The martial arts are founded on honour, skill and inner strength. Electronic Arts' new test 'em-up seeks to capture this subtlety while retaining the essential brutality of hand-to-hand combat. There are four ancient arts to practice and use, but can they supply the booth of gameplay that other punch-outs lack? Slow gradually to the widened old man on the other side of the mat and quickly turn to p.38 - before he kicks your head in!

## 16 SPACE CRUSADE

GREMLIN

Last year Gremlin shook the gaming world with their near-perfect conversion of MSX's HardQuest. Now they are trying to repeat this amazing success with Space Crusade. Can a mix of high-tech weaponry, slimy aliens and rock-hard marines recreate the dungeon romps gameplay made? Luck and lead for the first full review. More on the shocking boy hero. The fight begins on p.16.



## 64 BONANZA BROS

US GOLD

His name's Rodo and the other one's called Mito. But who the hell are they? US Gold have been promising the double trouble duo for a while now, but will the wait have been worthwhile. Crime-time looks off on p.64 when the two men break into a building near you in a search for some vital evidence. Will they be this month's most-wanted gamblers, though?



## POWER PACK 20



### MAZE MANIA

21st Century Entertainment

A 'Ripper' brilliant maze challenge with some truly hair-tearing puzzles. Flip the hero round beat block holes and baddies to score those bonus points. It's a test of jumping, dodging and thinking ahead. Don't panic! Or then, FOMO!



FULL GAME



### ANT ATTACK

FULL GAME

Grandstar Video 3D wilderness in extreme. Pounce loads of innocent folk from the mandibles of giant ants - armed only with grenades! Save the day, save your friends, but most importantly, SAVE YOURSELF!

### CATALYPSE

DEMO

Orbita Last month's Corker is this month's demo. A whole level of laser death awaits in this non-stop shooting. Blast your way in metal-planet land. And this is the best out one of five! Let's rock!



### THE BOD SQUAD

DEMO

Zappin! A demo so spiffy we just had to put it on the Powerpack. Gasp at the smooth moving sprites! Gasp at the sweet control and curse your-



self! Bop in the lungs at that's! Bawdies! Bawdies!

## COVERGIRL POKER

EMOTIONAL PICTURES

Strip-tease makes another appearance on the computer games circuit - this time with the help of the Daily Sport! What's more important though, the prizes or the gameplay? The Covergirl Poker's cards are dealt on p.38. Is it a winning hand or will it be you who loses your shirt? Don't take a gamble, check out the review!

### 20 tape disk

Want a disk version of CD20 Powerpack? Turn it to a top full article at our old left tape-to-disk transfer offer NOW!



# QUICK START

## FULL GAMES

### MAZE MANIA

Joystick in port 2. Flash around each maze like a complete looney. If every tile you run across will change colour. Get there at the same colour and you'll win. But some change to the wrong colour first. Oh, and there are aliens around as well. Rate.

### ANT ATTACK

Joystick in port 2. A load of your friends have been kidnapped in the ancient city of Antebeslin. You must enter the 3D world and rescue them. Being careful not to tread on the toes of the nasty ants who live there.

## DEMOS

### THE BOD SQUAD

Joystick in port 2. Bounce around an Egyptian pyramid, looking for your long lost son. But beware - there are holes, traps and poisonous spiders waiting to catch you out.

### CATALYPSE

Joystick in port 2. Enter the steel planet if you're brave enough. 3.8 terabytes of alien, if you're quick enough. Boy a Caribbean island if you're not enough. It's all here (except for the Caribbean island).

## NO LOAD ZONE!

If your CD tape isn't loading, perhaps it's your tape heads? Try loads of other games. If they work okay, you might be unlucky enough to have a faulty cassette. Don't panic! Catalypse and the cassette are a strong ally (agony-gripping gloves for this). Being in an S&P as well. Doublet, vent the bag and stand it to:

Alpha Audio Video Ltd, Harrow, Middlesex HA, Tel: 01-835 3933  
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80-100 send your dull tape to Commodore Permal. We'll just use it as target practice. 30 send the tape to Alpha, who will send you a soothing replacement as soon as they can.

ALL these games and demos are loaded using the new

# POWER PACK 20

Space - the final front ear. Bod the alien comes from there, Catalypse takes you there, and Maze Mania is sort of based there. Only Ant Attack isn't a space-related thing. Brill, eh?

## THE BOD SQUAD

### ZEPPELIN

Joystick in port 2. The aliens are here. Extreme aliens take over. It's time for the biggest extra-dimensional do his funny, bloody thing. Powerpack of the completely excellent Powerpack tape you've just ripped off the cover of this 'no magazine'.

Right. What you're getting with The Bod Squad is a playtime mega-preview of a game that Zeppelin are going to release in a



As our Zapper handles around, he comes into contact with the invisible parts of this great planet of ours. He can jump over them, wait for them to get out of the way, or he can kill them. To fire bombs, just push the joystick in the direction you want to shoot and then hit the fire button.

Collecting a piston at the bottom right of the level allows Bod to fly. It's an incredibly useful feature, and one you can re-use loads of



His family are missing and he's stranded millions of miles from home. What else do you get on his tape. What a nerd, month or two. So as well as it being an excellent, it's also very much a work-in-progress view of the game.

But even at this stage, it's rather brilliant, as you'll find out. The plot isn't as it is in either simple and strangely touching. Bod (who you'll be playing) is on Earth with his children, doing a bit of night-seeing. The kids, though, have been kidnapped (because they're 'cute' see. Oh never mind). Anyway, they're scattered all over the world and Bod, suitably depressed, has to go and find them. Of course, the full game will have loads and loads of levels. Although a bonus, you can still explore a pretty big part of Bod's world.



Bod starts off by entering the pyramid. That block on the high ledge might be a good place to start, he thinks. (Bit of a clue, that.)

times. But make sure you're dead a substantial rate when your flying games run out. If you're not bothered with the flying bits, you can jump using the joystick. Pull down then press up quickly to do extra big jumps.

You'll need to activate switches (by pressing fire), push blocks around and jump through crumbling floors. All are vital if you want to find the kid. Some walls will give way if you fire



Because it's set in an Egyptian pyramid and you'll find lots of gold, statues, mummies and big cats, but especially the alien powers.

At them, too. Have fun and remember, if aliens do exist, they're probably not half as stupid-looking as Bod. They're probably very angry with all the computer games in which they seem to get wiped out, and they're probably on their way in a fleet of battle cruisers from Alpha Centauri right now.



Bubbles to the left of the blob, bubbles to the right. Time to pull the plug and go and make a hole or something.



Beef! These blobs will need re-flipping if they're to become the right colour. I like this devious game!

# MAZE MANIA

21st Century Entertainment

Upstairs in part 2  
level 2000 BC, just as  
Somewhere was being com-  
pleted, in dimly-lit caves across  
the country, there was a game  
being played called Maz-  
Mania. In it, you  
controlled a little blob  
with a big mouth who waddled  
around a vertically-stair maze, eating  
power pills, and avoiding a  
little gang of rather cute and  
cuddly ghosts.

Maze Mania is  
pretty similar (except  
that it's about 4000  
years later), it's a  
much-improved ver-  
sion, as you'd  
rightly expect.  
You've got a strange  
character called  
Fleggo. Fleggo must  
navigate round the  
mazes on various lev-  
els, running over all  
the tiles he finds on  
the floor. When he



Main. The bubble comes in and on hitting Fleggo's bum. Time for a speedy diagonal jump, mate!

does this, these tiles magically turn over to  
reveal a different colour underside. The idea  
is to change all the tiles and finish the level.  
But there are problems. Some of the tiles  
don't always change to the correct colour.  
So Fleggo must run across them again, if the  
doesn't look, he must run across them once  
more, but from a different direction.



Without a thought for his personal danger, Fleggo jumps over a black hole. He is a collection of bits of computer data after all.

example there's a ball, a star and a pot  
of spooky thing, but most have the  
unpleasant effect of draining your energy  
until you lose a life.

The way to avoid getting caught by  
these is either to run away as fast as you  
can, or jump over them. Hitting for mazes  
Fleggo jumps a couple of tiles (and only  
bubbles for a bit). Jumping is  
also used (and is  
the best) for getting  
across the  
world black holes,  
which each maze has  
dotted around its  
winding corridors.

You'll certainly  
need to master this  
world jumping busi-  
ness because some  
of the tiles are in little  
out-of-the-way, which  
can't be reached by

the normal method. A diagonal jump  
is what's required, but this is very  
difficult to do.

Luckily you've got some  
power coins on your side.

These are the square  
objects that occasionally  
drift past. Collect these to  
give you extra energy. Some  
even have the weird effect of  
sending you in a mad little bonus game once  
you've finished the current level.  
And that's Maze Mania. A  
stunning little game if ever we've  
seen one (and believe me, we've  
seen a few in our time). Play it if  
you dare!



## A-MAZING BUT TRUE!

Hampton Court maze in  
Surrey, is the largest in Europe.  
These mazes measured in  
the middle about take 31.4  
years to get out.

Interestingly it's possible to escape  
from any maze simply by following the  
left-hand wall. Eventually you'll be out in  
the exit, wherever it is.



## TAPE TO DISK



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# ANT ATTACK

## GRANDSLAM VIDEO

Joytick in port 2

The mysterious city of Antchester is a dangerous place. Despite having a rather silly name, it's a town you wouldn't want to visit unless you've got a helicopter, 12 tanks, and a fleet of almost-carrying submarines armed with nuclear missiles. Well, at least a gun.

The plot is chilling in its simplicity. It's also remarkably un-sexist. It's just about the only game that allows you to play either a boy or a girl.

Whatever you play, the basic idea is the same. You must enter the fenced city and rescue as many of the tied-up people as you can. When you find one, you have to go right next to him/her, touch him/her and stand there for a second. The freed person will then give you a grateful message.



How comes the tough bit. You've got to get both yourself and the rescued too back to the main gate. But Antchester is packed full of ants. They wander around, shoving anybody they meet. And they can run as fast as you. If you're still in with the old joystick, you should be able to avoid most of them.



But once you've got some walking in tow, it suddenly becomes tougher. Your little person is controlled with the joystick. You simply push the joystick in the direction you want to go.



If you get completely surrounded by ants, it's time to use your special weapons: hand grenades. These are thrown by pressing the keys S, D, P and G. S is for short range grenades, and D throws them the longest distance. You have to get the range right, because if you miss, the grenades explode harmlessly. If you shake a larger range one against a low wall, it can go up over it and **blasting off the ground is the only way for the grumpy citizens to remain safe.** But they'll need to come down if they want to go home.



This bit is known as the 'omphatronic' bit. It's something to do with some ancient Greek names.

## HAVE ANOTHER GO!

down the other side. You only have a limited number of grenades, though.

Another thing that can make life bearable is the view changer. The 3D is dead weight and still, but sometimes you disappear from view behind a building. Simply hit P1 to P4 to change the isometric viewpoint. You can do this at any time, but it can get confusing. So remember exactly where you are, and where the exit is or you'll be up pretty quick.

Pressing key 1 reveals the current rescue attempt and pressing FROSTOPS reveals the entire game. Oh yes, and the scanner turns green when you're heading in the right direction towards the person to be rescued. And that's about it. It's a slumping game, and one which should delight any feminists.

# CATALYPSE

## GENUS

Joytick in port 2

How thoroughly do you read the last issue of DPI? Here's a quick quiz to find out. 1) What is Catalypse? 2) What did it seem? 3) Can you explain the plot in less than 200 words?

If you can't answer these questions, it'll save me a lot of time explaining the whole thing again. If you can't sleep tonight, here goes.

Right. You're in deep space. A mysterious planet, made entirely of bits of rusty Ford Sierras, has materialised on your scanner. You decide to investigate it just in case there are any

## DEMO

interesting things on it. (Sings) There are, as you decide to go and destroy them.

You've got a whiffy little spaceship that buzzes along at a fair old clip. It starts off with just pitiful forward firing lasers. You've got to collect better weapons later on. As you explore the planet catalyp, rather conveniently spelled, gently across the screen, you find most things spinning off-his-axe things. If you shoot these, they stop spinning and turn into all sorts of goodies. There's a more powerful spread laser, a dood craft which is indestructible and which you can't destroy (unless you lose a life), and a weapons pack for the dood. Very handy indeed.

So now you've got some better weaponry, it's time to enter the evil zone. Floating inside, you instantly get attacked by several fleets of defender craft. It's time to duck and dive, jab and weave. Use the joystick and hold the fire button down (there's a soft

wire auto-fire (AF), so you don't need a joystick when using this. Then you just wiggle the stick around the screen until you're in the correct firing position for the enemy formations attacking you. Sounds easy? Not for long! Well, it isn't particularly. In fact we think it's a real tough one.



But five got the big laser's crew. Get glowing! (Sings) From Pressed-on Water Shows to General Death, Every Day!



Some nice little bit bugs. But they are useless in this situation. Are you brave enough to get them? Or are you just desperate?



Get past covering on TMS with some serious firepower. Watch with delight as he explodes into bits (or I heard that - TMS.)



# EURO FOOTBALL CHAMP

Things are hotting up in the football world. Europe is waiting for the English, Welsh and Scottish to prove that they're the best three teams in the EEC. Euro Football Champ couldn't really be coming at a better time. James Leach tackled Domark and Teque about it.

Usually, it only takes one half-dozen football result for the DF team to go soccer-crazy. Given a game like those between Bath City and Yeovil Town in the Vanishing Comrades League will have us leaping up and down on our seats, waving our scarves.

So I was looking forward to seeing Euro Football Champ a lot. The Turbo coin-op has, in recent months, taken the arcade by storm. The reason isn't too hard to see. It's incredibly competitive, incredibly fast and it can get brutally violent. In fact, the guys at Teque are so into it, they've got a championship running on



the Teque office coin-op, with prize money of £25 for the overall winner!



Abdul Rahim, left, Dean Lester, right, and (here, as, other framed in the middle), Teque founder James Leach, which dominates the London skyline, and can easily be seen for yards around.

Of course, there'll be a starting two-player option, but if you play alone, you launch into a championship with six rounds versus the computer. You can choose one of 12 international teams, and the team stripes are stored automatically. If you select two players and the same team, you both end up on the same side, playing the computer. It's a unique feature, and is absolutely brilliant to play.

## HOW IS ALL THIS CRAMMED INTO A 64?

Dean Lester, head honcho of Teque, and Abdul Rahim, the DF coder, are the main who know.

"We decided before we started that the best idea would be to make the game as playable as possible first, and the design to look and feel like the coin-op version."

"Too many coin-op conversions try to be so like the original that they look similar at the end, but are completely unplayable. We wanted Euro Football Champ to play first. So we worked on that first, then stuffed in as many of the coin-op's smaller effects as we could afterwards."

"It proved impossible to keep the 3D views of the coin-op and make the game run quickly, so we opted for a closer-to-top-down view. This doesn't affect the gameplay, except to keep it hitting along at an excellent rate."

"All the faults are in, as are the weird zoom-in effects. If ever an incident occurs, the camera zooms in on the action for a closer look. It's one of the things we liked about the coin-op. Name me another game that does that!"

"We've also kept in all the teams, including Brazil (weird, considering it's a European Championship). In fact, everything that's unique and best about the coin-op, I think we'll be able to put into the 64 version."

"One final thing—in Japan, the coin-op was called *Top Kick Hero* and had some lovable Japanese speech in it. We won't be trying to include that! (How do they know I was born? Eh?)"





# THE BOD SQUAD

**S**omewhere in the vastness of space and the intensity of time, there must be some incredibly stupid-looking aliens living quite happily on other planets. Just occasionally they visit us and cause havoc. And Dappetti have one such tale to tell...

Bad and his chicken are on a general sight-seeing tour of the cosmos when the unthinkable happens. Bad decides to visit Earth. And us humans, being pretty mean and nasty, do the only thing we can. We kidnap several of his kids.



coverage and take a look yourself. (True games.)

Done? Great graphics aren't they? And the way that Bad seems to have real weight and momentum is astounding. Apparently, there are over 100 screens of animation for Bad alone, so that explains why the game is so smooth.

But it's not all graphics, graphics, you know.



Enter the same you damn, little bit you also



What are you to know to where are this stick's best?

There are tons of levels to fight through, each with a period amount of planning needed. If you're to get through successfully, switches on the walls need to be flicked in order to open up certain sections, and bits of the walls can be shot and blown open.

All this makes for a brilliant platform game. Lots of jumping, lots of punting and lots of screens to get through. No wonder we put it on the cassette! Oh, and keep your eyes peeled for the full Bad review in the next issue. Should be a corker.

JAMES LEACH

Game	The Bod Squad Featuring Bad The Alien
Publisher	Zzap! Team
Release	May
Price	£3.99
Contact	091 280 7120

# STEG THE SLUG

**W**inter falls over the cold land of Wanoletaria. Nothing else. Nothing, that is, except a slug called Steg. So let's creep up on it, armed only with a salt-water and a 12-gauge auto-loader (the ideal weapon for home defence).

As you'd expect when dealing with invertebrate life forms, the plot is pretty simple.



Steg has a nest full of little Stegs (his kids, actually). They need a fair amount of food, and Steg has worked out a system whereby he can direct bubbles (which, for some reason or another, they seem to like eating) towards their nest.

The skill and judgement comes in when the bubbles drift towards things that might pop them (such as spikes, baddies and, er, more baddies). Steg must beat around the corners as fast as he can, which isn't very quickly at all, trying to get the bubbles safely to T'yungulid (as the controller and so amusingly called).

At the bottom of each level is a lot of bellows that pump the bubbles to the nest. Thankfully, toxic legs and nitrous oxide injection modules all help to make Steg the fastest slug this side of Salisbury. He's even got access to a fully flyable jet pack (as if a slug could really use a jet pack without having any hands or legs or any sort, indeed).

So once again, those cheeky CodeMasters types have invented a humorous character with which to delight and star the game-buying public. Steg's a novel idea and it already looks cooler than a plastic bass-ten full of letters. Watch out for the



full review, which we hope to be following to these pages in the next month or two (depending on those perfectionist coding people). And remember, he's an gastropod, so take Steg with a pinch of salt.

JAMES LEACH

Game	Steg The Slug
Publisher	CodeMasters
Release	May
Price	£3.99
Contact	0900 814 130





**What is a Lam Tang? Is it (a) a spicy oriental drink made by dumping sand and small pebbles in a milkshake? (b) A sharp spear used by ninja in combat with the fearful walruses of Hokkaido? Or (c) CF's Art Assistant (and the only surviving original CF member)? Yes, the answer is b). Anyway, the Lam is off, so we all bought him presents. Read on to find out what.**

# POWERPLAY

## TRENTON WEBB



Trenton spent ages looking for a present for Lam. He came back with a huge, heavy parcel.

"It's a ride-on lawn-mower tractor!" I yelped! Lam's mouth and she didn't mention that he wanted one, so I presumed he doesn't. It's great. It's got eight gears, a basket for the cuttings and even headlights!

## JAMES LEACH



"I managed to get him one of those foot X-ray machines you used to find in shoe-shops. I'm pretty sure Lam hasn't ever seen an image of the bone-structures of his feet, so with this

to get into his feet bones to his little feet's content. The only problem is the fan has power generator it needs to be hooked up to."

## STUART CAMPBELL



Scottishman Stuart is always careful with his new pens, so we didn't expect him to buy something expensive. So we were surprised when he presented Lam with a brand-new

Sony Walkman. It looked really good, with a built-in radio, Dolby B, C, D, E, and F and a special Stereo Bales auto-mode button.

## ANDY ROBERTS



Andy decided to go for the 'humorous' gift idea. Here's how it. "I couldn't resist it. I got Lam a pair of huge cycle clips for when he's cycling with his shorts on. Also a luminous bar-

rel for telling the time at night, a solar powered torch, a black lightbulb to make the room darker and a sleep hat!" He he Andy.

## ROGER FRAMES



Roger said this: "The reason that some might not be too happy with my deal is that when it comes to Lam, I had to splash out in his style."

Roger gave him three brass cigarette bowls, a ball of fuzz from under his bed, an antique comb and a hand-stained lot of paper masquerading as a CD-ROM. Shortlist.

## CATHY PARNHAM



Cathy went looking for 'laser' presents for our Chinese friend. "I gave him a warm card, a selection of tea, a set of matching smoke-alarms, an immobiliser for his car, some antiseptics,

matching his/hers shoes, trees, an antique pencil sharpener from Spain, and a big furr' Light Poor Land

## PAUL LYONS



Paul, always something of a Pappy, got Lam a book on how to stimulate hair-growth. Lam read it, so I was and concentrated hard on extending his mop. Did it work, Lam?

"My hair didn't grow much, but I certainly attained a higher state of consciousness and gave myself a noticeable as well," he said.

## LINDA BARKER



Linda has had a strange time. Let her tell it in her own way. "When I was out looking for a present for Lam I bumped into this weird guy. When I (checked) my ball moments later, it

had gone (along with my sporadic hair Walkman). I wouldn't mind, but my jeans keep falling down now!"

## Bits'n'Bobs

Comedian Power's review system is as simple as only we can make it. There's more of that tricky hard-to-follow nonsense here. Each review is packed with as much information as 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

-  Magnificent points
-  Excellent points
- When you arrive at the end of a review you'll see one of these egg-timer shaped things. All the top will be the game's star points, and all at the bottom is strong points. The shape of the ratings bar depends on the mark it

achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

Clever, eh? The highest rating a game can get is 100 per cent.

If you see a game review featuring this symbol, it means it's rated more than 80 per cent, so it's an 'official' winner and we urge you to save up until you can buy it.



### GAME ICONS

To make life easier for you we've knocked together a few 'tell-it-to-games' icon things which you can tell at a glance what standard feature each game contains. They are:

-  **DICE** - Number of players. The more heads, the more people can play.
-  **KEYBOARD / JOYSTICK** - 80 obvious really. It signifies the control mechanism.
-  **MOUNTBANK** - If you can see a mountain, it means there are difficulty levels.
-  **OCTOPUS** - Multihood, the game is in bits if the octopus appears (page users beware).
-  **GOALIE'S SHIRT** - This means there's a save option available (grass).
-  **BLOCKS** - You can prove to all your friends how good you are at a game by using a hi-score table.
-  **PAWES** - Paws. Yes, it's a bad gag, we know. Well you try and think of a better one!



Confusion reigns on the Marines as jumpers go to an alien. Don't panic (as that old joke of Dad's Army would yell).



These goony guys are closing in on the survivors. Be very afraid. Be completely terrified. In fact.



This sneaky alien has blocked the path to the middle. Standby out, left. We'll clear this in a second.

# SPACE CRUISE

**It's getting late. You're 18 million miles from home, half your guys are injured, you've got no more ammo and about 60 aliens are closing in. Welcome to the Space Marines.**

**T**wenty-five million ago, mankind headed for the stars. But it took thousands of years to get anywhere near them because space isn't what you think it is: slow and complete rubbish. They also leaked.

But all it took was one remarkable scientific mind, working away in his laboratory late one night, to invent the Warp Drive. It was a major breakthrough. This enabled spacecraft to travel faster than the speed of light. So, basically, we could go anywhere we wanted without having to wait for years to get there.

But Warp Drive is a weird thing. Ships in it have disappeared without reason, and emerged centuries later, millions of years from their destinations. These leached and

lost ships are called space-bunks. And they're dangerous places, filled with all sorts of nastinesses.

Realizing that space is a pretty dangerous place, filled with dangerous creatures with jointed teeth and claws, the humans created the Space Marines. And this is where you come in. You are in charge of up to three red-hard units of these guys. Your masters tell you to carry out various missions, such as extermination, rescue, destruction or, er, total annihilation. Basically, you agree to do these.

The first you must do is select your weapons (see the panel list). As well as these firearms, you can use grenades, bionic bits and other explosives.

**It's a corker!**



The game is played on a 40x40 square "board", and depending on which phase you're playing, the view is either 2D or 3D. There are 12 missions to choose from. Each has got a specific goal, so it's not just a case of running around blasting aliens at random.

Of course, if you've played *MicroQuest*, you'll be pretty familiar with the control system of *Space Crusade*. Each team member has movement points, which decrease as you wander around. There is also one free phase per turn, so when combat occurs, the Marines can start blasting away. Like the board game, you can gain the benefits of Order Cards, which tell you where to fire weapons in one turn. These add a bit to the control elements.

Movement of your guys is carried out on a clear top-down view, with the squares marked. To the side of it is a large map of the entire ship. As you move around, you can scan the area for aliens. If alien bots appear, tool up and move out. It's dead exciting once you get a contact, and planning the assault or ambush is great.

All the boring bits (save rates, sight-lines etc) are done for you, so just choose your target, move in and use some serious tactics and firepower.

Each guy has a different weapon, some with immense destructiveness, so plan your

## Things you'll need to know



Here, a subtle control has attacked. He got too fast into the room before our plucky Marines noticed him and promptly filled him full of anti-matter (or something).



Surrounding the enemy is always a good move. Especially when another Marine has got a long-range sight on him, too.



The resulting explosion causes mass-bleeds all around for the Marines, but the alien also spectacularly well.

# CRUSADE

attacks carefully. Once you're in position it's time to open fire. Again, all your possible targets are highlighted, so it's easy to do.

Once you fire, the view switches to a spunky 3D effect. You see your guys blasting and the alien taking some serious hits. If you've done it right, he explodes and vanishes. Time to move on with the hunt.

Everything in the game is coin-controlled using the joystick, so it's both easy and flexible, leaving you to concentrate on your strategies. Brilliant indeed.

There are loads of different aliens, so although you can prepare them on the scanner, you don't know what sort they are. You might find a penny alien, or it might be a massive ED-209-like Dneastrough. If it is, run away. They're hard as nails.

The best thing about Space Crusade is it's not too fussy to see and the excitement level is incredibly high. Do you split your team into separate groups? Keep them together? Work with the other human players

or try and get the objective by yourself? If you do achieve your objective, you'll get a promotion and a bit of R'n'R before moving on to the next scenario. You can save and load your best squads, too.

Space Crusade is an excellent tactical combat game. There's plenty of blasting, lots of skilful planning and loads of nail-biting suspense. And when you eventually manage to corner the terrifying Dneastrough and blow its tin legs off, it's absolutely marvellous.

AMBER BRADY

Game	Space Crusade
Publisher	Orion/Orion Graphics
Cassette	£10.99
Disk	£18.99
Release	May
Contact	0742 782 420

## POWER RATING

### THE DOWNERS...

- The alien don't move very quickly.

100

92%

- Great atmosphere. Best of alien's attack shooting.
- Excellent sound effects, just like in real space.
- Good exciting. The air of suspense builds up as you conquer aliens.
- Top view is clear and nice to look at.
- 3D view is not as clear, but worth using exciting.
- Loads of different weapons and aliens.
- And lots of missions, with expansion packs promised.
- LOAD and SAVE function is particularly useful.
- Plenty of various two-human firing involved!

### ...AND THE UPPIERS



Of course, the Commander gets the best stuff.



We see, exploring your Marines with guns.

## Join the gun club

The Space Marines are allowed to have any weapons they choose. They usually stick to the stuff they know best, though. And dangerous stuff it is!



**Boltor**

This is an automatic weapon which fires a stream of semi-guided explosive shells. Excellent for blowing up things like doors, windows and pot plants.



**Boltor Pistol**

A quieter hand-held version of the Boltor, this is more suited to use in confined spaces, where it's difficult to operate a long, bulky machine gun.



**Missile Launcher**

This launches missiles, surprisingly. If they hit, they damage the target severely. If they miss, they sometimes damage something else, often leaving the target intact.



**Assault Cannon**

A very heavy weapon. Whatever you do it of course is a cloud of steam instantly, the barrel and its joint if it breaks, and makes sure all parts are safely locked indoors.



**Plasma Gun**

This, as you can imagine, strings off plasma. It's a great weapon to take to the parties, and lightens up even the darkest forest.

# Commodore Repairs

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# GameBusters

**Does WWF have you pinned in a Malaysian Death grip? Don't give in, the masked marvel Andy Roberts is vaulting over the ropes ready to deal it a deadly gamebusting drop kick!**

## WWF WRESTLEMANIA (DOS)

Several million people (he means 10 - Ed) have written in to point out the 'easy' way of defeating most opponents...

At the start of the round, move your back-chapper down to the bottom of the screen, making sure that his feet are visible between the bottom and middle ropes.

The other guy should follow you to the bottom, now, without moving up or down, run forwards your opponent (he should start shaking) and typing 'atake him'. He cannot move while you are running left or right, so repeat this action until his energy reaches zero. Then just pin him down to go on and win the bid - easy, eh?



From the start, enter the house and make your way to the computer room. Shoot at the keyboard to make the teleport operational, then leave the room and turn right, then right again. Go along the corridor and down through a trapdoor. Continue along this corridor and into the room at the end.

Shoot the pyramids to the left and right of you, and collect the combination to the safe. Reverse your steps and leave the house, then go through the door opposite. Shoot the wall in front of you - it will fall up - and go through the door in the far wall. Shoot the hole on the end floor, then go back into the room you just came through.

Press 'F' and enter the teleport, then search for the triangle - shoot it to disable the force field. Go through the door on the right, use 'F' to break up, and shoot the rail holding the block until the block moves over the laser. Now shoot the block to crush the laser. Go through the door on the left, shoot the stairs one by one, then enter the door at the top.

Walk along the path and enter the rear door, then go down the steps and look behind them - shoot the triangle. Now stand on the platform and shoot the other triangle. Find the safe dial and shoot it to open, collect the safe key. Go back into the teleport room and enter the teleport, look up the palm tree and shoot the coconut - use it for extra energy.

Now climb the palm tree and collect the key, open the chest, then enter it. Go back to the house, go through the door in the right-hand wall, then shoot the square on the right-hand wall... and you're done!

## SUPER LEAGUE (FOOTBALL)

If you find yourself short of a few readers more often than not, why not head this sound advice from Peter and Gernot Johnston. Firstly, beat the game and pick your team. Go to the 'Own Players' section and give two players EXACTLY the same name. Now, sell the first player at the earliest opportunity. Then try to sell the other player. The price

menu will appear. You will be credited with the money, but the player will still remain in your team! Use this cheat all afternoon to build up a huge cash supply, but don't spend it all on treats.

## HIDDEN HAWK (DOS)

Hawk is an exclusive cheat made courtesy of the programmer Robbie Timmer. On the title screen, feature it flips to the hi-score table, push the joystick UP, DOWN, LEFT, RIGHT, and then RIGHT, LEFT, DOWN, and UP. The screen should flash to indicate that the cheat mode is active - infinite burgers are yours.

## DEAR GAME BUSTERS

Every month we will be devoting this column to non-gaming-related problems. If you're a novice when it comes to computing, and don't understand POKES, loadings or cheat modes, or if you can't get one of our POKES/loadings to work, then simply drop us a line at Dear Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 1PW.

This month's letter is from Derek Dean who lives in Wolverhampton...

"In CPT6 on games five page 27, what do I do in 'Wrestle it like the champion' and their 'beater' like game? I seem to have tried all the keys - is there some combination of keys required? Please excuse my inexact word, ignorance and all that. We can't wait for the next issue of Commodore Format to slip through our letterbox, so do your best!"

The 101 POKES' feature was for use with Action Replay cartridges and similar items. As far as the AR is concerned, when the game has loaded you should press the LEFT button to 'choose' the game and bring up a menu. Select the 'POKES' option and enter the ones you want from the magazine. When you have finished, pressing 'F2' will restart the game with infinite lives (or whatever the POKES were for). If you don't own an Action Replay cartridge, you cannot use the POKES - it's as simple as that.

## 3D CONSTRUCTION KIT (COVER GAME)

Our demo game, taken from the fabulous 3D Construction Kit, was a real doozy. But luckily, we have the complete solution - courtesy of Ian Anderson (based Toronto at Incentive).

## DIZZY'S EXCELLENT ADVENTURES (COOMASTER)

Here are some handy Action Replay POKES for owners of this elegant-ordinary compilation.

### KWIK SALES

MEM 37631,175 (4times)  
MEM 32974,175 (8times)

### SPELLBOUND DIZZY

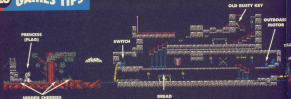
MEM 8394,175 (4times)

### DIZZY DOWN THE RUPERS

MEM 40798,175 (5times)

### DIZZY PRINCE OF THE HOLMFOLE

MEM 3174,175 (8times)  
MEM 10143,175 (8times)



# DIZZY PRINCE THE YOLKFOOL

Are you so dizzy your head is spinning? Prince of the Poke Folk, Andy Roberts, goes for walkabout in downtown dizzyland. If you don't want egg on your face, try this for size!

**F**rom the start, collect the LEAVES, MATCHES and JIG of WINTER, then drop them next to the door in that order. Go L, L, get PICKAXE, R, R, R, get CAGE, R, get DRY BRIDGE KEY from the cloud, D, use pickaxe next to rocks, drop pickaxe, L, U, get WIGGITT, D, R, R, R, talk to Ferryman - he will take the muggin'.

Go R, drop cage near Flafla, U, R, go to right-hand ledge and jump L, drop DRY

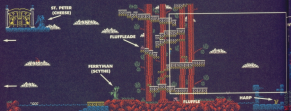
bridge key, U, jump over to the Towers (follow route on map), get HAMB, L, L, U, U, L, jump on to cloud, jump L, give ham to ST. PETER, get CHEESE, jump R, drop cheese in cage, get CAGED PLUMPLE, L, L, L, U, L, L, L, drop cage'd huffie on racks.

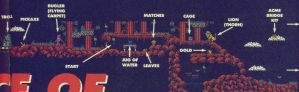
Go L, U-R, get CAULDRON BOTTOM, L, U-L, U, R, get KEY, L, D, R, D-R, R, R, R, R, D, R, R, give outboard motor to Ferryman, get SCYTHA, R, U, U, jump over to the Towers, drop SCYTHA by spike

both, R, get BUGLE, U-L, U, R, R, R, U, use key to open door, drop key, D, U-L, L, L, get FREDGERS, R, R, R, D-L, L, L, D, R, D-L, L, L, L, L, U, U, use hammers on Lion's foot, get TRUSS.

Drop bugle, R, D, R, R, R, U, U, jump over to the Towers, R, U-L, U, R, R, R, U-L, drop them on left of screen, R, D-L, get SPANNIN, L, L, D, R, D-L, L, L, L, L, U, L, get BUCKLE, L, L, give bugle to Bugler, get JOCKE BOCK, L, L, U-L, L, use hammer on stonebridge mechanism, R, R, D-L, L, L, give jake back to Fincocks, and then get the FLAG.

Go R, R, R, U-L, U, drop flag by Bagpole, talk to Bugler, talk to King, D, R, D-R, R, R, R, D, R, R, U, U, jump over to the Towers, R, U-L, U, R, R, U, U, use Daley (optional) to finish the game...





# CE OF LK

almost. Collect all 20 cherries and return to Baby, then sit back and watch the great end sequence.

## EGGS!

The largest eggs in the world are those of the ostrich. Some are as big as egg-shaped footballs (slightly inflated). A

Southern Ostrich once laid a 3.07lb egg in forest. It's small could support the weight of a 29lb man.

Interestingly, Sir Harry Scurton (of TV's famous Highway) has got a collection of Spanish and Portuguese eggs worth approximately £48.

But the most 'egg sensitive' eggs are not actually laid; they're made by Fabergé out of gold, silver and priceless diamonds.

## And a step to the right

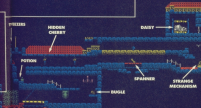
Right, so how exactly do you get across the road into the castle towers? In actual fact it's quite simple, if you follow our splendid little arrows.

Climb up to the higher treetop platforms and jump right, off the ledge. When you land on the cloud, jump right again and you should land on the next cloud. Now simply walk off the right-hand side to land safely at the base of the castle towers.



## HANDY HINTS

- \* Only collect cherries at the end of the game - you'll lose track of their otherwise.
- \* The MAGIC CARPET, POISON, and BREAD are red berries.
- \* Master travelling on the boat - it can be tricky at first.
- \* Avoid contact with the bombs dotted around, as they sap your energy rather quickly.
- \* There are a couple of cherries hidden behind eelings in the treetops - just to make things easier, we've decided not to highlight them!



# TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!



Our dead smart logo - look out for it in the shops!

Nintendo's stonky new super console - read all about it!

Dozack! Hey, just watch it! These arrows are a bit flippin' sharp. Careful, there's skin in that!



Like WOW! Heavy-duty compo or what?

Andy 'Thicky' Dyer.  
Writer and twonk

Er... the bar code (ignore this bit)

Steve 'Misery Guts' Jarratt.  
Editor and dweeb

18 pages full of Game Boy reviews!

18 pages crammed full of NES reviews!

10 pages stuffed with tips!

OW! I hate those flippin' adverts! It's all your fault! Dyer, look, lets be in the ad! you said! Shup! great beer!



## Got a Nintendo? Then get TOTAL! Issue five is on sale right NOW!



CASTLE TOP



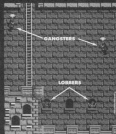
CASTLE ROOF



UPPER CASTLE



CASTLE BAMBARTS



**OUTSIDE THE CASTLE**

Kill the following gangster, then run to the far right and climb up the ladder. Jump off on to the drain pipe, then jump left across the lower set of platforms, killing the sloth as you go. When you reach the top, go up and shoot the kangaroo. Now run to the right and jump across the two platforms (it's easier if you don't stop in between jumps). Climb up the loader, then go up the ladder to your right (avoiding the

sloths). Jump on to the dragon, then off on to the platform.

Make your way to the left, kill the hanging sloth, then shuffle across the lightgrey (avoiding the lobster). Climb carefully up the ladder, avoiding the slime as you go, then punch the lobster at the top to kill him. Run to the right, punch the next lobster, then heal up the ladder. Dispose of the sloth first of all, then crawl down and kill the two following gangsters. Now run left into the next set.



# HUDSON 3 HAWK PART 3

Here's the final part of our enormous guide, which sees our favourite cat-burglar venturing deep into Leonardo DaVinci's castle.



CRYSTAL ROOM



## CASTLE BAMPARTS

Kill the sloth as soon as you can. Then the following mouse. Climb carefully up to the higher platforms, destroy the hanging sloth, then take care across the tightrope. Kill the sloth at the other side, climb down the rope, then jump across the ramparts. Climb up to the top using the left-hand platforms, then leap up the ladder (it's safer not to zig and zagg the gangsters - you'll see why).



## UPPER CASTLE

Dodge past the ladder, kill the sloth, then jump across the platforms. Make your way past the next two ladders, jump the platforms again, and kill the sloth at the other side. Fly past the next ladder, jump the gap, then push the crate under the ladder (avoiding the ladders) and climb up it.

## CASTLE ROOF

Make your way to the left, jumping over the low walls and ducking under the high ones. Don't stop once you've past the tennis machine, go to the far left, kill the small balloonist, then climb up the platform.

Dispose of the kangaroo, then head quickly over the platforms and on to the 80 - get off it when it stops, and kill the two small balloonists. Jump left across the platforms, get on to the 80, then kill the kangaroo on the upper ledge. Now get on the right-hand 80 and go through the open window.

## ANTE CHAMBER

Nudge right until you're standing just in front of the ladder - now dispose of the little

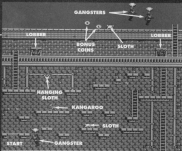
bomber and then the big henchman. Now climb up the ladder to the right and push the crate off the edge of the platform. Follow the route shown on the map and manoeuvre the crate to the position marked '1' via the lifts. The cat is a problem, but you can jump on top of the crate to avoid it. When the crate is in position, jump on to it. Then jump on to the top-right platform - go through the door.

## CRYSTAL ROOM

Drop down to the bottom and then hit the switch marked (1). Now go to the left and climb up the ladders, and then shuffle across the tightrope.

Jump to the middle switch (2) and hit it. Then, as quickly as possible, drop down to the bottom, climb up the ladders and across the tightrope, then climb down the central ladder and drop off to collect the crystal. Climb up the ladders again, across the tightrope, then jump on to the top-right platform and hit switch (3) to escape.

Well done! You've destroyed the Alcheming machine and saved the economic fate of the world!



# SPELLBOUND DIZZY THE SOLUTION

Oh look, yet another Dizzy game! Yep, you've guessed it - more horribly awkward puzzles, sleepless nights and hair tearing! So you'll be wanting one of those Andy Roberts' maps then. Oh look...

**N**ote: you should collect the stars (shown on the map) as you go along - you'll need these to release Dizzy's slaves.

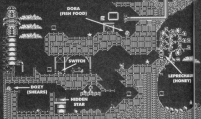
From the start, move **LEVER**, **R**, **U**, **L**, **L**, get 2 boulders, **R**, **R**, **D**, **D**, **L**, drop a boulder, get **CEMENT**, **R**, **R**, drop other boulder, drop cement in water, get **SUCKER**, talk to Dizzy, get **LAMPFELLA**, get **BALE**, **L**, **U**, **U**, **U** (can't do), jump **R**, get **NET**, get **HAMMER**, drop basket in lake to hit **A**, **D**, drop basket, drop hammer on **ROCK**, **D**.

Talk to Dorell, get **ZOO**, get **TRAMPETTE**, drop transport to the right of Dorell and jump on it to get cog track, get **BUCKET**, **L**, **L**, give umbrellas and **ZOO** to Theo, drop umbrellas, drop **ZOO**, drop basket, get 2 boulders, **R**, **R**, **D**, **D**, **D**, **D**, **D**, get **SHAMROCK**, drop net, drop all boulders, **U**, **U**, **U**, **L**, get **ZOO**, get **SECRET**.

Go **L**, jump up to Leprechaun (bottom screen on map), give **SHAMROCK** to Leprechaun, get **ROSETT**, drop basket, drop **ZOO**, **D**, get 2 boulders, **R**, **R**, **D**, **D**, **L**, drop honey by **SEAN**, **L**, get **TALSMAN**, get **ARCH**, talk to Grand Dizzy, get **HEALTHY AID**, **R**, **R**, drop boulders, **U**, **L**, drop bearing set by Dylan, get **WHEEL**, **R**, **U**, **L**, give bearing set and rube to Theo, drop bearing set, drop rube.

Go **L**, jump up to Leprechaun as before, give talsman to Leprechaun, get **BUCKET**, get **ZOO**, **L**, **D**, drop rock next to cave, **L**, talk to Dory, get **SEALAN**, **R**, **U**, **L**, drop basket under map, move **LEVER**, **U**, **R**, drop **ZOO**, talk to Dora, get **FRUIT FOOD**, **L**, **D**, **R**, **R**, **D**, **R**, give rube and basket to Theo, drop sheep, get **LAMPFELLA**, **R**, **U** (can't do as before), jump **R**, drop flashlight as late.

Go **R** (on whale's back), get **SCREWDRIVER**, drop flashlight, **L**, **D**, **L**, **L**, drop



umbrella, drop screwdriver, get **SEALAN**, **L**, get 2 boulders, **R**, **R**, **D**, **D**, **D**, **L**, drop sheep by plant, **R**, get **NET**, **L**, drop net by Pooles, get **COLLAR**, drop all boulders, **U**, **U**, **U**, **L**, give rube to Theo - if you have collected all 50 stars Theo should now disappear.

Drop all objects, get **PLANT**, get **SCREWDRIVER**, **L**, jump up to the Leprechaun screen as before, **L**, **L**, **U**, **R**, get **ZOO**, use screwdriver, stand on the table and drop **ZOO**, and you will get sucked back to your own world. Congratulations, Dizzy, you've saved all your friends.

## TOP TIPS

- \* Every object is useful, and there are NO red herrings.
- \* The 'juicy fruit' rube/ashes energy - use it wisely.
- \* Jumping out of The Pit Bottom can be very difficult indeed, so gradual!
- \* It can take time to fly up the windy shaft, so, above all, be patient.



GRAND DIZZY (SHRIMP AND)

POOLE (COLLAR)









# POWER PACK

## CYBERDYNE WARRIOR

To complement last month's *Spring* recap, by this spunky listing for *Strike Energy*, *Time* and *Amusement*.

3. 034 CYBERDYNE WARRIOR (MAY) 100%  
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Listings, listings and 'erm, more listings. Martin Pugh esq does what he does best and makes life seriously easy - or at least infinite!

## TURBOCHARGE

Cracking around in a sports car is all very well, but the game is fairly difficult after level 2. Type in this listing, SAVE it, then F5M it for infinite time, fuel, and damage.

0. 000 TURBOCHARGE (MAY) 100%  
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0. 000 0-000 100 000000 1100-01-0100

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## ROADRUNNER & WILE E. COYOTE

If you're all struggling with this cartoon to-it and don't want to be beaten, try this listing for infinite level AND less time to endure each level.

0. 000 ROADRUNNER (MAY) 100%  
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0. 10000

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## BATTLE VALLEY

For infinite energy, time, and ammunition, type in the following listing and F5M it. Note that the helicopter can still collide with scenery, and therefore the tank can still fall down the gaps.

0. 000 BATTLE VALLEY (MAY) 100%  
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0. 10000

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you shove off there. Sorry 'bout that, folks, but this should make life a little easier!

0. 000 TURBOCHARGE (MAY) 100%  
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0. 10000

0. 0000 00000000 0000 000 00000  
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## ONLINE

It seems as if the infinite lives option was missing from some copies of the game - so here's a listing that puts it back again! It also lets you opt for an easier game, so the less you explode until

Can't finish a map? Try this listing!



## TOTAL ECLIPSE 2 - THE SPHINX JINX

As promised last issue, here's a F5M for the converted version, allowing infinite time, water, health, and ammo. Useful, eh?

0. 000 TOTAL ECLIPSE 2 (MAY) 100%  
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0. 10000

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**BattleTech** - a full world, for my liking it's the one of those like *Star Wars* and *Star Wars* - but in colour!



# POWER HITS

If your stock of games looks a bit weedy compared to that of your best mate, you obviously need a boost. Activision's latest mega compilation could be the answer, but is old really gold? Linda Barker powers it up to find out.

**T**en games for 20-strappers, eh? It really does sound too good to miss, but before you get smacking up your pink china pig, just remember that he's been sitting on that shelf for eight or ten years. When you do smash him up it's going to have to be for something worthwhile.

There are some good games here, such as *Flamenco*, which is simple, but fun. Just choose your monster and proceed to wipe out a city. Then climb up the sides of buildings, punch them to bits, grab helicopters out of the air, climb to the top of the building and wave your arms around a lot. It's just like being in a King Kong movie, kind of.

Fun of a rather different sort can be had with *Die Hard*. The idea here is to wander around various New York locations and, um, kill people. The graphics are pretty basic (it looks like the programmer missed out half the on-screen objects), but what the heck, another goodie is *Ghostbusters 2*. The graphics are big and bold, the slime monsters are lush and green and the various ghosts are suitably scary. It's an easy game to grasp: simply kill loads of ghosts and collect your power-ups. Loads there: weapons, storage boxes and a exorciscope. Meow!



The most difficult game in the pack is *Fighter Squadron*. As with most flight sims, there's tons to do and loads to master before you can become Mr Ace Pilot. There's a choice of weapons, a choice of plane and a variety of difficult missions. Load it up, get really scared, decide to go home and get told you can't. (Don't)

Now, all the above games are good, but none is amazing. A compilation with just those five games for a tenner would be better, more of a bang than the actual package we've got here. The one, the only one of the games are pretty nice. *Star Wars: The Force Unleashed* is a rather odd-looking game in which you get to throw a lot of punches and stare at the audience, which is made up of pink, yellow and purple blobs. You can't really tell what punches you're throwing, which makes it more of a 'punch and see what happens' rather than a strategic. If it is a left-hook, he'll come crashing down' game.

*The Last Ninja* is just as boring in its own way. All you have to do is walk along a path, look people and collect various objects. The graphics are nice and clear but the whole thing is rather good for me: incredibly weird. It's just okay. (*Driver: Parallel Lines* to re-learn American Football and, well, doesn't. You



*Driver* looks dull, (contessly) decent and yet has a depth of strategy under its padding. *Driver: Parallel Lines* manages to look dull, seem confusing, be contessly violent and, ah, that's it. There isn't the essential strategy to look up the silly rules.

*BattleTech* is just plain weird. Not only are you given the most ridiculous bots to represent you (and later your plane), but there are also big chunks of text that appear to have come from some surreal *Flash Gordon* adventures. I tried talking to people, but the only response I got was "Nobody seems to want to talk to you". This, I suppose, can be called a fight sim, it went completely above my head and confused me for days!

## POWER HITS

There's no single outstanding game in this pack, with the possible exception of *Fighter Squadron* if you're a flight sim buff. But this is a game you should have. Then again, if you're a flight sim buff you've probably already got it. There are some games that are worth having here, like *Flamenco* and *Ghostbusters 2*, but it's probably best to buy them on their own rather than in this collection. *Power Hits* isn't the bargain it first appears to be. For 20 quid you could go and buy a decent full-price or low-cost smart budget. Think about it.

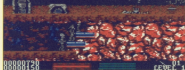
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*Die Hard: The Action* is a racing game that takes place up among the clouds rather than on a dusty track. The graphics are neat and dated and the gameplay is just not exciting enough to make up for it. Apparently there are 18 levels but you'll get lost up long before that. The last offer is *Dragonair*. Now I love the life-matching game but I had to much off Scotty working out what was actually pictured on the tiles that I got frustrated very quickly. There must be better versions of this around.

LINDA BARKER

Game	Power Hits
Publisher	Activision
Disk	£19.99
Type	£19.99
Release	Out Now
Contact	010321 49 100000 (France)

# STRYKER IN THE CRYPT OF TROGAN



At the start of the game, Stryker briefly slips his toes into the underworld to see if he likes it.

**T**his game, I wish it wouldn't keep changing its blemish name. First it was to be called 'Impical Wizard', then 'Stryker in the Crypts of Chassal' and now it seems to have settled on Stryker in the Crypt of Trogan. Next I suppose it'll be called 'Stryker in the Coastlands of Death' or 'Stryker and the Madfreak from Hell'.

That? You really want to hear the plot? Okay, well here goes... Trogan the Distasteful is an extremely anti-social man. His dinner parties are poorly attended. His milliner refuses to come right up to the door and his neighbours are forever complaining about the massed armies of evil blackness, which he's got camped in his garden.

Only one person is brave enough to file an official complaint about Trogan. Yes, it's that mad-as-a-hatter old fool, Stryker. What he's got to do is enter

Trogan's nasty, dank Crypt, and take the stone and... all that.

Trogan doesn't like stone. Sough. He's got thousands of skeletons, disembodied skulls and other things wandering around his house. It's a bit like The Trogonator, actually. And our man Stryker has to fight his way through it all.



This is the moment of truth. Stryker summons all his courage before deciding he's too scared to go into the dungeons.



Yes, it's the return of Hugh Bessie out of TV's famous *Madhouse* Resolutions (after making an appearance last issue).

If you've seen *Switchblade*, you'll instantly recognise Stryker. It was written by the same team of programmers who, obviously happy with the reception *Switchblade* got, have done a pretty similar game for Commodore. The style and general layout are much the same.

Only the graphics are different. And, I'm sorry to say, they're not so good. *Switchblade* was clean, bright and clear. Stryker himself is a muddy sort of purple and the Crypt is a gooey brown/black colour. It doesn't fit your spirits much, that's for sure.



All those bloody red things on the ground to the left are poisonous. Muthie points to be gained here, I feel.

Presumably, the Cobers have gone for the 'depressing underworld' look deliberately, but the effect is to make many of the rather nicely-drawn sprites and the look rather grim and sad. It pains me to have to say all this because good use of colour can really give a game style and pizzazz (yet-never that it - Eek. Here it just looks dumb).

Moving Stryker isn't particularly wonderful, either. He skates around, doing sloppy rectangular jumps and falling off platforms. He doesn't respond to the joystick very well, and you tend to lose loads of lives because he hasn't done what you want him, if he has, it's too late). This infuriating, isn't it?

It's a pity, this, because Stryker is huge, and packed with all sorts of goodies, battles and interferences. It's got all the makings of an ace exploring game, and would have been great value for money. But you won't really want to get into it because the blemish character is so difficult to control properly. You want to fight the battles, not the control system of your own character.

**JAMES LEACH**

Game	Stryker in the Crypt of Trogan
Publisher	Codemasters
Casefile	£3.99
Release	Out now
Contact	0938 814137

## POWER RATING

### THE DOWNERS...

- Cobers are a bit dim and odd.
- Moving Stryker around is far too slow, and kills you too often.
- The health bars at the bottom of the screen are badly done.
- The battles aren't done in the best way - there's no real sense of any kind.
- It's hard to walk through/avoid background in each area you play.

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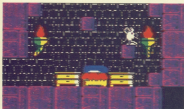
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**56%**

- It's certainly big, with loads of playable screens.
- A nice variety of power-ups and nifty weapons.
- Muthie and end-of-level battles are nicely done, and tough to beat too.
- Sound is pretty atmospheric and nicely glossy.

...AND THE UPERS

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There's a mouse loose about this house. Subit, go and find the wall! Here, pretty, pretty.



Make sure you push an initial side dolly or water-wings.



It jumped left, then right, but not a single necessary in sight.



Murray's willing to be embarrassed, but where's Wagon?

# MURRAY MOUSE

**T**his game is a real hard cheese. It makes you want to throw it to the ground and jump up and down on it several times until it has been shattered into a million tiny pieces, never to be played again.

The idea is that the not-at-all Murray Mouse Supercop has got to prevent an attempt to steal the Cheese Moon and put an end to the Mouse Mafia. (If you believe this, you'll believe anything.) But in a sewer and at Cheese Moon, the platformer is full of traps to foil you.

You have to jump off an mine - all members of the gang - solving puzzles and using collectables as you go. The music fits the game. It sounds like a load of moos squeaking. (A mouse organ - sorry.)

This game may sound relatively straightforward, but it's a real rat. The fish screen-scrolling, although it shows you where you first-to-jump-to, can be really annoying, especially in the opening scene. The on-screen messages are irritating, but do prove

useful once you're in the sewer as they give you clues about what to look out for.

The graphics lack sparkle and imagination, but then so does a dark, dark power (if you've ever been down one). Some collectibles blend into the background, so it's annoying if you miss them and get stuck later on, as you may have to start from scratch.

Fire and water kill. But you sometimes have to jump towards a light to open a secret passage. Go daring and rely on luck in the face that you choose the right one and avoid those fatal

Barnes! The first water you come to is extremely perilous and one of the most treacherous parts of the game. You'll probably take a sliding or two here, and lose a couple of those precious lives.

You must guard your three lives very carefully, as it seems the less you have the harder it is to jump and, more importantly, the less accurate you are. If you can enter the secret sewer (find the hidden entrance in the main sewer) with all three lives intact you

## A BAT OF ADVICE

- Bats give advice.
- Because of dark holes, you can get stuck if you haven't picked up the relevant collectables, and on the moon you can fall back down to earth.
- Before you get to the moon, if you jump too far, you may have to go back through the sewer.
- Use the stars to jump on to the moon, but make sure you don't miss.



have a vague chance of killing a couple more mice (rats, not completing the game).

A receptive joystick is essential to this game, so is a great deal of luck. If you hold the joystick pressed upwards and then shoot it slightly to the left or right, Murray can do bigger leaps. However you get the feeling that Murray decides if you're going to survive a jump and let you. On one of the water jumps, although the fish screen doesn't let you see where Murray is supposed to land until you've taken a gambled leap, you can't even use skill to make sure you land safely.

Murray Mouse Supercop is extremely tough. It's not a game you could finish fast as it relies too much on luck and not enough on skill. If you like solving a puzzle, have bags of time on your hands, and are determined not to be beaten by a more mouse than this game is for you. But if you've got a temper and a life to get an with, then maybe not.

CEWTY PEARLMAN

Genre	Murray Mouse
Publisher	Codemasters
Release	April 1992
Cassette	£3.99
Disk	Not available
Contact	0828 814137

## POWER RATING

### THE DOWNERS...

- You've never more luck than you get through this game.
- It's much too hard, and there's little chance of winning.
- It's too easy to lose your lives (but not so easy to win) you just to cross the water pits.
- You seem to have little control over Murray's jumping ability.
- The graphics are pretty thin.
- One of the water jumps is just too tough - unless you can swim.

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48%

- If you like solving puzzles, there are plenty here.
- It's extremely challenging.
- The on-screen messages are useful most of the time.
- If you like cheese, this is a real stinker of a game.

...AND THE UPPIERS

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# Commodore

FORMAT

## SPACE CRUSADE



**B**eing before the instructor, the lesson begins. Clad in white cotton gi, both combatants adopt their fighting stance. The instructor leaps in, throwing a deliberately slow punch which the student easily blocks. Both fighters back off gathering their inner strength for the next attack. The pupil is learning fast, but the instructor is letting him win - and slapping out some serious tutorial blows.

This is Budokan: two fighters going head to head for the sheer hell of it. The blows and blocks are learned as both are exchanged and strategies formed. This is a no

**The ancient Japanese made the beating, hitting and otherwise harming of folk an art form. Now you have the chance to learn these martial arts and fight at the Budokan tournament. Can four different destructive disciplines, training and tournament modes help this beat-em-up battle its way to gameplay glory?**



# BUDOKAN



Did you see that? He hit me! With a strike! Right, I'm going to leave him. Some boys make faces, it's absolutely true!



Look, he's wearing a dress! You great manly fool, take that, and that and that! So careful, you could have someone's eye out!

heads up detail, but a battle that has to be planned if you are to emerge not only as a victor, but with honor and a full set of teeth.

Budokan simulates the spirit of martial arts, allowing you to replicate spectacular fighting moves and capturing the philosophy behind Bushido - the way of the warrior (aka hitting people and getting away with it). Your fighter has an energy bar and a ki bar.

Aggressive evasion and opponents' blows slowly sap the physical gauge. Ki is initially sapped by attacks and blocking blows, but it represents the concentration needed to focus the mind.

The higher a fighter's ki, the more damaging the next blow. When the physical energy reaches zero, the fighter is beaten. (But when his ki hits rock bottom his blows simply have little effect and punches become pathetic empty slaps.)

The amounts of ki and physical power a fighter has are not just set, but vary throughout the bout. A rapid series of kicks drains a fighter's energy, while resting

between attacks



Oh but! The old teacher in the old school, oh! Well I'll use the classic ducking move then.

allows it to regenerate. Ki is even more volatile though. Each blow - dished out or received - drains half of your ki, and again only finding a temporary respite from the fray will restore it. Trouble is, this means the other guy is getting a rest too, so while you gain in power he does too!

This is the gameplay delight that lies at the heart of Budokan: when to take the gamble on an attack and when to take a (not-paying) breather. Wasting effort on mis-timed attacks leaves you vulnerable, but waiting is rarely the safer option. In all, four disciplines - karate, kendo, muaythai and tai - use the tools of Budokan's trade and learning how to use them effectively is the first half of this tale by fury.

You control a character who has enrolled in a martial arts school that teaches four fighting techniques. By battling against masters (you let you win, because you're paying) on three different levels of difficulty, you learn how to attack and defend and how to make the most of your ki power - the key to success. Once you've fussed in the art of looking, punching, hitting, blocking and otherwise standing with obscure weapons, it's time to go for the big bucks and enter the Budokan. At the

**you face a horde of folk who want to kick your face off**

tournament you face a horde

of folk who all want to kick your face off. Before the battle you are given the low-down on their style - is which weapon they will use - and their relative ability. You then select which one of your disciplines you are going to use to defeat them.

First off, it isn't that hard, is



I thought the old said Karate was better! You block that at New Park, New York!

## Way of the Dra-goon:

Martial arts have been with mankind since cavemen first learned that they could cut their feet into a ball and beat the Ug man down. Some have flourished into sophisticated fighting systems, but CP takes a swipe at those arts which withered on the vine.

**Ring Jitsu:** The art of wearing black eye gear, smacking up on your victims, then ringing off before they see you. This died out due to its innate uselessness.

**Sam Blow:** Featured for Japanese women named Susan attacking each other with lawn-mowers. This fell out of practice as there were too few Japanese women called Susan and lawn-mower women invented only 1982.

**Dung Phun:** Tobiyya called Kung Fu, this art used the smell of raw droppings to overpower foes. Hygiene problems forced its swift demise.

**Kan Da:** This pre-dated Karate as the art of battling with sticks. It originated when guys named Kenneth were continually pestered with demands of "Kan, do the washing up", "Kan, do tidy your room", "Oh and little is known about this old British art. We have discovered though that it involved hurling leather balls at enemies yelling the ancient Celtic war cry "Gweel". It was abandoned when the West Indies, Polynesia, New Zealand and Hawaii got better at it than us.



This peaceful exterior is the home of the Bushidan, whose folk of different cut-throat come to try and kill each other.

you can battle unnamed kensei specialists using a kensei sword. But as you're only allowed to employ each discipline a set number of times, it isn't big or clever to go around wasting all your best weapons on saps. It's best to save them for the end-of-tournament matches, when you face some real heavy duties.

For variety you don't only fight people who share the same skills as you, but face an entire mediæval Japanese armoury replete with Kensei-gama (an axe on a chain), Shuriken (throwing stars), Tama (American-style handbombs), Taijū (a javelin) and Naginata (a horse-riding spear device on a stick). Each best falls until one of you falls over, a feat which requires as much careful ki management as the timing of your attacks.

Bushidan adds an extra dimension to violence with the introduction of this balancing act. You have to gain the upper hand in both energy and ki terms, and then make this advantage count - by convincing the other guy harder than he can let you. This system penalises the inattentive and rewards fighting skill. Bushidan succeeds as a fight that requires thought, and so it reaches gamemplay levels rarely topped in waggling games.

The graphics complement the gameplay's style. Each style boasts its own sprites, and animations to suit the moves allowed. The backdrops for the practice



How come every time you whizz one to the back numbers appear at my feet?

hall are atmospherically Japanese, and there are even some smart intermediate jobs to help ease you through the load between practice and tournament.

It is the feeling though that drags down Bushidan, a great warrior of a game, to common street-fighter levels. It takes weeks to swap between disciplines, months to reach the tournament and years to play right the way through the game - and that's on a disk! Well it doesn't take quite that long, but certainly feels like it. And it is these insupportable waits for loading that slowly sap the battle

funger that: the balanced control and good graphics work so hard to establish, it seems the desire to explore the essential martial arts spirit has gone too far. And these long mediæval pauses between battles make you feel anything but calm and focused.

When you're fighting Bushidan is good, very good. It brings out the balance that's badly needed if a beat-'em-up is to be worth playing. It takes the bit, it has variety, atmosphere and comes with a manual that's packed with orient-al facts. For the time it takes to get to each event it's unbeatable. Bushidan is a refreshing, different combat simulator, with depressingly familiar multi-level habits.



But Bushidan never will, headband-wearing, stop-time person. How late is my date?



Choose a room to select which art you'll learn next. Bushidan has a little thing to show just how you'll learn to learn (practice is a real-life but entirely spectacular manner).

RAIDERS



Ancient master, tell me the secret of letting people in the hall while making doki notes. The getting started on by a baby or work who thought 'I'd like, you see...

Game	Bushidan
Publisher	Electronic Arts
Cassette	£19.99
Disk	£19.99
Release	April 1992
Contact	0753 549442

POWER RATING

**THE DOWNERS...**

- Incredibly slow loading makes you wait (unless you've got a CD)
- No two-player mode
- Fights only over go from left to right. No swing
- One too tough for quick at the tournament stage
- A little multi-task

**67%**

**...AND THE UPERS:**

- Success of different fighting moves to try
- Hit people with fists, feet, knees, elbows, hands and feet
- Practice and tournament modes available
- Great atmospheric graphics - very Japanese
- Highly flexible control eye care that needs thought
- At last a fighting game with real depth!

Get that look in your eye and don't show the camera and pretend you're not at home.



# COVERGIRL POKER



**W**hy don't people play poker any more? There was a time when everybody used to sit in dimly lit halls, trying not to let any emotion show on their faces as they held their cards closely. Then came TV, and people could sit in dimly lit halls, with no emotion on their faces, watching the *Wagner Show* instead.

On screen, you see your cards. At the top, there's a small movie picture of the girl you have chosen. At this stage, she's fully clothed (loosely) dressed. One girl wears a Santa outfit, another a sort of daisy thing, while a third parades in an American Football kit.

What you must do is decide how good your hand is, whether to swap some or all of your cards, and how much you should bet. You obviously have to aim as much as you can per hand. If you reach zero cash, it's game over. If your opponent reaches zero cash, her fully-clothed picture is replaced by one with her top off.

And that's it. The girls strip until you can see their, er, chests (nothing more). But the game is written so that the more money you win, the harder it is to keep winning. It's a test of balance.

The poker bit isn't badly done. In fact, it's actually easier to beat than a load of human players. The pack seems to get shuffled after every hand, though, which makes predicting the cards impossible. But do you really want to spend up to £15.00 on an okay game with some crap graphics of some lovely models? If you are that keen to see them, the paper is cheaper (and the picture quality is better).

We think the CD-ROM world can get by perfectly well without such software. We also think it's just a mediocre poker game (the sort you would expect to find on a computer), with some poor black and white graphics. If you still want to buy it, fair enough. But don't write us to us asking for jokes.

**JAMES BRACE**



**Game Publisher:** Emotional Pictures  
**Cartridge Price:** £10.99  
**Reflex Price:** £15.99  
**May:** 071 888 2388



How can I win against hands like these? It's a fix, I tell you! Have you noticed how Beata's feet wriggle?

But every so often, someone seems to produce a poker game for various computer formats, usually with stripping women involved somewhere. This is exactly what we have here.

Apparently, the 'newspaper', the Daily Sport, has got involved with Emotional Pictures to produce *Covergirl Poker*. The major selling power of the game is the line-up of Daily Sport 'stunners' who have put their names (and, er, other bits) to the game. Famous girls like Amanda Goheen, Tracey Nicholson and someone called Jane make an appearance, although no-one in the CD office seems ever to have heard of any of them.

The thing is, if you're the sort of person who wants to play this game, you'll know exactly who all these gorgeous, peaking girls are. You'll probably even have seen reproduced images of their breasts, too.

Right. The game itself is pretty straightforward. You get given \$2,000 to gamble with, so does the female opponent of your choice. At the bottom of the



You can pretend to play Poker against any of these girls. And lose against them all!

## POWER RATING

### THE DOWNERS...

- The game is weighted unfairly so you can't keep winning.
- Just a simple poker game underneath it all.
- The computer seems to cheat you random cards, so you could get the same ones in adjacent hands.
- The graphics are pretty dire.
- Would you really want to see them even if they weren't?
- Not graphics supported. You have to keep hitting various keys.
- The rules aren't explained very well to beginners in the manual.

100

32%

- Even the underhand CD you know the rules!
- And it has got most of the features you would expect to find in real poker.

### ...AND THE UPPIERS



Play your cards right with COM-

**So what is a cart? WIN it make games easier to cheat through? Do they make programming a breeze? Which one is best? The Action Replay VI and Power Cartridge can be the pokiest of peripherals - if you know how to use them. So arch-techie 'Bones' plugs in to the expansion port to find out what tricks these boxes can really do.**

# CART TO CART

**S**o just what is a cartridge? Well the first thing that's important to understand is there are two types of cartridges (carts, as they are known as) for the C64 - games and utilities. Both use the expansion port at the back of the machine, but that's where the similarities stop.

Games carts run games, so most, no less. Utility cartridges let you fit the metal with easy to use custom commands that could change your Commodore computing leaves. But what do they do, how do they do it and which one's the one for you? The great thing about modern utility cartridges is that they are seemingly transparent to the system; they do not use any of the C64's memory but simply manipulate it. So, you can now have a set of sophisticated menus and fun tools at no memory expense.

There are only two best-sellers for this product, the most expensive of which is Data's Action Replay, the cheaper option being Bones's Power Cartridge.

## WATCHING THE ACTION REPLAY

The Action Replay VI combines features for both the gamer/player and the coder. On the back of the cartridge there is a reset button, which returns you to the start-up menu, and a freeze button, which stops the program in mid-stroke allowing you to manipulate things. The cartridge gives five main feature options: back-ups, graphic facilities, codes, utilities, and machine code monitor.

## BACK-UPS

What if it is illegal to copy someone else's (commercial and copyrighted) software (even making your own personal back-up copy which you can use in the world is now going

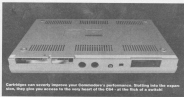
and code, and you haven't created it all together. Simply load all the different bits of memory, run it, and then make a working copy or back-up of the work done so far.

You can save your back-ups to disk or tape. For disk users there is Standard, Turbo or Warp/OS - standard speed, very fast, and even faster! Tape users can use Turbo, five to six times standard speed, and Super-tape, eight to ten times faster.

## GRAPHIC FACILITIES

The Sprite Killer will disable collisions between two sprites or between background and sprites - which means you can sail through a program without losing a life, because there's nothing there that can actually hit you!

A very neat Sprite Monitor is included, which enables you to look at all the sprites within any program. Create your own sprites, using the Sprite Designer Program, and then load them into your last game. Or, if you like making sprites invisible, save them to your sprite library. Customising your game programs by manipulating and changing sprites



Cartridges can severely improve your Commodore's performance. Sliding into the expansion slot, they give you access to the very best of the C64 - at the back of a cart!

to see), some companies give you certain rights when you buy their software - read their instructions and notes carefully, right down to the smallest letters of print.

Naturally you can make back-ups of your own programs. This is extremely useful for when you haven't finished a multi-session program, containing graphics, sprites, tables

graphics can be fun and will impress your mates, whose wincers look the same as everyone else's!

You can save multicolour pictures to tape or disk! Just press the freeze button when the picture you want is being displayed, then simply save it from the freeze menu. You can, if you wish, display all your pictures by using the built-in 'tape slide show', which allows you to save your favourite screens and then watch them flip up one by one.

Alternatively, if you possess a compatible printer with dot graphics capability, you can print out the entire contents of the screen in colour or shades of grey (the latter are computed to simulate colour shading).

Additionally, the cartridge comes to own Text Editor, which allows you to edit any text-based screens, such as the title one. This means that you can create and insert your own messages on game title screens, or subtitles. Add this to the sprite capabilities and you can get right down to customising your programs.

## ACTION REPLAY MK VI

Works well with all models of the C64 and family derivatives. Has many options exclusively for gamers/players. Best features: Good Machine Code Monitor, storage, basic extension, very good sprite monitor, very good graphics options, fairly good printer options. £34.99 retail cartage.

Data # 8782 744324  
Data Electronics Ltd  
Ocean Road  
Fenton Industrial Estate  
Stoke-on-Trent  
ST4 2PS

## POKES 'N' CHEATS

Use the reset facilities to make ordering pokes and cheats an everyday sort of task. Freeze the program first, enter **POKE** from the menu, type in the pokes and cheats you need, then **EXIT** back to the game facility. If the poke you want is not available for any reason - don't panic, just use the built-in **POKE/EDITOR GENERAL**. This "edit" program will seek out the elusive poke you need for infinite lives.

## UTILITIES

For disk-drive owners there are many facilities you can turn to, such as fast-format, whole-disk copy, or file copier (remember the copyright laws on those latter two). The fast-load utilities include a suboptimizer system as well as many one-stroke commands. The function keys are also defined, offering eight separate commands such as "Go to Freeze Menu," "Run," "Display Directory," etc. Just tap the function key for your choice of command to be executed.

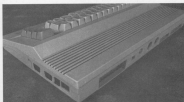
There are many good extra built-in Basic commands as well, such as GND (processors a "word" program), **DELETE** (deletes a block of program lines), **LIN** (jumps a block of program lines), **AUTO** (provides automatic line numbering), and many more.

You will discover a special programmer's Tape Turbo, and a very neat Centronics printer interface.

## THE MACHINE CODE MONITOR

With more than 26 commands this is a powerful tool, especially for Assembler Programmers. It is also a useful learning tool for those who want to find out more about the machine that can bring them such fantastic graphics and sound.

All 65536 memory locations can be viewed. For the more technically-minded reader, when an active program is frozen the monitor is entered from all memory, including screen, stack, and zero page, may be examined in its condition at the point where the program was frozen. As well as this, to aid in debugging



Cards have the power to give you infinite lives making life easier, sprite editors that let you walk through level after level and even a programmer General. In a more technical vein they also help with printers, programming and major scanning with function keys.

your programs you can set up one to five Special Freeze points and one to five Breakpoints - that is better than a lot of assemblers! You can disassemble actual code, display memory in HEX or integer memory as ASCII or COM codes, and, if you like, scroll the display backwards or forwards through memory - all very useful features for the programmer.

The Power Cartridge is the other main offer for the CM. It was the first of its kind and

instruction book carefully to get the most from this special function. **RESET ALL**, always resets any program. **BACKUP TAPE** is the same as the **BACKUP DISK** function (except replacing the word **Disk** with **Tape**). **HARDCOPY** will allow you to produce a print-out of the current frozen screen, then after printing select **CONTINUE** to carry on with the program. Finally, the **MONITOR** will allow you to enter the machine code monitor at any point during the execution of a program.

There are five main areas of programming aids. The extensive **POWER TOOLKIT** greatly helps basic programming and debugging. **DISK TOOL** and **TAPE TOOL**, both speed up the loading and saving of programs. **POWERMON** is a fully extensive machine-code monitor which has some 26 commands. Finally, the **PRINTERCAL** provides a good printer interface.

## POWER TOOLKIT

As well as having the usual entries, such as **AUTO DEEK**, **DONE**, **DUMP**, **FIND** and **RENUMBER**, this extended **BASIC** has a number of other handy facilities. **PAUSE** helps you to select delays in terms of seconds. **NO FRUITS**, for example, would pause for 10 seconds.

**SAFE** can disable the **RUN/STOP** and **RESTORE** keys, making your program less accessible to prying eyes. The **RENUMBER** command provides a handy way to renumber an entire program, including all **GOSUBS**, **GOTOS**, **ON**, etc. Overall, this is a pretty respectable set of extra commands for the **BASIC** programmer.

## DISK/TAPE TOOLS

There are load-up facilities here, of course, which are all subject to the foregoing law and copyright entries.

Although the disk and tape tool commands are fairly standard, they are, nevertheless, extremely helpful. Cold loading speeds can be improved by up to six times, which is quite impressive. For tape users, the Power Cartridge can race along up to ten times faster.

## UNLEASH THE POWER

Offers the more serious user a useful range of tools with which to manipulate their machine.

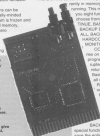
The reset button, located at the back of the cartridge, can be used to place a special menu on the screen, even if a program is currently in memory and running. This menu gives

you eight functions to choose from: **COM**, **TINUE**, **BASIC**, **RESET**, **BACKUP DISK**, **RESET ALL**, **BACKUP TAPE**, **HARDCOPY**, and **MONITOR**.

**CONTINUE** carries on with a program you interrupted. **BASIC** returns you to Basic, but enters all variables.

**RESET** is the normal reset function giving you the standard start display with all variables lost.

**BACKUP DISK** is a special function and will save the entire memory of the machine to disk. It creates three files and uses up around 256 blocks - you really need to read the



Another block that lets you do things that you need to do!

## WHAT'S INSIDE

The bottom press these out, oh things happen...

A nice red plastic box that stops bits falling on the floor.

Two flat black widgets, to give the cart a good heavy feel.

The 'edge connector'. This is the bit that goes into the other bit on your DSI.

## POWERMON

The machine code monitor can access all of memory and has a useful WALK function when it. This means you can single step through a piece of code. Registers are displayed as each line is executed and you can check each line of code as you step through it. This is handy, but can be tedious when you encounter a FOR loop. The option to pass through routines and loops at full speed would have strengthened this facility. There

are around 17 or so monitor commands, but POWERMON is rather standard in comparison to other such monitors. However, it is completely invisible to the C64's memory.

## PRINTER-TOOL

This is perhaps the most outstanding attribute of this cartridge. It can detect whether you have a printer connected to the serial bus or not. This tool will print all Commodore characters in EBCDIC and compatible printers. With the interface there is a variety of set-up possibilities, and this can produce HARDCOPY of screens which automatically distinguishes between

Prints and Lines. Colours are converted into shades of grey. The PSET function allows you to configure for large/small, and normal/reverse printing.



## POWER CARTRIDGE

Doesn't appear to give some problems with older versions of the C64. Looking really exclusive for the game players. Best Features: fairly good machine code Monitor, good basic extension, no sprite monitor, good graphics options, very good printer options. £37.50  
Bilton, # 091 490 1876/1818  
Bilton Devices Ltd  
88 Beverick Road  
Gateshead  
NE8 5RS

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## POWERING UP

On power up with the Power Cartridge installed the function keys allow you the following options:

- F1 - LIST
- F2 - ENTER MONITOR
- F3 - RUN
- F4 - LOWER & NEWED PROGRAM
- F5 - CLDAD
- F6 - TAPE LOAD
- F7 - CPU
- F8 - DOS COMMANDS

While both cartridges are good, the more expensive Action Replay offers that little bit extra. However, this is more for the gambler who wants a cartridge that can freeze and dump the screen, edit the test screen graphics and a bit more, but with the effort, grab infinite lives, or disable sprite collision. On the other hand, if you're contemplating programming either in Basic or machine code, you might well do better to go for the cheaper Power Cartridge.



## COPY CATS BEWARE

Cartridges do give you the power to back up programs to both tape and disk. However copyright law prohibits the copying of commercial (share and utility) software. FASIT (the Federation Against Software Theft) state that "unless you have the specific permission of the copyright holder, copying or backing up any program is illegal". Any information regarding software theft (piracy) should be passed to FASIT at:  
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HORROR BEYOND BELIEF!

CERT X

# The Mighty Brain



*The Universe's most potent thinking machine - and retired B-movie star - is ready and waiting once again to save mere mortals from mental mangling. Write to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.*

## THIS IS A RECORDING!

Dear TMB

1) Do you ever answer the 'phone in the CP office? Because I ring often and the man who answered it sounded like an alien? No mail returned.

2) Do you look like the Snuffsupagus from *Sesame Street*?

David Harris, Alder

3) Yes, the humans will try to answer all your telephone queries, every Tuesday, between 18:30 am and 8:00 pm.

Unfortunately, they do have to try and put CP together as well so they can only take calls on this day. If you ring at another time you will be put through to an answering machine - the alien in question! Why does it sound so weird? Try imagining a fully grown man talking under a disk recording the message to avoid miscommunication and that should answer your question (you had to go and ask them, didn't you - eh).

4) We Snuffsupagus and myself look nothing alike. Furthermore, he can only be described as 'slightly alien' whereas I am 'unbelievably smart'. He does however have a great singing voice!

One brown elephant thing, eh, eh, eh



TMB

## KILLING YOKE

Dear TMB

I would like to design my own computer game called 'The Ninja Eggs'. Do you think that Commodore would produce and market the game for me? If so, could you give me the address.

Gordon Lyons, Stockport



There is a whole world of exciting ideas!

Well Gordon, firstly Commodore are only hardware manufacturers, so they would be unable to help. The people to approach are software publishers. And to interest them in your idea, they'll need to see a full design specification, including plot, game mechanics, number of levels, artwork suggestions, with mockup up screens, ideas for music and sound effects and a letter telling them just how your game is different.

TMB

## SENSITIVE ISSUE

Dear TMB

Your coverage on CP17 was pretty good, especially the pirate game *Sensitive*. How about a few more PD games, and perhaps some graphics and music demos? Also, if you are such a 'super brain', why do you always answer the 'stupid' questions. Two dirt, too.

Thanks, CP17 was a bit of a stormer all round, but particularly in the *Privacy* department. We initially included *Sensitive* to give you a taste of how good some of PD games are. We had a number of letters asking for other PD titles on the *Privacy* disk - I'll have a word with that bit of staff and see what can be done.

As for only answering the 'stupid' questions, I'm answering this one and it's not stupid is it? Besides, I try to deal with a variety of mail, some serious, some funny, to reflect the vast amounts of letters that there isn't room to publish.

TMB

## SHOME MISHTAKE SHIRLEY?

Dear TMB

I regret to tell you that you have made a *MIGHTY BLUNDER!* in CP4 someone called it there was a game called P14 *Terror* available for the Commodore and you said there wasn't. Now don't you dare tell me that the copy I own is just a figment of my imagination, otherwise I'll buy one of the OTHER Commodore mags instead. I challenge you to rewrite your way out of that one - if you can!

David G. Leeds  
PS. Don't smoke it's bad for you. Besides which, since when did you have a mouth?

Whichever way you did I'm shocked at the suggestion! It implies that if I had made a mistake then I would not be brain enough to admit it! I didn't in fact make any mistake. I stated that there was no game

## FLIGHT NIGHT

Dear Tom

My son Mark has a C64 which we use for his school-work and games. The problem, large as it is, but maybe simple to you, is that Mark has his eye on flying games like F-16 and A-10. On the box it has One Megabyte. My son has said that there is an "expansion pack" for the C64. Would we need that?  
A Coaton, Gainsborough

Well, it was just as well you wrote in. It sounds to me like Mark has been spying the Amiga staff at the local computer store, hence the 'One Megabyte' logo. For flight sims on the C64, he should check out P-12 Combat Pilot from Digital Integration (£19.99 case, £14.99 disk) + 0275 862955, P-12 Strike Eagle (£29.99 case, £15.99 disk) and Project Stealth Fighter (£14.99 case, £10.99 disk) from MicroPress + 0688 503226. These are the best of the best when it comes to C64 files.

TMB

TMB

Could you tell me the best, most realistic and cheapest air simulators? Who were they from? Mark, Sutton-on-Trent

Air simulators? I think you mean flight simulators - if you don't, check out the British Cynopsis Corp in the yellow pages. There has been a lurch for the C64, but P-12 Combat Pilot, P-12 Strike Eagle and Project Stealth Fighter are the ones. However, these are all a little long in the tooth so you may find they are a little hard to get hold of. If you can't get them from the software publishers, try looking in the mail-order ads as they tend to keep simulators on their books longer than arcade games.

TMB

The first P-12 ever takes to the skies. It's a pleasure to look at examples of the 50 and 60p books on these.



called P-12 Tomcat, I know all along that AmigaSoft had released P-12 Tomcat for the C64 about three years ago.

You're perfectly correct, smoking is bad for your health. It doesn't look big or hard and definitely doesn't impress the girls. As you pointed out I can be seen 'smoking' at the end of the letters pages each month. But as I have no mouth, or indeed lungs, it did me no harm when I posed for the paddy.

TMB

## HOT STUFF

Dear TMB

1) Does the Commodore 64 have to cool down after one game before you load another? Or is this a lie?

2) How many brain cells do you have?  
Aur. Hildreth

1) The C64 is a real tough cookie and doesn't need to cool down between games. It does however have an incredible memory, which, even when you've switched the power off, tries to hang on to little bits of the previous program. Without power the memory clears in about 30 seconds. If you try to load a game before, then there is the slight possibility that you'll get a loading error as the C64 tries to put part of the new program at an address where a bit of the previous pro-

gram is still hanging on. It's unlikely, but does happen.

2) More than this primitive language called English, or silly decimal system will let me express, in total  
TMB

## ROGER NOMOORE?

Dear TMB

Hold the front page! My investigations have come up with the shocking revelation... Roger Franks is NOT REAL! Yes, Britain's best known, greedily budgeteer is a series of lines and fat areas of colour, or what we would call a drawing. The games are revised by different members of the 'CF' team, and not by Mr Franks. In this way he's managed to revise Continental Circus (TWICE) in CFF's second 30k, and then in CFF's suddenly got that much better and received 100k!

Please get rid of the creep and give budget games the space they deserve (as you do) with the excellent Damon Blues, because, who knows, people might soon think that you don't exist (Sisk)  
Andrew Banks, Kings Lynn

I like your use of the term 'creep' to describe young Master Franks, but must call into question your logic. Sure in your terms he does not exist, being a collection of sub-atomic particles, just like all car-

bon-based life forms. I have met the collection known as Roger Franks and it is amazingly real. Furthermore, the two reviews in question were written simply because Ironic-head was told simply because Ironic-head was told into the budget arena, once by Mastercode Plus and once by Ironic! As for the score difference, there are two possible explanations: (i) Roger has matured; or (ii) he made a horrendous mistake back in CFF. Which do you think is the most likely? He is after all only human!

TMB

## THFCAOK?

Dear TMB

I am a great fan of your mag and have been for the last 12 letters I have written to you! I have a few questions:

- 1) In Simulators I Play 3D Soccer any good as a football simulator?
- 2) What is the address of Flair, publishers of Winter Super Soccer?
- 3) Is the budget The Games Winter Soccer any good?
- 4) Why are Spurs FC so bad?
- 5) Why are Liverpool FC so bad?
- 6) Was the Retrocop (you reviewed in CFF) the same as the 3D polygon adverted in recent mag?
- 7) Is Linda Barker nice looking?  
Paul Allcock, Birmingham

- 1) Back in CFF I Play 3D Soccer scored 77%, it has a weird control system, and isn't really a sim, but does make for an interestingly different football challenge.
- 2) You can write to Microvision Flair at the Bentley Side, 7 Bell Villa, Pontefract, Newcasttle-Upon-Tyne, HE10 9SD or (phone them on 0951 880 295).
- 3) Not bad, but not brilliant. Personally, I'd score it at about 65%. But I've never seen the point of this physical exercise task myself. Why aren't you let happy with mental exercise like Simulair multi-planar geometry, Prolex quasi-physics or Roulman Triad Pursuit?

- 4) Why are Spurs FC at the wrong end of division one?
- 5) Why are Liverpool at the right end of division one?
- 6) There are in fact two different versions of Retrocop 3. The one reviewed in CFF is the 8-bit version, which makes side-

Linda Barker -  
Pennywise  
superstar  
and FF  
expansion  
team  
here in  
photo  
taken for  
the first  
time!



ways-scrolling and Cp-Walk style scrolling. The 16-bit versions are filled 3D polygons. They tell the same tale but from different perspectives.

7) I do not find Linda Barker attractive, but then I'm a completely different species. I have heard that the males who populate the CP office find her very attractive. Anyway, here's a ploy so you can decide for yourself!  
TMB

## BOXING CLEVER

To TMB

Do you think that in reviews you could use a picture of the box artwork, as it would really help when looking at the details for games? Stephen Hobbey, Liverpool

The reason you'll rarely see a glossy of the box in a review is simply that, even on two pages, space is pretty tight if we want to claim to list all the essential specs and screen shots. And as much as it galls me to admit it, our reviewers learn to be so efficient at getting the games in early, that often the box artwork hasn't been drawn by the time the mag's gone to the printers. It's a good point, though, and has definitely been noted.  
TMB

## VERY POOR

Dear TMB

I have a few questions and points to raise.  
1) How many tests are there on *Sensitive*?  
2) In *CR17* you said that you could activate an infinite lives cheat on *Sensitive*, but how?  
3) Why did you only review four full-price games in *CP16* this year, I thought.  
4) In the *RFQ* feature, I expressly looked for



cassette games and found two, neither of which I considered to be *RFQs*. Are there any decent cassette versions of a good *RFQ*? I don't mind a lot of tape swapping (*FT*), like on *North and South* or *Excalibur of the Ocean*.  
5) The *Powertek* boxes - Oh admit it, you can't fill it up with good or bad points and then check the game score - it wouldn't walk.

Take *Robotop 3* - one of the cheapest - instead of a passing resemblance to the other *Robotop*s, what if a person has played neither of those? Does the game suddenly hold more appeal for them? And if there are too many good and bad points to fit inside the box, what do you do then? Write smaller?  
6) I've sounded very negative so far haven't I? So here are a few compliments: the reviews that you do are very accurate, informative and overall very good, pretty nice *Playmag*, and I must say that I thought *Demom* *Blues* was a full-price release until I read the reviews.  
Peter Gallagher, Worcesterhire

1) I've watched that Leach character get up to level 60 - eventually!  
2) There was an infinite lives cheat in the game but it didn't work, so I made Andy Roberts knock a patka together. You can find it on page 30.  
3) We can only review what's available.

Also James led the *Demom* to four league titles and three FA cup finals. We published *Demom* around FC for so successful as the classic 1980s squad?

Only four full-prices were finished in time for our deadline. It seems all the games publishers were taking a bit of a breather after the Christmas rush - poor dear they must have been exhausted!

4) *RFQs* and tape don't work well together - if they work at all - because there is no linear solution. Unlike an arcade conversion, all the game's data has to be accessible in any order. Or stick this piece no problem, but on tape, my say!  
5) Okay, we admit it! But we never said that was the way we did it in the first place. When a reviewer has played a game to death, they then award a score. The corresponding score box is then selected and the reviewer fills it with the most pertinent 'uppers and downers'. The box is not an exhaustive list, but a summary. The in-depth info is contained in the review.  
6) Yes!  
TMB

## STAR CHAMBER

To TMB

1) Is *Added to Fun* any good?  
2) What happened to *FP Asteroid 27*?  
3) What do you think of the *Autumn Playtop Cartridge* *1417*?  
4) Will there be an Annual FC game?  
5) Will Nigel Mansell be any good?  
Andrew Jarvis, Essex

1) *Added to Fun* is excellent. *Rainbow Island*, *New Zealand Story* and *Subter* *Sabote* are all cracking games, making this brilliant value for your cash. What a mess, *SL* stars bubble-blowing *Discourse* - absolutely spiffy!

2) The coders are digging in to get the game finished.

3) I can of course replicate all its facilities with sheer will-power, so I think it's a bit redundant, however as to what CP's human specialists believe, just turn to page 33.

4) Yes, it will be out from *Thames* as the season draws to a close.

5) Will Nigel Mansell's wheel be any good? He can steer superb this year, his driving skills as sharp as ever, although his after-vice commentary still leaves a little to be desired... Oh I see, the game, from *Grand* *SL* well, back to your left and all should become clear!  
TMB

## THE END

Is there a burning question that you just have to ask? Do you want to express your point of view? Want to say something like thousands of people? Then write a letter to TMB, *Commodore Forum*, 30 Monmouth Street, Bath, BA1 2SS (but don't send any SAs). The *Big B* scans the mail back every month for

the best correspondence in the biz. We read every one of them and select the best for the greatest return page this side of the Atlantic Central Post.



## MAKING PLANS FOR NIGEL!

Do you want to see Nigel Mansell *Formula One Grand Prix* on your C64? Do you want to discuss round famous Grand Prix circuits in the company of Britain's favourite motorist? Do you want your chance to pile round the *Panasonic*, take the lead at *Leaves* and race through *Rainforest*? Or would you like *Wall*, games' guru *Granite* - who are programming the game - would like to know? And in return for your opinion they are offering the chance to win one of five signed photos of Britain's most successful GP driver.

If you want to see it on the C64, just fill out the coupon below - or a photocopy of it - and attach it to the post: to those spiffy *Granite* peeps to demand your right to drive at impossibly high speed! They've taken the trouble to ask, so let's tell them how many driving fans there are out there. Tick the boxes that best express your views.

DEAR MR GRANITE,

YES I DEMAND my right to drive like a muffer with our Nige!   
No thanks I would rather live a really boring and sad life instead   
I'll buy it on disk!   
I'll buy it on cassette

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

and send to:  
Ruth Barber,  
*Granite Graphics*  
Software  
Carver House  
3rd Carver Street  
SHEPHELD  
S1 4PS



# ROGER FRAMES

buys  
**Budjit Games**



Playing his 64 one day, Roger overhears his father on the 'phone in the hallway. "Yes of course! We'd be delighted to look after your kid for two weeks! It'd be someone for Roger to share his 64 with, the stingy little toe-rag!" Roger is delighted. One of his mates is coming to stay with him!

## AIRBORNE RANGER

Kiex £3.99 Contact 021 625 3388

I thought this was going to be a game about the Lone Ranger getting pushed out of a plane. But no, it's about a golden-type who parachutes on to a load of helicopters in turn. What you have to do is kill loads of the enemy and blow up or capture a military thing of great value.

Having spent a lot of money on the game (and I think £3.99 is a lot), you'll want to spend loads of time playing it. And lot! You can. There are loads of levels, and each takes quite a while to play.

You can see your little guy from above and behind, and you shoot about everyone who attacks him. It seems like a terrible waste of expensive ammo, I know, but it's just got to be done.

It's not a bad game, is Airborne Ranger, and it's quite exciting. You get several different weapons to use (blowing up bullets with the rocket is a hoot) and there's a fair bit of skill involved. If you're interested in something a bit unusual, and if a ping-pong of the zoo gives you £3.99 to spend on computer games, this isn't a bad one to buy.

## AIRBORNE RANGER

You can crawl under barbed wire! You can generate trenches! You can walk around being indistinguishable! You can even write down with Airborne Ranger and have a good time.

### FRAME RATE

76%



Get glorious, vampire-slaying, werewolf-slaying action out-there! (The only monster with a frame rate and time to tell the tale.)

## ST DRAGON

Kiex £3.99 Contact 021 625 3388

It's a strange little poem of a game, this one. Apparently you're part dragon, part machine. Part hotcake, part tractor. If you ask me,

Anyway, it's horizontal scroller time, as you trundle along dragging a fully-armed and fed behind you. Loads of monsters come to meet you, just blow them out of the sky. Also floating around are collectable (power-up) that vastly increase the damage you can do.

Yes, there are a million games just like this (1,000,134 to be precise - TMG). You know the sort: all badies, get better weapons, kill more badies, kill big end-of-level badies, get even better weapons, etc. But this is one of the better ones. Not stunning but quite good. Hmm. That sums it up. Can I have my money now, Tom? (No. Get on with more reviews, you spotty squirt - BT)

## ST DRAGON

It's fast, furious and, er, for the C64. St Dragon is the perfect present to buy someone who hasn't got a horizontal scrolling game, and believe them all to cost around £45.

### FRAME RATE

74%



## VENDETTA

Kiex £3.99 Contact 021 625 3388

Who'd have thought you could do a game about a thripod. I thought we'd loaded up this 'un.

But, check it out, it's not about a tripod at all. It's about a fat man



When a thripod comes along, an other one probably will. Thing like Game games target conditions.

I wouldn't believe what I was hearing! One of my pals was to stop over at my house for his birthday (should it be Jack? Would it be Barry?) It might even be Simon, even if the largest (and loudest) footballer beyond the side of High Wycombe!

Whichever of the guys in my lobby gang it is, we'll be able to have midnight feasts, throw drinks at each other all night long! and, of course, get drunk like some more times sit games playing. I can't wait to show him my best laugh stuff!



who gets into a lot of fights. Your character's shape manifests from 2D screen to 3D screen, walking up to people and punching their heads and necks. Riveting? Not at all.

There are two varieties of gameplay here, though. One is the fighting, the other is driving game. Both are slow and rather boring.

The graphics look fairly pretty, but the computer takes about eight months to draw each screen. It's almost impossible to see precisely what's going on, so you end up painting and drawing this in while your opponent machine guns you to death. It's a job of rolling vegetables, if you ask me.



## MIDNIGHT RESISTANCE

The Hit Squad £3.99 Contact 091 833 8003 It's Rando time. You walk along a collection of levels (all looking like they are in a sort of warehouse steel-works place). As you stroll along, you shoot loads of men who jump out of you from all sorts of places.

Then they get rolled and start using tanks. Armoured cars and crane lines against you. If you've got a bit of skill in you, you can blow these up and keep walking.

And that's basically the plot.

The graphics are nicely done. Your little bot can crawl, walk, fire in all directions and generally do lots of things. His opponents, on the other hand, tend to do a lot.

The thing is, though, that every time you play, everything happens exactly the same way. So if you practise enough you can learn when everything occurs. I know a lot of gamers work like this, but I'd like to see a bit of difference each time.



Well come, I've got a headache." This, with slight resistance can strike at any time, so always carry some 'Imperial' (Kaschnow...)

## MIDNIGHT RESISTANCE

Looks good, plays well and you can hurt people in it (that could be better). A hat. It's the Babuana with Richard Branson's name and credit cards would be, actually. Anyway, it's like *Midnight Resistance* a bit.

## FRAME RATE

43%



Only eight hours of the incredibly tough. Buddy bit and I'll be late. The necessary hand writing. 8000



## NAVY MOVES

The Hit Squad £3.99 Contact 091 833 8003 Navy Moves what? What does the Navy move? Apart from battleships, aircraft carriers and the odd destroyer, I've never seen it move anything worth more than about £30.

Anyway, how you play a boat with a little like-boat thing, you must sail it at a fast but towards the enemy through a minefield (a sort of special underwater area), and then he has to hit the enemy boats when he finally reaches them.

Great! Not really. The problem is, Navy Moves is remarkably difficult. Getting through the mine is remarkably difficult and surviving the battles' boats is remarkably difficult. All told, it's a real rip of a game to play through to the end.

The graphics are suitably watery and the sound is, er, actually, so no real gipsies there. But the game is too floppy: tough. So only buy it if you're a mega-expert at C&A games.

## NAVY MOVES

I challenge anyone in the real Navy to play this better by the end. If you're in that bloody armed force and you've finished it, send a description of the final screen, your name, address and your service number to the usual CP address and I'll get Terry to send you a prize.

## FRAME RATE

43%



Jack says I've had a nice sailing member in a boat on pretty nice weather.

## MULTIMIX 5

Kick £3.99 Contact 091 833 8003 Three games for £3.99! That's £1.33 for each game! Can you go wrong? Well let's look at the games, then decide, eh readers?

First off is *Bladdy On The Run*. Monty Mole has got his ball through a big platform game in order to escape from prison (or something). It's looking a bit old now (I was first out in 1985), but the platform bits are excellent, and there's a lot of skill needed to get through. It's also cheap, apparently.

If you think that in quarter of an hour, you can move straight on to *Auf Wiedersehen Betty*. This means Hello Betty in German, or so Terence told me. Here you've got to help Monty Mole for his life across Europe.

## VENDETTA

Not a very good fighting or driving game. However, the cassette itself, delivered to your front, makes a good pair of cycling goggles (if you've got small, close-fitting eyes). The box can be used to hold an orange.

## FRAME RATE

33%



## ITALIA '90

Treacle £3.99 Contact 091 890 3205 Time flies when you're too stings to buy a calculator. I mean, where did I get it? Anyway, if you want to relive the top-jacking glories of our plucky squad in the football World Cup, you'll have to stump up four massive quid for this game. But is it worth it?

Well, you get a pretty quick 2D-animated game, which is a good thing. It doesn't handle kicking well (you always foul because you hit the free button), and there's a weird goal-mouth ball where you nudge your keeper around as he tries to get into position. But for the most part it's an enjoyable little kickie.

You get to play all the big teams and, unless you practise a lot, you'll lose miserably most of the time. Still, it's a challenge.

Watched. There's a ball flying towards my head. I didn't enter goal.



## ITALIA '90

Not a very good game, but it's not incredibly horrible either. For four quid, you'll get end-to-end action and, er, some piping whistle sounds as you foul the opponents.

## FRAME RATE

73%



There's violence, there's romance, and there are cat-chases and loads more platforms. Despite all this, *Auf Wiedersehen, Mickey* isn't as good as *Mickey On The Run*.

**Jack The Nipper** is also on *Multimax 5*. Yep, it's another platformer. You've got to guide the chaotic under-five around some jungle or other, trying to avoid his dad. You've also got to avoid various child-eating native Indonesians, and the odd weird spirit thing as well. It's also pretty good, and the different style of it is a welcome break from all that male-related madness.

## MULTIMAX 5

Platform fans should tickle out and buy this. It's got three other great games in it, feeling completely stunning, but for £1.50 each you're getting a remarkably good deal. **Henry**

## FRAME RATE

84%

## GOLDEN AXE

Travis £3.99 Contact 081 960 2255

Hillfart I've been waiting for *Golden Axe* to come out on budget for ages! I even considered buying it at full price since (but luckily I soon recovered).

You can play one of three rock-hard fantasy poops. You then go on a sideways-sawed quest to kill Death Axion. He's basically a big nasty, with millions of smaller nasties between you and him (who you'll have to decapitate first).

It's cheap, hack and slash in glorious colour, with a sort of 3D effect thrown in, and it's great. Loads of excellent graphics, plenty of nice sound effects and fast, accurate movement means that you can actually go inside your computer and live as the fantasy folk do (but remember to come back in time for tea).

It's a great game, but it's dead tough, so skip out those cheats in issue 3. In fact, there's only one thing that's stopping it being a *Golden*. It's only got a one-player mode. So my mate Barry has to sit and watch while I play it for hours.

## GOLDEN AXE

If you haven't already parted with your soul money, here's the time to buy *Golden Axe*. It's a terrific, intense, if a game (although it will have to get a better two-player mode).

## FRAME RATE

89%



**Roger** is so delighted with the prospect of one of his mates coming over for eggs, that he does the unthinkable. He reserves money from his piggy bank in order to buy more toys and board games. His parents, hearing the tink of Roger's money, start worrying.

## IVON 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER

Travis £3.99 Contact 081 960 2255

Ever wanted to drive a fast, multi-wheel drive truck? Well, neither have I, but in this game you can. Basically you've got to whizz your tiny truck around several incredibly bouncy and violent circuits. Three other trucks belt along too, and the whole thing is like throwing your Tanka toy down a cliff and

watching them through the wrong end of a pair of binoculars.

It's dead tough to control your truck, and it's very, very annoying when you can't actually get it through a smallish gap, and you just keep bouncing off the walls, as well as other contestants.

The two-player mode helps a bit, but doesn't make it a particularly storming game. It would be better to spend the money on 100 lapping stunts.

## SUPER OFF-ROAD RACER

A lot like *Booster* or *Andy Head*, but not as good as either, it's fairly similar to filling your booster-glazing with water and then using such modes as a kind of fun aquarium.

## FRAME

RATE

38%

## VIZ

Travis £3.99 Contact 081 960 2255

Various order people have told me about this, on publication, and I gather that it's basically a collection of rude words and terrible cartoons. Now I like cartoons as much as the next man (in fact, I'm sometimes criticised for one myself), but I'm not sure that it translates particularly well to the PC's screen.

What you have to do is choose a character - Johnny Partridge, Buster Bonard or Little Bacon - and race him through various locations in Pukeborough. Many of the other characters interfere, and there's a fair bit of very rude swearing.

Ha ha ha, and all that, I thought. But the racing itself isn't that brilliant, and once you've finished, you have to go through all the same joints again next time. Ha ha not very ha.

It's a pity that the race itself isn't a bit more playable. If there was a two-player option it would have been much more fun. And the idea that you've got to build up your teams at the beginning (in a separately loading section) is a bit offshoot.

Basically if it wasn't based on the Viz characters, I'd give it 47 per cent.



Here your coloured pals against three equally turbo-charged, off-road touring plants in a bid for, er, winning the race.

## VIZ

All your 'faves' (in fact, people you shouldn't really have heard of) in a not-particularly far-past-ed classic game with some swearing. Like Buster's famous 19th-century chair-of-the-Avon, it's a nice idea which could have been done so much better.

**FRAME RATE**

**47%**

## MONTY PYTHON

Travis £3.99 Contact 081 958 2955

If your household is anything like mine, your parents' occasional start taking about incoherently weird things, laughing and doing stupid voices.

Fear not. All they're probably doing is quoting that ancient television show, Monty Python's Flying Circus. Apparently, it was the '67 thing about 80 years ago. (If they're not quoting Python, call a doctor.)

Anyway, Travis have finally released the game of the show at a sensible price. If you know all about Monty Python, you'll be squinting and wheezing with laughter when you see the game. All the best bits are included, and everything in it has something to do with the show.

But the best thing is, even if you aren't a Pythonite, you can still enjoy the game. It's



with to explain a complaint. Hell, Mike? I'm sorry, I have a cold. This parcel is dead? (This is Monty Python at its, er, best. I know you I and of my parents, who fall about laughing.)

Roger, having actually spent real money on these toys to keep him and his mate amused, waits anxiously for the box to arrive. Suppose he's not meeting his terms. All that cash wasted!

But then the dreaded rings. Roger fears his parents' answer to the million that proposition in his room for two weeks of solitude from with his dream. He hears them and Dad welcome someone at the door. He hears footsteps coming up the stairs to his room. Would it be Jack? Would it be Simon or Barry? The door opens. Roger screams in fear. W... W... (to be continued.)



## GET IT OFF YOUR CHEST

The election may be as much-old news as a Spacy - and twice as boring as the game - but there's still one campaign running. Roger is trying to mobilise the C&A gamingplay nation with his 'Urgh, Girls' campaign.

Standing for all that's smart about being a boy - C&As, football, having 'biff' names like Barry etc - and against everything that's youthful about being a girl - Rosens, crying, fussiness, having namby names like Veronica etc - he wants your support to avert a national disaster.

Show solidarity with Roger (or eat him) in the quick with (casual irony) by nabbing an 'Urgh, Girls' Tee-shirt. They're only £3.99 and would be on the C&A Show every week as the real 'spiff' thing if it wasn't run by girls. Get one now!



really well-done, you see. You foot around, trying to collect Squares and find bits of your brain. This means swimming through loads of screens, blasting pigs, leeches and other strangenesses, and keeping your energy levels high.

It's tricky, it's fast-moving and it involves planning your route. It's also immense fun. Every few screens, you come across a special bit containing something your parents will recognise and 'hoor ah', and you'll just live it. It's got the playability to be a fun-game as well as a treat for people who say 'Playng Playng a bit. Buy it if you want a strange and enjoyable experience (and you've got a few like a lot).

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# ... 'COS WE KNOW WHERE YOU LIVE!

Y'know, chums, sometimes it seems as if they just don't make heroes like they used to. Where are all the great heroes of yesterday? We set Stuart Campbell the tricky task of finding out...

# Whatever happened to... Heroes?

**G** at a light, man? Not to be used, the damn brains overused will just have to do. It gets chilly in here these days, but not as chilly as it was in the winter of 1981 when I took on 'The Case Of The Disappearing Heroes'. What a mad? You want to know more about it? Well, buy me another shot of aqua's strawberry milk, make and I'll spill the beans...

It all started when the head honcho behind a sleazy publication called *Commodore Format* sent me on a mission to find some missing characters, but just your everyday run-of-the-mill ones, though. These are a computer game characters. Huge stars of their day, every one of them had mysteriously vanished

from the public eye over a period of a couple of years. The FBI suspected Communist involvement, but I knew better, don't they watch the news any more?

Times were hard, so I took the case. I got my first lead when a tall blonde walked past my office window. I knew she was tall because my office is on the third floor. I figured anyone that was would be bound to know where a team's miffitis hang out, so I parachuted out of the window and pulled her up.

"Let go of my up!" she squealed. I frightened my grip.

"Not so fast, sister," I growled. "I want to know about Agent '88."

"What the guy out of Impossible Mission, that classic platform-jumping and puzzle-solving game?" she gasped.

I'd stuck on something here. That's the one. I replied, "Last time he was heard of he'd saved the son Elvin Blankenship a place for world domination for a second time in *Impossible Mission II* and was off for a well-earned holiday in the Bahamas.

"Look, all I know is that he went for a drink at the Tangential Trout Club before

he left for the airport. I saw him in the crowd while I was doing my exotic animal stand out with Moomy Moom. He looked drunk, but I swear I never saw him after that..."

I could tell she didn't know any more, so I let her go. The mistreatment charge could wait until another day. It seemed like I needed to pay a visit to the Tangential Trout. I set off down the long dark alley that led to the seamy nightclub's back door. It didn't have a front door, but I was only halfway down when two hefty figures leaped out of the shadows and blocked my path.

"Well, well, it is n't my old friends Billy and Jimmy from the Double Dragon series. I thought you boys were safely tucked up in Sing-Sing for the duration..."

"You got wrong," Billy sneered.

"We got wrong."

And I'd often suspected a link between these two renegades and Thing, star of *Thing on a Spring* and *Thing Strikes Back*. Now it seemed as if he'd used his powers of metallic elasticity to free this ugly pan from captivity. I'd look into that later, but for now I had an imminent game-violence scenario to get myself out of.

Fortunately, I hadn't come alone. I set off my low emergency whis-



to, and in a blur of black rape and moustaches, my old pal Amadeus tugged from the fire-escape above up and sat about the two thugs with a vengeance. And a big drink, too. Billy and Jimmy's combination got a bit stoned after that, but it went something like this:

"Oh! Light! Bright! Hey, mate, I thought you'd retired after the loss of those Last Ninja games! Don't! Don't!"

"Not so. After defeating Gumbak, I have no way to earn living. Good friend Scout pay many wages, but protecting him from bad guys like you is most keep me in tin."

Three heavy moustaches (Billy, Jimmy, and the English language) later, we made it to the door of the Tangential Topp. I told Amadeus to act as lookout for a while and describe any unwelcome visitors from entering while I had a look around. I kicked the door down to dramatic entrance always pays off, it feels, which was unfortunate for the character who'd been lurking behind it at the time.

"Well, at least I know now why they call you Rick Dangerous." I said as the moustache man-like explorer relieved his burdened hat from a puddle of sweat. "Haven't you had enough of doing unnecessarily with death?"

"That's easy for you to say," he replied through bleeding gums. "What with the 1980s cars and money thing, it's not so easy for some of us to get proper medical

attention for our essentially personality traits. At least down here I can get knocked around by people I know."

"Pursuing only to attack Rick bravely over the head with a jagged bit of broken door (hey, even the private eyes can be compassionate when we want to), I waddled through the club towards the bar. Even I had to blink in surprise when I saw who was serving there.

"Bongobong!" I exclaimed. "I thought you were one of the good guys?"

"Yeah, well, I used to be," he growled. "But after Mr Big got suggest my girlfriend a third time, I knew I was about to be frog of him, so I figured I only as man you forces. There's always reason for a bit of trouble in his organization."

"So I've heard, it's not long since I put old Bongobong away for a few months after he did all those gangland assassination, he never talked, but I didn't take a genius to guess who he was working for. Anyway, I've had enough of dealing with the monkeys...where's the oxygen grinder?" Just then a ray of strong light washed into the gloomy bar.

Squinting, I saw that it was coming from an open door way on the other side of the room.

"Looking for me?" asked a strangely familiar voice.

"Well, you know," I answered. "It isn't old Babyface himself. Or should I call you Jack the Ripper?" Moved up in the world since these two bloody arcade adventures games, haven't you?"

"Less of the Babyface stuff, mac. Nowadays they call me Mr Big."

"Call yourself what you like, you'll always be the Wacky Happy Kid to me. Where's Agent 410?"

JACK'S face broke into a grin. "Why don't you step into my office and I'll show you."

Wily, I followed the evil criminal mastermind into his lair. I wonder I believe what I see when I get there.

"Not a pretty sight, is it?" Jack laughed. "But don't worry, he's only half dead. He's took a lot more respectable when he's finished."

The constraints of my stomach joined each other in a mad race for freedom and I ran as fast as I could from the club, just before the alarm blaring. I didn't even remember eating the door carefully for the government. Amadeus looked on in surprise.

"What's up, old friend?" he asked.

"It's, it's...it's too horrible," I gasped. "Let's get out of here." It couldn't bring myself to inflict the terrible knowledge of what I'd seen on another human being. Besides, who'd believe it? All I can say is I carry my blood to the game is that the next time you're playing Smash TV and slaughtering all those hapless members without a clue in the world, give a thought for all the old heroes who fall on hard times and have to resort to the most desperate measures to survive an existence, however short and brutal it may be. Or did you think that cartoon-fighter bad guys just grin on trees...?



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# INDIANA JONES

## AND THE FATE OF ATLANTIS



**T**he chase will soon be on for that rare mineral Orichalcum, the mystical ingredient in the Nazis' ultimate world-destroying ultra-death machine. Who stands in their way? Indy Jones, of course. Next month you'll be able to help him beat the fastest steamer in the Fate of Atlantis.

Lucasfilm and US Gold are excited with the way their new game is looking. So much so that not only have they given away that rather nifty tan hip packs, three tan backpacks and two ultra-rare beret bags. They look the bit and will make anyone who has ever been anywhere near an Indy movie completely green with envy.

The lucky winners will get their game on exclusive Lucasfilm bags, all marked with the distinctive Indiana Jones logo. There are 18 rather nifty tan hip packs, three tan backpacks and two ultra-rare beret bags. They look the bit and will make anyone who has ever been anywhere near an Indy movie completely green with envy.

So what do you have to do to win these rather ridiculously good goodies? It couldn't be easier - well it could, but then it wouldn't be much of a game - all you have to do is form your hand to script writing. Just link the pictures below with some kind of story that is either funny, exciting or just plain excellent.

The five pics are taken from Indy II (because there aren't any for Indy IV), and we've set the scene and supplied the first 30 words captions. All you have to do is supply the last three. Write your answers - remember only 30 words per piccy - on a separate piece of paper clearly labelling them Captain B, C and D. Then bring it in an envelope, along with your address and send it to us at *Quartz!* I'd like to win some of those Indy IV things, Commodore Format, 29 Monmouth Street, Bath, Avon, BA1 2DL, by May 31 1992.

### ALL ABOUT INDY!

Indiana Jones and the Fate of Atlantis tells the tale of Indy on the trail of Atlantis - not surprisingly! The Nazis want to find it because Atlantis contains a magical substance called Orichalcum, which will give them the power to destroy the world. Indy wants to find it because it's full of ancient antiques that would make him dead happy - and save the world!

The game is due for release in May and CF will be carrying the first full review. Don't Miss It!

The one that makes most sense, as well as the funniest, will each win a beret bag. The other 12 will go to the most original runners up.

And any Fawcett or Golden peeps caught entering will be made to carry their stuff around in plucky bags for a month!



### SETTING THE SCENE

Indy Jones and three British character actors (you know the sort - spiffing, top hats upper class types) find themselves on a remote hillside watching the tyrannical Nazi army ship out Orichalcum. They must stop the foolish plot if need be! Indy plans to loan the world to be heeded. Indy has his trusty whip, his gun and a rather nifty piece of headgear at his disposal. Substantly he...



**A** leapt on a nearby motorcycle. Having he chased the Nazi out from head on. His dad muttered "Idiot, let those trucks and we'll explode!" Indy roared to the left hoping to...



**B** \_\_\_\_\_



**C** \_\_\_\_\_



**D** \_\_\_\_\_



High-speed violence, and lots of it! Planes screaming in at ridiculous angles, streaking the sky with sudden-death. Sidewinders and continuous cannon fire. This made G-LOC an arcade classic, doubly so if you ever had the lunch-losing opportunity to play the R360 model! Can the C64 cope with such conversion pressure? Well, uh, yes it can actually!



**D**on't expect a carbon copy when you boot G-LOC up, but do expect a rock-solid ride to Armageddonville in an F-34 style plane that's crammed with enough missiles to destroy a small continent. Because while G-LOC C64 style doesn't exactly resemble the arcade version, it sure plays like it!

Hurting along in your Tomcat - well more of a lion with a severe migraine type cat, it's that 'ard - you have to blow 18 enemy fighters from the sky per level. You've got a cannon for short-range threats and long-range lethality, and 36 missiles that are so 'smart' they've got 'W' levels in damage. Using these you've a few seconds to clear the skies. Fail and it's game over, succeed and you move to a more deadly flight zone, filled with even more enemy fighters.

You've never had why hundreds of people should die, but who cares? You've



Wipe out! Or it will be if that incoming missile isn't dodged or shot. It's all highly implausible but terrifically responsive fun.

# G-LOC



Screaming over the sea, upside down, at night, and blasting for all you're worth! That's G-LOC in full arcade effect.



So many planes, but which one do you shoot first? I mean that one in the middle got here first and you don't want to appear late.

got the best plane and they haven't! There aren't even any points to be won, the only point is simply to get further, faster than ever before! Obviously, this requires tight flying and sharp shooting, but don't worry because G-LOC handles like a dream - albeit a particularly destructive one!

G-LOC is not a 'tight ship, it's an incoherent screen blast frenzy and the controls are tight to a minimum. The 'stick' rolls the plane left and right, up and down. The trigger pressed and held unleashes a hail of white-hot lead death. The buttons look like cannon balls, but it doesn't matter

because they really hurt and you've got an infinite supply! If it knocks the throttle up, FF knocks it down, allowing you to sprint alongside

enemy aircraft or send them screaming past into your missile sights. And it's the missiles, fired with a swift double click,



In a few seconds the carrier will have rest, the target will be locked, you can fire and immediately start hunting your next target.





**M**obo and Robo (aka the Bonanza brothers) are thieves, you see. They're not burglars of the finest order. Their job is to break into secure places, disable any guards and security devices they find and, or, break back out, having liberated as much cash as possible.

And despite looking incredibly stupid, the brothers are very successful at this. So much so, that they've got cars, yachts and villas in France.

*My ancient grandfather always used to sit me on his knee and say to me, "Never trust a thin yellow brother and a fat orange brother, especially if they're both wearing dark*



*glasses." And do you know what? He was right.*

# BONANZA

But now the bad news.

The brothers have retired. They no longer risk jail. Instead, they spend their days sitting on a sofa and watching children's soaps. There is a life of ease.

Boring, though! Oh no! What's that? It's a phone you almost - but not, this is part of the routine. The phone rings in the Bonanza Bros household. They answer it and an

offer and is an extremely wealthy person. He's got a great idea.

Apparently, rich people worry a great deal about their staff being nicked and who better to test your security than two idiot-looking ex-criminals?

Mobo and Robo agree that, for a fee,



Working closely as a team, Mobo and Robo manage to bump their identity card-bearing membership in through the front door.

they'll break into

the rich guy's house and pretend to risk a trial of his gear. All the security precautions will be activated, and there'll be guards with guns to make things tougher.

This is where you step in. It's a horizontal scroller in which you (and a friend) can wander around each building (+10 to 20 screens).

Dotted around are the prizes you've got to nab. But, of course, there are

plenty of guards too. So you can't just rush up to the goodies, bag them and bug out. You've got to study the

guards' movements, work out where their routes take them, then stealthily

creep up.

Or you could just shoot them. Both Mobo and Robo carry waist pots of marshmallow-



Mobo (or is it Robo?) wanders around on the roof, looking for, or, treasure. Or some rather nice gathering, or something.

ing stun guns. These knock

out guards for a few seconds. The trouble occurs when the guards carry riot shields. The marshmallows just bounce off

these, so you've got to manoeuvre yourself behind them in order to shoot them in the

back. Not very sporting, but since when has breaking into people's houses and stealing them of quality items been sporting?

Oh, and even worse, some of the guards have marshmallow fans as well. They don't

stun you, but take more than a couple of hits and you lose a life.

Now we come to the interesting bit. Bonanza Bros is best approached as a two-

player game. The screen is divided into a top half and a sub-bottom half? -ish. Yes.



By creeping around here, it's an off-off-attack on the mission. Bring us we get Robo! Creeping up is only for girls!



What we've cleverly done here is knock together (read: separate screens) to give you an idea of the size and layout of one of the houses. And this is just two floors.

Indeed. Each contains one of the thieves in the centre of the screen, and scrolls separately. So Moby and the other one can split up and do more fishing spots. Or, if you like, you can simply trail behind your mate and wait for him to alert all the guards, before nabbing the baggy for yourself.

The split-screen business works well. It really is like playing two games at once, except that you can obviously talk to the other player and work as a team.

Helping you in each location is a map which indicates the general layout of

it's pretty darn good. Moving round the houses is weird, and if you can avoid the guards, you've really got it sussed. But sooner or later you have to deal with more of them, blocking vital stairways or doors to dead-end rooms.

And you can't totter around for too long because each level has a ferozish time-limit.

This is a lot of fun, indeed. But not real cat-burgling, where the thief's to get in and out without anybody actually

*The split-screen business works well. It really is like playing two games at once*



**BIG CRIMES OF THE WORLD**

On 18 December 1988 three Van Gogh paintings were stolen for a Dutch museum. They were worth £40 million. One was later left in a stolen car outside the museum director's house as a joke of goodwill. What a laughing thought.

Ronald Biggs and his gang of 'Great Train Robbers' made off with £2,601,794 in 1963. While they were making their getaway, they played Monopoly, using the real money they had pilched.

Game	<b>Monopoly Bros</b>
Publisher	<b>SES Soft</b>
Cassette	<b>£8.99</b>
Disk	<b>£14.99</b>
Release	<b>May</b>
Contact	<b>021 625 3066</b>

# A BROS

the building. So you can see where all the stairs, dead-ends and holes are. Very useful because it can get really being a wee feat.

Controlling the characters is tougher than it first looks. This is because you actually do have some 3D movement into and out of the screen. Using this properly is the best way to get past guards, but until you learn how it works, it will make you say some of the nuttiest words you know.

Okay - as you've mastered the control system, what's the game like to play? Well

noticing you. Here, you end up knocking everybody out then trampling them in the rush for the loot.

The graphics are smooth, colourful and rather enjoyable. The houses are filled with peculiar furniture, and it's all a bit of a weird dreamland. Even the music's strangely funny.

Monopoly Bros is a different sort of a game. It's got platform elements, plus the two-player split-screen thing. But it lacks that certain something which would make it a Colfax. I think it's just not frantic enough. Pip.

JAMES LEACH



Oh what gorgeous art deco furniture. Get the vase, Moby. It's big it towards the door. Bats! They're nailed next of it down!



The rope while is a useful (if not particularly discreet) way of getting out of the house and into that excluded garden area.

**POWER RATING**

**THE DOWNERS...**

- Control is a bit fiddly, and takes some getting used to.
- The action sometimes dies down into boring bits of talk.
- Only half the screen is used in one player mode.

100

77%

- Nice 3D-ish views of the buildings you explore.
- Funny sounds go well with the weird style of the game.
- Lots of different ways to complete each house keep the interest high.
- Two-player mode is fun and really the best feature.
- A star levels have traps, fun to explore houses, full of secrets and people to steal.
- Distraction of mode changes here is small but nearly done.

**...AND THE UPERS**

0







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**wild!**

monty python  
**golden axe**  
italia '90  
**super off road**



new unleashed by

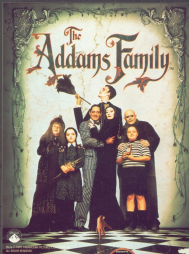
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**well?**  
**how do**  
**they do it?**



# CRREEPY, KOOKY, OOKY, SPOOKY!



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## They do what they wanna do...

But not now that they've been exiled! Morticia, Fester, Gomez, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



## Play how they wanna play...

But watch out for Tully - his plans mean Tully is the treacherous bane intent on stealing the Family fortune and who has many a dirty trick up his sleeve.



## say what they wanna say...

But not now that they've disappeared! As Gomez you need that ever lovin' loved one in their spooky mansion house.



## dance how they wanna dance...

You need to be shaker, rattle and rollin' when the waltzes, mazurkas and glissos are the hot one for you! It was when the party's over and before the clock has might just see the Addams Family so that they can...

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# ocean

## live like they wanna live!

# NO ENTRY!



## I'VE GOT THIS GAME WHIPPED!

# INDIANA JONES<sup>TM</sup>

## AND THE FATE OF ATLANTIS

**Commodore** FORMAT

**U.S. GOLD**

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