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C64

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Spooky, spooky or scary?

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Will he be back?

THAN ANY

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Is Genies' Caveman caper the best thing since the wheel? We check out Chuck Rock on p.36

2 Commodore!
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Got the summertime blues, then see who POWER

NEVER HAVE SO MANY

You'll recall what a disaster Indiana
Jarnal and the Fate of Atlantis.
The Addams Family and
Chuck Rock had the reviews
crumble, and the quality of all
three is fairly astounding. "Never in the field
of human gaming has so much been cooked
by so few for so many" as Dave had said
(not off). And all this is backed by the very
best that the budget market has to offer.

Those reviews inspired and supported
with the creation of the game-making trio,
and Andy Roberts has played it through the
screen! To cut across the release of Flanstone
justified on budget, he brings the ultimate
playing tips spread on the best carry-over
version ever seen. You just won't believe
the scolding for reviewers. All about horror in
strange! The best jokes, cheats and game
tips money can buy!

And game players, and Technic also
MUST read our in-depth look at the new
3.5" T&E drive. It offers a wealth of first
games and is too hot that would should the
AI. You can't deny it!

We're proud to welcome back that old
familiar Steve Jarnal to the pages of CF, as
he takes a look at what would make the ulti-
mate CD game. And it's a big to-do, come
in, all down and have a scolding couple to
have more CF subscribers. Lisa Malhotra takes
over the design chair from Lane Tang and
Jason Finch details an
infinite entry new
systems. Goodings for
them both, and for you,
read on and enjoy.

James



62 THE ADDAMS FAMILY

OCEAN

The smash hit movie success-
fully turned Sea TV's stars into

80s movie stars. But can
Ocean now make their stars
of silicon too? The Powerpack
demo is a terrific test of timing,
and the full game looks to be even better.
Can spooky, rocky, loopy, wacky
parapsych and many other

things ending in 'ology' in
the review on p.62



Plus

Addams Family compo

The world's
most famous fan-
by of reviews. How
many times followed on
both the web and tape.
Now's your chance to
grab a copy of them
both, courtesy of
Boys Online
press.

p60

39 DRIVE FASTER

Have you been getting one of those
shaky new 3.5" T&E drives down at
the local computer store? Those
singing and all clicking out what
about taking this?

Computer Partner's better be-
man takes a long hard look at T&E's
new drive on a CD. What's the ver-
dict? Load up the review now!

TESTED!

36 CHUCK ROCK

Core Design

Caution, stupid or what? They had to invent the wheel everytime they wanted to use the cat-furled cat rather than spend down to Steambury and feed in dimes for fun rather than take on hefty mortgage commitments. Meet Chuck Rock, the moustache-thin cowboy, he has to face a world of trouble in order to save his wife. Can he overcome level after level of platform pitfalls or will he be a dirt's dinner. The rocks begin to fly on p.36.



18 INDY JONES AND THE FATE OF ATLANTIS



Did Atlantis ever really exist? Let's hope so because that's where Uncle Indy is headed in this fourth epic adventure for the action archaeologist. This time our man is hunting the mysterious mineral Orichalcum, which has the power to destroy the world - as we know it. Lucasfilm have opted for an isometric 3D look for this adventure, but does it work? We wrap the review into shape on p.18.

52 The game that never was!

The man who invented OK, Steve Jobs, returns to bring the ultimate OSX game. Drawing from a lifetime of dedicated gaming he mixes and matches heroes, villains and cast. Is come up with a pot pourri of mind-scaping scenarios. Are your favourite game stars in there? Leap to p.52 in a single bound to find out!

64 BOD SQUAD

Burningly silly but beautifully playable, Bod the Alien has to save his folks from the clutches of curious humans. The zippy wailing BT has to overcome spines, spleens and satellites, in this intense platform leaping puzzle. It looks cute and cuddly but has a little bit of a great white shark during a carter landing is it too tough? Bounce on to p.64 to find out!



POWER 21 PACK

THE ADDAMS FAMILY

Demco

Creevy, loopy, sobby and spookily (but what more spookily mean?) There's The Addams Family is full effect, and they're haunting your Powerpack right now. Help Gomez find his loved ones in this perilous platform romp. The secret of good gaming is in the timing, and this one's crowned in the gifts with it.



ARNIE

Ziggartin

Sometimes violence and lots of BT take on the role of a super-biller comments and get staying in this, he-matrix shootfest. Follow the arrows, stay out of the way of the bullets and don't forget to keep shooting. There's action a plenty in Arnie.



ANCIPITAL

Jamesoft

Home, home of the strange. Where the guests and flames do play. Where often is heard, a discouraging word, because you can't find the right stimulus way. Jeff Minter's mad maze steers to yours! It may be silly but it's one of the all time greats.



EURO FOOTBALL CHAMP

Demco

A rolling stone of Demco's sidrop controller the soccer stadium, fan back and watch the no-holds-bar football fans. Everego, everego, everego.



21 tape to disk

Want a disc version of CD21? Powerpack! Turn to p.8 for full details of our latest tape-to-disk transfer offer. NOW!

SOUTHERN BELLE

21st Century Entertainment! Life goes by when you're the driver of a train. Discover the wonders of steam in this curiously intriguing simulator. You may think "high, steam!", but play it and you'll find it strangely soothing. All aboard!



QUICK START

FULL GAMES

ANCIPITAL

Joystick in port 2. Your goal must clear every room in a hundred-room maze, jump on the walls, shoot things and make blasting noises.

SOUTHERN BELLE

Learn to drive a steam train from Victoria to Brighton. Control the steam, the cylinders, the coal and, er, make sure you keep the wheels on the tracks, or you'll crash, presumably.

DEMOS

EURO FOOTBALL CHAMP

Watch the stunning speed, skill and violence of the players in this fully non-playable rating demo. Cheap as the goals come thick 'n' fast.

ARNIE

Joystick in port 2. It's time to huff hok as you, Arnie, must rush into a garrison town and shoot at the evil soldiers who try and stop you.

ADDAMS FAMILY

Joystick in port 2. Head in terror as you guide Gomez around some of the most fiendish puzzles the role of Llanterning Spa.

NO LOAD ZONE!

If your CP tape isn't loading, perhaps it's your tape heads? Try loads of other games, or try loading with the little alignment screen. No joy? Then, using your skill and judgement, put the cassette into a jiffy bag. Bang in a wiffy and zap SAG, seal the bag with Marvian ducton glue and send it to:

Wiles & Austin Video Ltd, Hancock, Halesford 15, Telford, Shropshire TF1 4DD

DO NOT send your stuff tape to Commodore Format. We use them as extras in our engaging high-intensity conflict with Sega Power, just across the busy-silver continents.

ALL these games and demos are loaded using the new!

POWERPACK 21

Imagine playing football against a really weird family, a soldier with powerful weaponry, a sort of humanoid goat thing and, er, a steam train. You've just imagined Powerpack 21!

EURO FOOTBALL CHAMP

COMMENTARY

Do you remember a preview in CP last month, which gave you the first completely marvelous sneak glimpse at Euro Football Champ? You don't? Oh, come on, it was an absolutely brilliant game. One worked on it for ages.

Anyway, not content with telling you how good the game should be, we have actually managed to talk the people from Demark and Tropic into bringing a completely successful rating demo of this month's Powerpack cassette.

The thing is, Euro Football Champ isn't quite finished, so remember that everything

you are about to see will actually be improved upon in the completed version. Even though you can't take an active part in the proceedings, you can still see (a) how fast and frantic the game is, and (b) how the teams manage to weave their magic dribbling and shooting spells. In other words, how they manage to viciously injure their opponents and still get away without being booked (or even noticed) by the dreadfully inefficient and half-witted ref.

Unlike the Tape-only-up, Euro Football Champ on the SA has a top-down view. This seems to be a wise move because not only does it make the game fun a *lot* more right outside, it also gets rid of any annoying perspective problems, which might otherwise cause you to miss vital cross-field passes and important last-minute goalscoring strikes.



So? Oh well, you can't see the game on the tape again! Shocking!

ANCIPITAL

FULL GAME

CLAMASOFF

Joystick in port 2

What is an Ancipital? It's a word Jeff Miller invented, sort of a cross between a goat and a person. And lucky you gets to play one in this scorching full game.

There are an amazing 100 screens, packed with excitement, and to win the game you've got to visit them all. This is



done by going through the walls. You'll need to collect keys to unlock some of those.

Right. There's lots to learn here, so be prepared for a serious information attack. Finally, on the start screen, F3 toggles the difficulty level. F1 toggles the sound-related effects, and fire starts the above shooting match off.

Walking around is done by simply clicking the joystick (similar to the way you do it). You can walk on any of the four walls, but don't touch the side walls. Basic jumping - push the stick at the opposite wall. Don't press the fire button when you're going this. To jump on to walls which aren't opposite, you must start off with a normal jump, then press fire and blast towards the wall you want to end up on.

You get around the maze by going through walls, of which there are three. There's no reason for apples to be flying around. It's a Miller game, so what do you expect?

COMMODORE FORMAT June 1992 - as crazy as a wimp in a Metro.

As you can see if you take a look at the theme, there's an awful lot of what the Football Association call 'completely unnecessary on-pitch violence'. The key to Euro Football Champions, not simply excellent ball control and good passing, it's beating your opponents in a matched puf.

Watch for a while and you'll see one of two players tackle the guy with the ball. They might go for a meat-rap, an ankle-cunch or the famous and popular punch in the throat. Whatever method they employ, the result is usually that they get the ball, walk towards the goal and ignore the remains of the player (who now looks like something out of World War Two).

Now, too, the amazing team work when one side looks like it's going to score. Loads of players on the attacking side rush off into variously useful positions, in

case the guy with the ball decides it would be better to whack it a cross or a quick pass.

They've have put a lot of work into developing some Artificial Intelligence for the game. The result is that other players don't just run up the pitch towards the enemy goal when one of them has the ball.

They walk out where the best position is and then make their way there (bumping down any opponents who happen to wander into their line of sight). "It's truly remarkable," as A Question Of Sport's famous David Coleman would say. And for once, he'd be spot on.

The yellow team rather forwards in a vain attempt to overpower the puny defence.



Two yellow players go down in a brutal display of violence. The other team is using the famous 'Beer War' change against them.



Shoot from that range and you'll need a telescopic sight. Best to wait until you see the whites of their egg yolk.



It's goalmouth action with Lindeke, Ruddle, Pate, Red Laver and W.E. Green all scrambling for the ball like mad scrambling things.



The old techniques are still the best. It goes well up the field and strange your supporters in three-hundred tackles.

DEMO



Impervious to arrows on the top-right indicator - you can never get through these locked walls (coloured same as the indicators - you need to find a corner-shaped key of the same colour, and normal walls (coloured same as indicator). No damage those by standing on the wall you want to open and zapping targets. The remains of those fall on to the wall and open it (offer a

while). Some walls just need you to fire directly at them (check the wall strength indicator for the best way to open each wall).

Passing through open walls is only possible when they become active. When you enter a new room, a timer counts down from 10. When it reaches zero, all open portals become active (they start shimmering, too).

If you see any crystals or gems on a screen, collect them. Crystals are the keys out of some rooms, and if you can collect the gems you can damage the walls just by jumping on them.

Hitting W is a suicide measure. It kills both you and everything on the screen, and

gives you loads of points, too. Do it only as a last resort.

W is a help key. Hit it every time you enter a new room. It also passes the game. But, most importantly, it tells you loads about the screen. It toggles the dumb sounds on and off.

And that's it. It's as weird as only Jeff Mizer can make it, but it's also a great deal of fun. Jeff himself offers the following advice - don't walk into walls and do some off on the firing. Some levels keep where no firing is allowed. Check the help function a lot and never tire of firing the strange Goozoo pig.

Jeff's best score, by the way, is 85% completed and 3.4 million points. Beat that!



FULL
GAME

SOUTHERN BELLE

JUST CENTURY

Belle doesn't because it's time to drive a train. Ladies, and I'll tell you how. You have to get the Southern Belle, an old-fashioned steam engine, from Victoria in London to Brighton, in, er, Brighton. As well as your own steam, you'll need the following major controls to get there:

The Regulator. This mechanism controls the flow of steam to the cylinders. It has five settings (shown by the lever on the top left of the cab). Left is fully open and right is fully closed. When open, power is applied to the wheels.

The Cut Off. This also has five settings. It controls the time that steam is in the cylinders. Start it with 70%, then go down to 20% when you're running.



Heading out of London, you can smell the bells ringing in the brass, and hear the rattling engine.

Blower brake. This has five settings, from light braking to emergency (there's a bell of cows on the lever) stopping. **Blower.** It's off when it's pointing straight up, it's best to leave it well alone, really. Oh, stick it in about halfway first.

Injectors. These maintain the level of water in the boiler. Straight up is off, straight down is on.

Dampers. If you've got black smoke coming out of the chimneys, then open these (downwards). Gray smoke means you have to close them (upwards).

Firehole doors. It's all the water-poker control there. It's a bit complicated, really. In fact, the most sensible thing to do is watch the computer control something for a while, and learn what you have to do.

But if you do get the hang of it, you will at least be able to say to all your chums that you could probably drive a real train. If you



Dampers, and the train is going about as fast as it can ever, it'll get up to about 45 on the downhill bits, though.

had to (should the driver have a heart attack or drop a contact wire or stain a passenger in something. Don't laugh, it might just happen to you).

THE CONTROLS

0
RETARD

1

Demo
High Speed Run
Training/Run (I again gives
you instant control)

LOCO CONTROLS

Reverse/forward setting

Control	W	Shift R
Whistle	R	Shift G
Stop for Fuel	RETARD	Shift C
Whistle Brake	T	Shift B
Cut Off	B	Shift F
Blower	F	Shift D
Injector	D	
Dampers	D	

Accelerated/brake mode
Smoke control toggle
Return to main menu
Display main position
Display whistle
Acknowledge message

A

B

F1

F2

F3

F4

SPACE



All aboard! The summer holiday express chugging at Brighton, Gosport and Poole. The buffet car is now open.

OCEAN

Joystick in port!

40-year-the-world, people are saying (but in different languages) "Here, have you seen The Addams Family yet at the cinema? What a great film, eh? It's about the not-very-good Hammer song!"

But in a matter of only a few hours, they'll all be saying "Here, have you played The Addams Family demo on the CP Homepack yet? What a great game! And no sign of



What you can't see here is the speed at which everything is vibrating around the screen. The plot, even, isn't mind-blowing.

ADDAMS FAMILY

DEMO

hammer? And you, gentle reader, will be one of the first to play the astonishing demo.

Enough of this meaningless babble. The Addams Family (demo) is a foray into that crazy, mad-as-hell world of Fester, Gomez, Lurch and a couple more.

The plot is simple. The Family have been evicted. Not surprisingly, really, with all that "doing what they want to do, saying what they want to say" stuff. But as well as all that, after being condemned for decades, their

house is finally to be demolished. This is where you come in. You play Gomez who has to wander around the various screens.



DEMO

ARNIE



ZEPPELIN

Joystick in port 2. It's not difficult to see why Zeppelin called their new game *Arnie*. I mean, just look at the cartoonish heavily armed man runs into a compound crawling with guards, tanks and machine gun nests. He opens fire on them and wastes ammo. At the same time, he's shouting "Hoists in vista" and "I'll be back", I wonder who it can be?

This totally playable demo gives you an idea of what it's like to be a stoney with a gun. You land near the enemy base, and your helicopter buzzes off. As you've got at the moment is an ARNIE assault rifle (and infinite ammo). This has a decent range, but not a particularly good rate of fire. It still kills tons of dudes, and can take out the odd tank, too!

As you move round, follow the small arrows on the floor. Be careful when dealing with the guards in their fortified bunkers. They fire a lot and are difficult to approach. In the full game, you can use flamethrowers and grenades to get these guys out.

Wild? The demo does have, though, is the occasional M16 light machine gun. If you see a yellow flashing weapon sitting

around after you've just shot someone, pick it up as any cool. It'll give you a faster rate of fire, more penetration and, er, well, it's just better, really.

It's a fun little demo, this one. Once you've had a good bash on it, rush straight to page 28 for the review.



Get your hands on Zeppelin's *Arnie* on the Commodore 64.

Get your hands on Zeppelin's *Arnie* on the Commodore 64.

Get your hands on Zeppelin's *Arnie* on the Commodore 64.

Get your hands on Zeppelin's *Arnie* on the Commodore 64.

Anyway, the game itself is very much of the perennial platform persuasion. But rather than just relying on accurate jumping, the idea is to learn some timing. Loads of spikes, ghosts, skulls and weird white-eyed things throw up and down and from side to side. Nothing resists to you, so when you're falling in a safe place, you won't find any creatures coming in to get you.

All the moving bits can usually thought of (at least I hope they can!) to allow old *Game* through, but only if he moves and jumps at exactly the right time. The tolerance level of the game is extremely small, if you're a quarter of a second out, you'll die a horrible death (with no one to blame but yourself for it).

The whole thing is riddled with baddies, but luckily you can jump on a lot of them. If you get it right, they die instantly and disappear. Get it wrong and you die. The skulls are the easiest to pick up on. They're big, slow and easy to land on. Once you've got that sorted, try leaping on those whirring things. You can only do this when they pause their spinning unless for a second.

PEOPLE ARNIE MIGHT BE NAMED AFTER

1. Arnie Hammer, politician and annoying out of *Rise of Doom*? He doesn't kill people though, so it probably isn't him.
2. Arnie Schwarzenegger, big, muscular and party made out of metal. It might be him, if it weren't for the copyright gods.
3. Arnie P. Spectator, Commodore stamp collector and African horse rider. It's almost certainly based on this guy.



Demost? Demost? Wasn't he the great for Commodore a few years back? (Mo, that's David Niles, lol)

looking for members of his family to rescue before the demolition team gets them.

Whether he finds any depends on two things. Firstly, whether you're any good at it, and secondly, whether the demo is large enough to have any of the other Addams. Well, it is. I find out, then write it and tell you, because, to be honest, we haven't got to the end of it, even after hours and hours of playing.

It's not only challenging, but incredibly addictive as well. You know you can jump past that difficult bit, but you haven't been able to yet. It's the perfect recipe for have-another-go-ies.

TAPE TO DISK

Do you have a disk drive? Well, isn't it great? But if you want to use it as well as just looking at it, you can get copies of the *21 Programs on Disk* for the little fellow.

To get your Commodore 64 disks, simply cut out the top-to-disk program from the inside of the tape entry card. Write your name and full address on a piece of paper and send it with a cheque (payable to Arnie Audio Video Ltd) or postal order for £1.00 (which covers duplication and postage and packing) to:

21 Programs on Disk
Arnie Audio Video Ltd
Rushmore, Hatfield 14, Potters, Hemel Hempstead HP1 4BB

21
tape
on the
disk

ROBOCOP



Prepare yourself for the meanest, greenest, part machinest, er, fish in the world. RoboCod is coming to the 64. So perch on your seat cos eel cause a few ripples! We sent James Leach trout to skate over to the programmers' plaice to pond-er the creation of the only piscine with a licence to gill...

side to side in an agitated manner. Just thought I'd let you know, because it looks smart. Anyway, you wander up to Santa's castle and enter one of the doors to the 10 levels.

Each level is based on a fun theme. We've got, Bully boys or Winter Olympic sports. You have to wander around trying to (a) collect all the bonuses, (b) break over some penguins (or other aquatic creatures) to light up the exit and enable you to escape, and (c) find any secret rooms and special hidden bonus levels. There are loads of these all over the place, and the only way to discover



this is by trial and error. Hours of fun to be had there, then.

Even at this early stage, the 64 version of RoboCod actually works more smoothly than the ST one. This is thanks to some excellent programming, and also to the 64's advanced screen-handling ability. The Cod himself waddles around very well, and has real inertia. This means that if he's running along and tries to stop suddenly, he goes stumbling on for a bit. Like real life. If you don't believe me, try betting along a shiny corridor floor, and then stop instantly. And then he will until the ambulance comes. See what I mean?

Although he's a secret agent, RoboCod doesn't come out swinging. When it comes to killing things, he's got a special trick. As he's made up of large chunks of Bonium, he's pretty hard. So he jumps into the air above any enemies, puts himself into a ball, so just his armour is showing, and lands heavily on them. As you'd expect, this finishes them off.

Somewhere in a secret underwater castle (with a big Fishing sign outside) there is a spy department called F.I.S.H. It's head, F, is under stress. In fact he's got a torch, nervous hot disk. All because of Dr Maybe. This anti-super-hero is cooking up a plot to rule the world or something. He's starting by mocking up Santa Claus's south pole-based plaything manufacturing operation. So F has to get his best agent! RoboCod is our man out.

He's a (slimy little character, in Plato. Whenever he's not moving, he waddles from



This is the spy factory that RoboCod has to save. Each door opens to reveal a 3-level world packed with a certain type of foe.



A series of background blocks that go to make up Santa's spy factory (Janaps). It's one of screens like this that games are made



64A killer machine and lethal trigger. There are also lots of RoboCod's most impressive. He's the 'The Silver Bullet'



ROBOCOT ON THE AMIGA

Okay, so it won't look exactly like this on the lovely 64, but it will have all the secret rooms, objects, levels and playability of the Amiga version. Stewart Green, the development manager, says that they have done improved on a few points, like the insects and some of the bonus collection trials.

Robocod has also got one other incredibly useful feature. He can extend himself upwards until he reaches whatever happens to be above him. If he comes to a precipice or snake-infested pit or sun... >ring. He just stands there and extends... I'm upper body until it catches him of the ceiling. His lower body then snaps upwards and he's free to scorbble, arm over arm, across the danger. Once safely across, he can just drop down and wander off, free as a bird (well, more like a bat, in fact).

All this means that Robo rarely meets something he can't get past. This is all part of the game. He's not supposed to kill everything, including deadly end-of-level badfers. He's meant to be getting through to the last level. So he's quite at liberty to skip into any really tough bits, as long as he can continue with his explorations.

RoboCod is an course to be the smooth bit of the summer. It seems to be the nearest the 64 has yet come to the really, unexpected world of the 10-bits. And it's really, you know on these long, busy summer days, when you really should be out catching flies in cool streams and lying in the sun.

Name Robocod
Publisher USI Gold
Release July
Contact 012 626 3388



Robocod's world is a detailed'station of bits! Robocod must use his power to escape the evil robots, dodge the deadly traps...!



The same background (see bottom left, you're pig) but this time on the 64. Not bad at all!

THE COOPATERS

RoboCod is being written for the 64 by a bunch of standard characters known only by their secret first and second names. Stewart Green is the still genius behind the whole thing, but the initial coding is being done by Steve Williams. Dale Johnson is the graphics hit-man and the look-out for the gang is a guy called Tony Haddock.

The CV team was blindsided, bundled into the boat of a black limo and taken to see 'the team'. Big Steve, the boss, spoke:

"The guys who did the 10-bit RoboCod design said it was impossible to do on an 8-bit. We're proving them wrong. The 64 version is just as big as the 8T or Amiga version, and has exactly the same map layout and number of badfers, objects and stuff."

"We've used seven (count 'em!) levels of compression to get the biggest

chunks of data into the 64. The best thing is, it hasn't affected the game's speed, so everything still happens with slowing rapidly.

"Then now I still can't believe how big the game is. There are 10 levels, each with a theme like sports, toys, sweets and stuff, and there are between 5 and 11 sections per level. Each section is about 50 screens, so we're talking about a monster of a game.

"It plays like the 10-bit version, too. It's not too difficult, purely because it's so huge. The skill is in getting through it without losing your lives stupidly, rather than being murdered by all sorts of impossible-to-beat badfers.

"Also, at the attention from the other version is included. What you're getting is a game which, apart from the graphics and sound limitations, is at least every bit the vastly more expensive Amiga and ST versions. So hooray for the excellent 64, basically!"

SNIPPETS

CHANGESMASTER

The latest MS-DOS computer game, ChangesMaster will be returning for a 20-minute session this autumn and the producers are looking for contributors, reviewers and folks to enter their game-playing Competition Table. If you want to get your name on the list, then write to Game Developer, Microsoft, PO Box 91, Lambert, F 14 0GT with the following (no charge):
1) Your best game (and its score, if applicable).
2) Enthusiastic praise (your age, school number and address).
3) A recent photo of you!
4) What computer you use.
And if you did want to fit in the with entry, come to show, marking the date on the calendar.



MMPower

In CP20

Changes asked

you if they

should pro-

gram your

Microsoft for

the CD.

Thanks to

your personal response you can now announce that they have worked work on the program. Well played everybody who wrote to Laure Gendreau reminding their chance to enter, like a noble with our flag.

TOKYO JOE

Before he leaves for the land of the rising sun, Gary Linker (good boys) has put the name to the Tokyo Linker Collection. Not surprisingly, it is a collection of all the Gary Linker games we mention. Six July 1990. \$5.49 for DOS, \$9.99 for Amiga, \$9.99 for Atari. Buy it today by CD, ROM or...

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Showing dragons is all part of this fun, fast-paced Puff. Never miss a beat. The dragon's head makes the exact same noise as Puff.



In Magma, it's all about the heat. Puff's head makes the exact same noise as Puff's head.



Dragon's head, such as Puff's head, is all part of his Volcanic Capers. Puff's head makes the exact same noise as Puff's head.

DJ PUFF'S VOLCANIC CAPER

You know those adverts on telly showing the cartoon dragons with bad breath? Well, I can't help thinking of them whenever I see DJ Puff. Never mind.

The DJ (as he's known) originally started out under the name of Little Puff (because he was so small, I suppose). He was incredibly cute, but those growler, 'avin' CodeMasters chaps thought he wasn't hip and old enough. So they changed his name to DJ Puff, gave him an interest in so-called 'pop'n music' and sent him out on a new mission, designed to appeal to the child's youngsters of today.

The idea is this. Cap'n Rip, a gorilla by all accounts, has banned people from having a good time. No, really. To this end, he's confiscated

Puff's record collection. Instead of looking some more, Puff immediately sets off to collect them again (thus breaking the law).

His records are scattered all over the volcanic island where they both live, and once the MC DJ Puff gets his 'plates' back, he is set to run into the gorilla. You guessed it - showdown time.

I've sat down to play the brandy hipness of this little fella, and find a platform game lurking underneath. But before you say 'Oh no! There's a platform game lurking underneath. I know it!', let me just tell you

that it looks like it's going to be a completely storming platform game.

Take Puff himself, for example. He is an incredibly excellent spote. We're talking really cute here. In fact, someone has put in a serious amount of thought in the sprites in the whole game. (Again and you could be looking at an Amiga screen.)

The gameplay, too, looks like it's going to be smooth, easy to master and extremely playable. It's fast, but not too fast, and DJ Puff keeps his little wings as far as flies around, making him even more controllable.

This doesn't mean that the game will be a cinch. The badies shoot back, they're tough and they guard all the difficult platforms. So they have to be taken out. How? Well, stuffs a little clever, wise your nose and I'll tell you.

Being a dragon, Puff can breathe flames at people. This tends to incinerate them pretty effectively. He can also blast bomb-like shaped fireballs which damage



It's a little bit like that. Puff's head makes the exact same noise as Puff's head.

them severely. He can (and this is the best bit) collect some weapons as well, such as bombs. So we've got one mean dragon here.

What else? Oh yes, the music. You know how some games have made that you simply have to turn all day long? Well DJ Puff's Volcanic Capers is like that. It's got a completely ace soundtrack, which you find yourself booping (as I believe the phrase is) along to as you play. Why don't more games have excellent, addictive music anymore?

I know there's an entire segment of CodeMasters characters attacking us at the moment, but how can we complain when they're as good as DJ Puff? Look out for the review in the next gold-plated copy of CRI.

JAMES LEACH



That little thing at the top right is one of Puff's LPS. It's a little bit like that. Puff's head makes the exact same noise as Puff's head.



Even in volcanic islands, Puff looks cute. We're talking really cute here. In fact, someone has put in a serious amount of thought in the sprites in the whole game.



Even in the island's dragons, DJ Puff looks cute. We're talking really cute here. In fact, someone has put in a serious amount of thought in the sprites in the whole game.

Game	DJ Puff's Volcanic Capers
Publisher	CodeMasters
Release	July
Price	£3.99
Contact	0208 814 133

THINGS THAT CODEMASTERS PROBABLY FIND FUNNY!

1. Trainers with that strange alien eye-line instead of traditional ears, which have been used effectively for thousands of years.
2. Teenage mutant hero turtles.
3. Alan 'Puff' Freeman.
4. Deadly boppers.
5. Mireans. (What a no, Airvane are lovely! - Ed)



It's a little bit like that. Puff's head makes the exact same noise as Puff's head.

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Next month's *Sega Power* (the magazine with bags of Plymouth Argyle) makes hay while the sun shines in the six yard box! There are some wicked **FREE** earphones on the front too!

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June issue on sale on Thursday 7 May. We've booked it to be sunny, so you'll get a tan on the way to the newsagents too.

Pukka!



Steady on, Trevor. You'll make the baby! What? You mean the baby is supposed to be playing in goal for Sweden?



Despite being here with no work, Ernst could score dangerously fast (as hockey goals with the best of ideas).

ICE HOCKEY

Watching the ice-hockey on Grandstand occasionally is a real high-point in my otherwise sad and shallow existence. The best matches are always between Sweden and Canada. They just disappear into fighting, with the ref getting crushed to death on the ice as the passion gorillaes which each other with their sticks.

And this violent mayhem is coming in a C64 near you! Even as we speak, these

cutty into Grandstand, Zappin, are slaying Betty Over Back (at keyboards), getting Joe Hockey into shape.

The idea is simple, as are all the best ideas. Slide your way over the slippery, heady pitch to the opponent's goal, and shoot the ball through the goalie's ribcage and into the back of the net.

But trying to stop you from doing this is the statted insanity. They get in the way, try and take the ball from you and, while they're about it, try and smash your head in. Well,

they can't hit you in the version we've seen of the game, but let's hope that extreme violence is added in later.

There's a one-player and two-player mode included, and the computer can be set to amateur or professional. This makes a difference to how long you remain hospitalized after the match.

It's 50, it's fast and it's shaping up to be an excellent game. If Zappin could only add the essential unsparring aggression, we could be looking at a corner the size of *Stray Gun*.

JAMES LEACH



In *Stray Gun* was delighted to find that his light blue-green ice could hold the weight of an ice-hockey team.

Game	Ice Hockey
Publisher	Zappin
Release	July
Price	£2.99
Contact	091 380 7130



Yeah, Nobby! One of the best of an alien world, its breath stinking with the fumes of the black.

It's a game that's really worth the price!

July 1992

Stop giggling. Nobby is a perfectly acceptable nickname, and doesn't mean anything rude. Aardvark, however, means fool in Spanish (think think).

Anyway, you must guide Nobby to his promised land, amusingly called Antopia. The job here is that aardvark eat ants, and in Antopia (or here) will find gilded ants, food ants, lightly buzzed ants and even anti-on-ants. Yuck.

As you wander along the levels the idea is to look for four parts of a time transporter. This is your ticket to Antopia. But as you search, you also get to eat a fair few ants. Instead of chasing those individual wankers that Nobby would normally carry off small dead things, you simply stick Nobby's head into an anthole and watch him Hoover up all the little bugs.

Nobby is armed with an endless supply of sticks to throw at baddies. He'll head them

NOBBY THE AARDVARK

because there are lots of other creatures determined to stop him getting out. Yuhues, leams, snails and various unidentified animals all conspire against our cute hero.

Helping Nobby as he wanders around the levels are such denizens as a hot air balloon, a rickety hand-car and, in some other things, it's not sure what. But I am certain about the levels. There are eight of them in total, ranging from the railroad through to the sky level, Atlantis (before I have I heard that name before?), Space and even Ancient Greece.

The graphics and playability will simply knock you out. Nobby looks just like a cartoon character, especially Cyril out of *The Simpsons*. And you have to see the animation to believe it. I believe you check out the details of Nobby's mouth, and the full render after that. It'll be jolly good, we promise you!

JAMES LEACH



A willing warpage from the majorities like Zappin, glad, you can't see, the... (the) price is 4.99



It's quite exciting for its... (the) price is 4.99

Game	Nobby The Aardvark
Publisher	Thalman
Release	August
Price	£12.99 (cover), £14.99 (disk)
Contact	0734 817 261



DUCK & COVER!

The deadly *CP* scanner shows any incoming games. The nearer they get to the center, the closer to a ground zero mega review they are. It's chilling, in a post-apocalyptic way...

BATMAN RETURNS

Konami

Everybody's favorite cape-wearing, Batman-based flying mammal is on his way. You read it here first!



WALK WOGAN - SUBURBAN COMMANDO

Activision

Not only is he huge, but he claims to have the largest arms in the world. This may be doubt-ful, but what is clear is that Walk Wogan is going to try and fit forward into your 34 slots.



MC KISS

Virgin

Reinterpret The KISS are into McDonald's food, big breast-ful tops and huge bottoms.



DIZZY AND THE LOST TREASURE OF THE VOLKFOLE

Commodore

Success has slipped the controls on its old yet another literary game. This time with undeniably truly quotable. But will it be the dog's knee?



MAGAN THE HORRIBLE

OM Design

It's a thing, it's horrible and, er, it's called Magan. You're not the American people in the papers, but soon you will be able to play the equally horrible game on your lovely 34.



Summer is nearly upon us. The evenings are light, the birds are tweeting, and a soft glow is cast from the nuclear power-stations across the land. Predictably, the CF crew's thoughts turn to anything but work. So what will they spend their summer holidays doing?

POWERPLAY

TRENTON WEBB



A keen scuba diver, Trent told us, "I'm off to the Med for a spot of sub-aquatic jiggery. There's a gorgeous bay in the warm waters around Malta with its own offshore pipe. The last submerge near it and watch as the contents of Nabette's toilet float gently past. It's amazing when they flush away, those Maltese."

And cultural lead. I only hope it won't be spoiled by any British tourists!"

OLLIE ALDERTON



"Hoors," said Ollie, "I'm off on a Club 18-30 holiday to Spain. I'm really interested in 19th Century Spanish history, and 1830 was a fascinating year. There was a revolution, two wars and a food shortage. It's going to be a real historical and cultural lead. I only hope it won't be spoiled by any British tourists!"

And cultural lead. I only hope it won't be spoiled by any British tourists!"

JAMES LEACH



"It's got to be Australia. I tested that global warming has made this a very hot and sunny undiscovered paradise. And they're holding the Olympics there. The flights aren't very regular, but I couldn't believe how cheap they were. I can't wait to watch the Games and soak up the sun!"

And cultural lead. I only hope it won't be spoiled by any British tourists!"

ROGER FRAMES



"Bath! Mum's making me spend all summer holidays in the bathroom. I haven't been in there since I was five. I told her I was allergic to soap and water and she totally believed me. But after watching a Hartman programme about it, she now knows I was lying all along. Bath. I seem to have been toilet aged!"

And cultural lead. I only hope it won't be spoiled by any British tourists!"

ANDY ROBERTS



Andy's mum told us he was off on a fact-finding tour of Russian nuclear power stations. "I said time to be careful," she said, "there's a risk early on all times. We don't want him getting any gases. Oh, and here's to bringing back a glowing lump of plutonium to put beside his bed to use as a nightlight."

And cultural lead. I only hope it won't be spoiled by any British tourists!"

LISA NICHOLLS



"I'm off to Barbados. I got every year cos I've got a small villa there. I have my own private beach, a jacha, and a Rental P40 as a van-about. Hm. This year I think I'll take Jason Priestley (not of Beverly Hills (2010)). Like as well, it's the week." The sad thing is, unfortunately, Lisa actually does have all these things.

And cultural lead. I only hope it won't be spoiled by any British tourists!"

CATHY PARNHAM



"I'm going to see the entire works of Shakespeare performed at Stratford-upon-Avon. In fact, I'm staying in most of them. I'll play Hamlet (the great actor) in A Midsummer Night's Dream. I only hope I can remember all my lines. I've got to learn 1.4 million of them before the end of June."

And cultural lead. I only hope it won't be spoiled by any British tourists!"

STEVE JARRATT



"I'm following James to Australia. I'm amazed he believed all that rubbish I told him about it being really hot and sunny. And he really thinks the Olympics are being held there! I want to see the look on his face when he gets off the plane wearing shades and Bermuda shorts and the '42' snowstorm hits him!"

And cultural lead. I only hope it won't be spoiled by any British tourists!"

Bits'n'Bobs

Commodore Format's review system is as simple as can be. There's none 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 is for you, and it will help you get started playing.

At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...



CF RATINGS

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

The highest rating a game can get is 100 per cent, but none ever has.

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

GAME ICONS

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



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



KEYBOARD / JOYSTICK - A lit obvious really, it signifies the control mechanisms.



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



INTERPLAY - Multitask, the game is in bits if the dialogue appears (tape users beware).



SOLE'S SHIRT - This means there's a same option available (green).



BUDGES - You can prove to all your friends how good you are at a game by using a in-store table.



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

To test thing you get to see what you test up into it's a sort of cartoon strip. Five frames of arty pics, which combine to give you the background to the game. It's a real movie-ish deal, that's for sure. What has happened below you put our plucky heroes in pretty straightforward, and is actually nothing like the silliness printed at the bottom of these pages. I made all that up.

Of course, the Nazis tick the Orichalcum. They also punch a little station thing that happens to be sitting around. Then they all disappear off to Atlanta in a cloud of dust and evil German cackling.

It's left to Indy and his latest crew, Sophia Haggood, to sort the whole thing out. Luckily, Sophia is an expert on Orichalcum (despite being a weedy girl - Hege!). So it's your privilege to control both Sophia and Indy in their



It's made of gold, it's expensive and it's vital to the plot. Orichalcum that, I haven't got a clue what it is.

to one of the four possible directions you want to go, then push forwards on the joystick. Sounds simple, but it actually takes some getting used to. For ages I found myself lagging the joystick in the direction I wanted to move, rather than turning the joystick to face that direction by moving the joystick sideways, then walking forwards (if you see what I mean).

In fact, I still think that the movement is a bit awkward. It's about stepping when a Nazi comes up to you and picks a fight, because you can't just turn away (the computer won't let you while you're in the middle of some

INDIANA JONES AND THE FATE OF



Harrison Ford doesn't need the money, so he's not making Indy IV. LucasFilm and US Gold certainly wouldn't mind the money, so they've gone ahead with the game as if it were a mega film-licence. But our soft-hatted, dewy-eyed James Leach is forced to ask, "Is it as good as a really good thing?"

Orichalcum. That's what Indy it's all about. Orichalcum is a precious metal that glows in the dark, or something. It's also incredibly dangerous, and if you're got steady hands, you could probably make a massive bomb out of it and an old fashioned beam can.

The other point you need to know is that the year is 1939 just before the War, though and every location is crawling with Nazis. Traditionally, Nazis have always been interested in moving things up, so when they heard about the Orichalcum, they came looking for it. Sager, superactive boss round a particularly fabulous honeygot.

quest for Atlanta. You do this by stepping between them at intervals. The person you're not controlling seems to freeze and cannot be harmed in the meantime.



It's really a really interesting game. It's really a really interesting game.

Each level seems to be packed with objects, obstacles, evil Nazis and chocolate.

Everything in the game is viewed from a 3D perspective. To move around, you simply rotate the character

combat. So if you'd rather run away than stand and fight, you've got to wiggle the stick back and forth like mad to get free of the evil German monster.

Apart from this, the 3D movement works fairly well,

although when you walk to the edge of the screen, you have to wait a few seconds before a new 3D is

shown at. The same thing happens when going up and down stairs. It's

only to be expected, though, from something this complex.



Sophie Haggood's office. Well, not so much an office as an end-station equipped where the Hoover and attachments live. Sitting there in darkness (no lights!) you see... Sophie can hear sinister footsteps approaching...



It's Indy Jones. And he's brought his glass goblet... a goblet the like of which Sophie has never seen. "It doubles up as a leveling tool as well," Indy explains. We've also brought a 1939 status which led into his Conventions that very morning.



Just then, Indy's bonded twin brother Indy turns in and punches the status. Because it's dark (and they're sneaking on some stolen jets and Sophie don't receive like that) their own makes out with the status under his arm.

THE LOST ATLANTIS ADVERTISER & GAZETTE

Atlantis destroyed by fire & flood, 100s of pounds worth of damage done
 Yesterday, at about 2.30pm, a freak flood, accompanied and volcanic combination for the normally quiet city of Atlantis

The volcanic eruption in the West Indies, which has been reported as having caused the destruction of Atlantis, is believed to have been the cause of the disaster. The eruption, which took place on the island of St. Vincent, was reported to have been of a very violent nature, and it is believed that the resulting volcanic ash and lava flows were the cause of the destruction of Atlantis. The city, which was built on a low-lying island, was completely destroyed, and the remains of the city were found in the ruins of the island. The destruction of Atlantis is believed to have been the result of a combination of factors, including the volcanic eruption and the resulting flood. The city was built on a low-lying island, and the volcanic eruption caused the sea level to rise, which resulted in the city being completely destroyed. The remains of the city were found in the ruins of the island, and it is believed that the city was built on a low-lying island, and the volcanic eruption caused the sea level to rise, which resulted in the city being completely destroyed.



THE TRUTH BEHIND ATLANTIS

Well, actually, there isn't much truth about Atlantis. It's all a big myth. But it's an interesting one. The most common idea is that somewhere in the end Atlantic, there was an island which had a beautiful city on it. This city was a cross between gorgeous, golden Dash and Hugh Wycombe. Its citizens were prosperous and happy - except in summer, when large groups of French people invaded it. They all bubbled loudly in the streets, crammed into public telephone booths and wore green costumes and brightly-coloured fur-trimmed hoodlums.

Legend has it that either a large meteorite hit the city, or a volcano suddenly rose out of the sea and dumped lava all over it. Either way, within seconds, Atlantis was transformed into something that looked like Pool Table.

Minutes later, the remains of this great city sank into the sea, and an entire culture was lost. How amazing were 100 French kids and their teacher (who wore John Lennon glasses and had a really big Adam's apple).

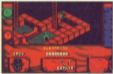
No one knows the truth behind the legend, but to this day, those sailing round the Bermuda Triangle occasionally spot luminous rock stacks and weird apparitions drifting to the surface. Perhaps these prove the existence of the lost city of Atlantis...

THE TRUTH BEHIND ATLANTIS



Inside the sub, right, Andy must find a commando-created bomb. If he can't, he'll have to wait for Atlantis.

Left, it's a very pretty island, Mr James, but is it the one with the Nazi ruling-class under it? The only way to find out is to go there and have a jolly good romp around. If some nasty men come out and start shooting, it's Atlantis all right.



There are nine levels in total (as we're talking about a major multi-level here). The Casino is the first level. Here you wander around (and get hassled by lots of Nazis) as well as trying to play roulette and find the odd clue. So difficult, this, so we'll skip over it. The Naval Base is next. In an ideal world, you should be looking for a large grey submarine-type



object here, but there are so many distractions and Nazis around that, unfortunately, it doesn't always work out that way.

Once you're on the sub, you've got to find a bomb. Tak, it never rains but it pours - not 'till you've got a reader! Okay, so you've found the bomb, disabled it and are chugging gently out



Andy's Island, Peter, who lands in. He's got a gun but doesn't know how to use it properly, so it blazes away on the base's wall. Meanwhile, Andy sees up the evil Nazi bubble, or bubble, ready for a quick getaway.



On the way out, Peter supplies the Cavellian getaway try in Sophia's Room. This triggers her latent fear of mice, and she has a quick panic attack. She leaves the replacement and hurries off to look for some special shipment.



Meanwhile, the British Andy dreams of Atlantis, the mythical software house responsible for Zorro and Maxima. We know his destiny is to go there (and see what they're currently got in development).

to some rather pretty islands on the distant horizon. You've got to choose the right island though, else you'll just be wandering around a useless land.

And, as if by magic, you reach Atlantis. As you might expect, Atlantis is the final level. Lots to see and do here as you fight (and move) evil Nazis. You've got a health-life limit to beat as well. The seconds are counting down dramatically towards the ultimate final destruction of Atlantis. So, er, get out as quickly as you can. That would seem to be the best move.

Andy and the Fate of Atlantis is not a small game. That much is pretty obvious. Each level seems to be packed with obstacles, evil Nazis and chocolate. It appears that old Indy has a bit of a sweet tooth. He dives on chocolate. In fact, the chocolate he eats helps restore his ailing health and/or his teeth, because when he's been fighting evil Nazis, his teeth can get depleted (owing to their punches, kicks and thumps). So a large block of Galaxy or Milky Way gets him right back up to full strength.

Obviously, you need to collect other levels to help get through each level (gems, Orichalcum and other

bits must be found



Sophie fights her way through the castle. He can't help seeing how interested in gambling or having fun, though. Strange.

The graphics are very impressive. Indy IV oozes quality about anywhere else on the level. So there's a lot of incredibly finished-looking, as well as some not-quite-so-finished-looking to go.



Indy likes a nature hike in Bromley, please. Was smoking, of course, OK, and a cigarette as well. It's not as if you're not smoking.

before you can get any further. Many are obvious, only because they're huge items which don't fit. So there's a lot of incredibly finished-looking, as well as some not-quite-so-finished-looking to go.

The graphics are very impressive. Indy IV oozes quality (as you might expect from a LucasFilm production). I think they're not exactly known for slumping on things, are they?

Anyway, you can view the CD from various points, like *Am Attack* on last month's cover cassette, and everything seems to be finished with a high gloss. Even after playing for ages, I still don't like that movement system, though.

Everything is pretty fast, as well. There is the odd delay when you swap screens, and there's a fair bit of disk-accessing to boot. But it's the sort of game that has to load



Indy and Sophie are getting a little worse. This could be the secret reference to the island city of Atlantis for a change, but no.

tons of stuff in, so you can forgive it especially if you're young and can afford loads of time to sit and wait for your disk to merge away at its leisure.

Overall, Indy IV isn't quite worth a C or B. It's a bit too tough and daunting. You can easily get lost, and half the time it's difficult to know where you're supposed to be heading. Combine this with the key movement system (which requires you to have a decent joystick, in my opinion), and you are talking frustration on a pretty large level. But perseverance, and it improves as you get the hang of it. There's a lot to see and do, and once you get into the swing, it's as big and exciting as the films themselves are.

JAMES LEACH



Game	Indiana Jones and the Fate of Atlantis
Publisher	Lucas Games
Cassette	£ 56.99
Disk	£ 74.99
Release	Out now
Contact	021 625 3300

POWER RATING

THE DOWNERS...

- Rather fiddly movement system.
- A lot of multi-loading and computer processing time when things up.

100

84%

- Well thought-out CD system.
- The levels are big and great fun to explore.
- Having both Sophie and Indy under your control is a challenge, and a lot of fun.
- Excellent voice sequences really gives you the Indy flavour, and sets the plot.
- You can swap the 'camera' angle to see what's going on more clearly.
- The other characters chase you, rather than follow a pre-programmed path.
- There's a fair bit of padding to do as well.

...AND THE UPPIERS



Atlantis follows, Hugh Woodcock. The evil Professor Rufus Pook is bent on work on a revolutionary anti-gravity levitation rocket. He pretends to be working in a normal office.



Peter and Cindy have the Centurian key hidden on the deserted Bromley Island. It's now, BAC'd, Hugh Booth is in possession of the invaluable Pre-Sapphoite Ingot (resembling...



They discover that if you press the key, it casts a terrifying sound. It sounds like a small monster, a ghost, possibly? Hugh Woodcock's not too far wrong. It's a radio's mating call...

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RAINBOW ISLANDS

BUB AND BOB



Walking: They have two speeds, normal and fast. The latter applies when the Magic Shoe has been collected (and lasts until the player loses a life). After losing a life, though, six minutes become inviolable for five seconds. In the state, a collision with an enemy will set it waving a gem behind (see GEMS).



Jumping: Bub and Bob can jump to 10 different heights, depending on the length of time that the joystick is held in the "jump" position. They always jump at least to one height, 21 pixels, and can jump to a maximum of 84 pixels high.



Falling: Both can safely fall any distance, unless they land in water or collide with an enemy. They flap their arms to slow their descent and guide their fall. If they land on a rainbow it will break, unless you hold the joystick in the "jump" position as they land, then they jump straight off it, leaving it intact.

They start with three lives and can earn up to five extra (for scoring 100,000 points and then 1,000,000). There are also plenty of 1-UPs to be earned by other methods. Bub and Bob can have a maximum of nine extra lives in reserve... but this is hardly adequate!

HURRY!

As the islands are slowly sinking into the sea, Bub and Bob can't hang around - if they do, a warning alarm sounds followed by an on-screen "Hurry!" message. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the "Hurry!" message appears is shown next to each round. This also applies to the Boss Rooms. After 43 seconds the "Hurry!" message appears, and the water rises eight seconds later (see BOSS ROOMS).

Here's Andy Roberts to take you through the first part of our enormous guide to Rainbow Islands; a game with more secrets and hidden features than a Freemasons' lodge! Is there a crock of gold waiting at the end of the rainbow or just a golden handshake?

RESTART POSITIONS

The numbered boxes at the right hand side of each round are the restart positions. If Bub dies, he's returned to the last restart position passed in that round. These restart points also affect the time limit before the "Hurry!" message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30% of the time limit.

BONUS OBJECTS

There are 80 different bonus objects - from the Great Pepper (worth 10 points) to the Money Bag (worth 10,000 points). Bonus objects can be collected either by walking into them, or using a rainbow. Bonus objects



There's a bomb cat, and a crystal decanter, and a treasure, and a waddy toy and, etc...

are usually left behind by enemies hit with your rainbow's star.

A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object remains on screen for 20 seconds, but all on-screen bonus objects disappear when the "Hurry!" message is displayed.

HIDDEN BONUSES

Scattered around the island are many hidden bonus objects. Magic rainbows thrown out in form of platforms and bushes make these appear, so don't be afraid to throw the odd rainbow around as you progress.

When a hidden bonus object is collected, it forces the next object in the sequence to appear, and so on to the Green Pepper when the Money Bag's been collected. If Bub dies, this sequence restarts at the Green Pepper. All the hidden bonuses on round 28 are Money Bags. It's also worth noting that Money Bags and Red/Yellow magic stars will make all hidden bonus objects appear in one particular form.

GEMS

If an enemy's crushed by a rainbow, it will leave behind a sparkling gem (which remains on screen for three seconds). Enemies also leave gems behind if they are hit by a magic star. Gems are worth 100 points, but they're only the beginning.

RAINBOWS - USING THEM FOR FUN, SPORT AND PROFIT

A total of eight rainbows can be on screen at any one time. Each is visible for 12 seconds, before fading away. A rainbow can be boosted or tripled and have its speed increased by the use of red and yellow pots. Apart from being a powerful weapon, rainbows have several essential uses. And to complete the game, you must be the master of them all.

Platforms: Bub and Bob can walk over rainbows, so bring them in a staircase fashion lets them climb obstacles and upwards. This is particularly useful on Mirror Island,

where platforms are scarce. Jumping off a rainbow slightly increases Bub's height, and is worth 10 points.

Crushing: Shouting a rainbow and then jumping into it will crush it, and any rainbows directly below. So it's possible to set off a chain reaction where one rainbow crushes several others. Any bonus objects beneath a rainbow will be collected as the rainbow falls. Each crushed rainbow is worth 10 points.

Boost pushing: If you fire a rainbow, and then immediately crush it, this will count as

two hits - one from the yellow star and one from the rainbow. This works best on the bosses, who need lots of hits before they die (see BOSS ROOMS).

Cheating: Bub can walk over a rainbow regardless of where it is. This is particularly useful for walking through walls (hence "ghosting"). Simply fire a rainbow through a wall and walk over it.

Finally, rainbows can be used as a shield from flying enemies, a kind of "rainbow umbrella," when Bub hides underneath.



Bub starts with a ready single rainbow.



He soon earns staggeringly double rainbows.



But real men sport three, super fast fast!

BABY WORM

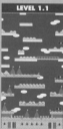
Fairly harmless, and only slightly faster when angry. These are the easiest creatures to kill with a view to collecting gems. On one round an un-hatched worm appears, and waits in its chrysalis blowing bubbles. When Bub gets close, it drops down as an angry Baby Worm.

BEE/BEE HIVE

The bee drops down from the top of the screen and catches the bees when it lands. You'll encounter it on rounds 2 and 3, so stick to the bottom-most platform whenever possible. The bees themselves are not a severe threat, and often fly away from you. Bees of angry bees, though, as they tend to swarm.

SPIDER

The most deadly creature on Insect Island, the spider attacks you until you hit it... or he hits.



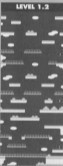
INSECT ISLAND

SECRET BOMBED MUSIC BRIDGE - PERMANENT FAST WALK

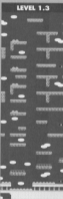
Just like will bounce above you until he can drop onto your level. If below you, he will spin a web and climb up it. Spiders are incredibly fast to begin with, so don't make them angry!

THE CROW

The crow regularly stops to check your position, it then flies straight towards Bub and stops again to check. It becomes much faster when angry, and a cluster of crows on-screen can spell disaster.

**BEETLE**

These usually drop down from above, and only become aware of your presence when they land - then they will fly in a straight line towards Bub. They don't check you position very often, but they climb over rainbows.

**BOSS: BIG SPIDER**

When you first enter the Boss Rooms, she's still asleep, and only poses a threat when she awakes and drops down. Smart Bubs should use this time to enter the screen with as many rainbows as possible, which should be broken as she passes over them.

Alternatively, you can stand at the far bottom left of the screen and shoot rainbows from there (she usually bounces harmlessly overhead).

**GOAL IN**

When Bub and Bob reach the top of a round, a small treasure chest descends and throws out 11 bonus objects, from a possible 50, each of which is worth 500 points. These can either be collected manually by walking into them or using your rainbows.



What does "Goal In" actually mean? The Solution (shown below) is riddled with strange phrases and cryptic translations.

GEM COLOURS

The screen is divided into seven vertical strips, one for each colour. So the point where a gem lands determines what colour it will be. For example, a gem landing at the far left will be red, violet to the far right, and in the centre it will be green. Collecting all seven gems (one of each colour) will display a special "Completed" message, and earn Bub an extra life. A huge gem worth 100,000 points is also thrown out of the chest in the Boss Rooms, however, judging where a gem will land is a tricky task as they bounce off the side of the screen.

INHABITANTS

Although they appear as cute and jolly, the varied inhabitants hide some dark secrets.

After 18 seconds, any on-screen buddies become "angry" - watch their colour and facial expressions. This means that they move faster and more aggressively. They also get angry if trapped by a rainbow. When the "Hurry" message appears, every enemy generated after this message will be angry. A maximum of eight inhabitants can be on screen at any one time, including our heroes. But even when out of sight they can still be found lurking at the top and bottom of the screen - be cautious of this.

The enemies' appearance is also deceptive, as they have been disguised by a spell cast by the Boss of Shadow. After the Crystal Ball is collected, the buddies, when killed, spin away and reveal their true form - the real colours of which is the whole-life monster from Bubble Bobble.

Killing an enemy is worth 1,000 points. Two enemies killed simultaneously are worth 2,000 points. Five 4,000 points, four 8,000 points, five 16,000 points, six 32,000 points, and seven are worth 64,000 points. And eight creatures killed simultaneously? Highly improbable, but worth a hefty 128,000 points.

SECRET ROOMS

If you manage to collect the gems in the correct order (red, orange, yellow, green, blue, indigo, and violet) a secret bonus appears in the Boss Room.



Developed by Commodore International

Each one blesses Bub with a PERMANENT feature: fast walk or double rainbows, for example. The secret bonus is shown next to each island, each one corresponding to a FEATURE (which we'll be covering in detail in a future issue).

Bosses are worth little in terms of points, but guard enormous treasure!

BOSS ROOMS

The fourth round of each island doesn't feature a "Boss In," but a Boss Room instead, housing a huge adversary. These Bosses require loads of hits before they die, and their energy status is displayed by a bar at the top of the screen.

A boss doesn't move for the first couple of seconds. When a boss has been killed, a huge treasure chest descends and throws out eight bonus objects as usual. There is also a large bonus item, which is worth a hefty 100,000 points.

TANK

Cute, but dangerous. They shoot a bullet which travels about half the screen, killing Bub on contact. Not too fast on their own, but deadly in pairs.

TRUCK

Trucks roll along the platform, dropping bombs from side to another, speeding up when they get angry.

HELICOPTER

Similar to the Bee, except that its flight path is shorter. In groups they can be very tricky to deal with, so dispose of them before the screen gets cluttered.

BOMBER

This flies left and right, periodically dropping bombs down the screen. As well as killing Bub on contact, the bombs destroy any rainbows they touch as they fall down the level.

COMBAT ISLAND

SECRET BONUS: RED POT 1 - PERMANENT DOUBLE RAINBOW

BUNKER SOLDIER

The bunker is harmless until its eyes appear. If they throw out two bounding bombs (like the Guns). Crossing the bunker with a rainbow will kill the soldier inside, hitting it with the yellow star will cause an angry soldier to appear.

GUN

Tricky fighter Johnny gun! These are dangerous to deal with, mainly because of the bouncing bombs they shoot. The bombs will bounce around for a

couple of seconds before exploding. Simply these are tricky enough to avoid, but the guns often come in twos and threes and fly together.

LEVEL 3.3



BOSS: BIG HELICOPTER

Difficult to kill, so it's worth learning the movement pattern. It flies from one side of the screen to the other, frequently changing (Bub's position (whereby it will move vertically to Bub's level). The best method is to set up rainbow traps at the top of the screen and crash them as the Boss passes underneath. This is made a tad more difficult by the bombs, which it drops.

LEVEL 3.4



LEVEL 2.1



LEVEL 2.2



FRANKENSTEIN

These are the most docile members of the bunch and behave exactly like the trucks from the previous island. And, as before, the madder they are, the faster they can move.

WEREWOLF

Not unlike the tanks from Coastal Island, these patrol their platforms, firing a football in Bub's direction every couple of seconds. Be cautious when there are two or three in the same area.

SKELETON

In many respects, this is like the spider from Insect Island, being able to home in on Bub. It starts off as a skull, but turns into the skeleton when Bub gets close (and subsequently bounces around after him). When the skeleton is below, it will bounce higher in an attempt to catch your hero.



MONSTER ISLAND

SECRET BOMBING YELLOW POT - PERMANENT BEEP CHASE

BAT

When the Bat first appears it hangs upside down from a platform, moving only when Bub is nearby. It will then fly after him, in much the same way as the crow from Insect Island.

DRACULA

The most deadly of Monster Island inhabitants. He starts as a bat, and then changes into

Dracula when Bub is in range. He constantly stops to check your position, then fires.

GHOST

Not exactly a formidable opponent, but it moves quickly and awkwardly, inspiring panic.

BOSS: BIG DRACULA

One of the toughest bosses in the whole game, only experienced players will escape

unscathed. He frequently stops to check on Bub's position before releasing four bats. Shoot these smaller bats, as they're quite deadly. The best way to kill him is to lay rainbow traps at the perimeter of the screen, occasionally rushing forward and shooting him. Oh, and keep of look, because you're certainly going to need it.



SAMARITAN'S CORNER

ARKANOID

Hit Squad

Daniel Redden, Matthew Winfield, Charles from Chester, Alan from Cramford, Joseph Doyle, C. Price, and S. Edwards all write in for a cheat or some description. Start a TWO PLAYER game, but make sure that player two reaches 20,000 points first. From then on, every object that player two hits will earn an extra life - up to a maximum of 17. And don't worry if you lose a life, another will be awarded the next time you hit an object.

ARKANOID 2

Hit Squad

And for infinite lives on this equally difficult sequel, enter your name as DEBBIE S (with a space) on the Hi-score table - what could be simpler? Now - GO.

CYBERDYNE

WARRIOR

Powerpacks 17

If complete maps barely whetted your appetite for this storming little platform game, try this cheat mode. On the title screen, push your joystick into PORT 1 and push it UP, DOWN, LEFT, and RIGHT. The message at the bottom of the screen should now say 'Press Fire to Cheat', so plug your joystick back into PORT 2 and go for the Credits at the top; type BUB for John and Steve Richards for that.

RENEGADE

Imagine

Here's a tip as timely as a POWE for infinite lives and time on this rather lousy beat-'em-up. It won't work on the re-release though, so check out next month's CF for a POWE for the Hi-Squad version.

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RAMPAGE

Hi Squad

If climbing up 30 dizzy skyscrapers isn't your forte, like Bobby Shark, Stu Abrams, Richard Beckwith, C. Price, Steven Rowland, James Pearson, and Pam Plank, type in this listing and Rikki'll be infinite energy.



0. 000 00000 0000 00 000

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REPTON 3

Superior

Here is the complete set of passwords for this mediocre BoulderDash clone. Logged, saved, and pined for by Alexander Smith.

1A. PHILLIPS	2A. TOODATA	3A. FRABLE
1B. OTTAROL	2B. UPGHART	3B. BILLYEN
1C. MORNING	2C. OCTAGON	3C. CONTEST
1D. JENNIFARD	2D. CHARTIC	3D. ILLEGAL
1E. FRUTTER	2E. MAJESTY	3E. APPLARGE
1F. LARLESSE	2F. REVENUES	3F. STUDENTY
1G. PARTION	2G. FOREBESS	3G. ABERAGE
1H. TORACCO	2H. RESERVE	3H. PROGNIO

NEW ZEALAND STORY

Cheats/Hit Squad

Many people have been unable to get the cheat mode to work, so here is a listing especially for Mark Gundersen, Winters Johnson, Peter Blakelock, David Dawson, Lloyd Holroyd, Robert & Matthew Davies, and Karl Cockell. Yay, it's time for infinite lives.

0. 000 000 000 0000 00 000

1. 000 0000 00 000 0000 0000 0000 0000

2. 00000

3. 0P 0001100 0000 0000 0000 0000 0000 0000

4. 0000 000 000 000 000 000

5. 0000 000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000 000

9. 0000 000 000 000 000 000 000 000 000 000

AFTERBURNER

Activision/Hi Squad

A distressed Colin, Chris Bell, Joseph Doyle, and Alan Tansabatos are just a few of the people struggling with this pathetic conversion - by the infinite lives listing only if you're brave enough.

0. 000 0000000 0000 00 000

1. 000 0000 00 000 0000 0000 0000 0000

2. 00000

3. 0P 0001100 0000 0000 0000 0000 0000 0000

4. 0000 000 000 000 000

5. 0000 000 000 000 000 000 000 000 000 000

6. 0000 000 000 000 000 000 000 000 000 000

7. 0000 000 000 000 000 000 000 000 000 000

8. 0000 000 000 000 000 000 000 000 000 000

9. 0000 000 000 000 000 000 000 000 000 000

10. 0000 000 000 000 000 000 000 000 000 000

11. 0000 000 000 000 000 000 000 000 000 000

12. 0000 000 000 000 000 000 000 000 000 000

13. 0000 000 000 000 000 000 000 000 000 000

14. 0000 000 000 000 000 000 000 000 000 000

15. 0000 000 000 000 000 000 000 000 000 000

16. 0000 000 000 000 000 000 000 000 000 000

17. 0000 000 000 000 000 000 000 000 000 000

18. 0000 000

LAST NINJA

System 3

Getting past the

Dragon near the

end of level are

seems to be

impossible, so

here we have

another somewhat

thing to help

you out. Making sure

you have the bombs in

your possession, stand at the

position shown

and throw the bombs towards

the Dragon - it

should be knocked out by

the bomb, allowing

you to pass safely by.



KNIGHTMARE

Riftworks

For those of you who bought the re-release of this listing arcade adventure, you may be interested to know that the listing in CF'97 will work on both the Riftworks and Activision versions. Hurrah!

DESPERATE?

No matter how great you're playing, no matter how old it is - Andy can help. Get your name on our postcard/book-order envelope and send it to: Samaritan's Corner, Commodore Format, 30 Moorcroft Street, Salt, Ayr, G84 2PW.

Include the name of the game, the publisher, and your problem - we'll do our utmost to help.

Remember, Samaritan's Corner is for game enquiries only, and parental notes cannot be given, either via the post or over the telephone.

THE GREAT GAME BUSTERS SURVEY

That Andy Roberts. He's always there when you're in a gameplay jam to offer a handy poke or two. Whaddya mean he's not? You'd better fill out this questionnaire so he knows how he can help when Gamebusting!

1) What computers/console do you own?
 a) C64
 b) C128
 c) C128D
 d) C64G2
 Other (please state)

2) How long have you had your C64?
 a) Less than three months
 b) 3 - 6 months
 c) 6 - 12 months
 d) 1 - 2 years
 e) 2 - 3 years
 f) Over three years (state how long)

3) What hardware do you own?
 a) Action Replay
 b) Expert cartridge
 c) Reset switches
 d) Reset cartridge
 e) Disk drive
 Any others...

4) What hardware do you intend to buy?
 a) Action Replay
 b) Expert cartridge
 c) Reset switches
 d) Reset cartridge
 e) Disk drive
 Any others...

5) How often do you buy a full-price game?
 a) Weekly
 b) Fortnightly
 c) Monthly
 d) Every two months
 e) Every four months
 f) Every six months
 g) Once a year

6) How often do you buy a budget game?
 a) Weekly
 b) Fortnightly
 c) Monthly
 d) Every two months
 e) Every four months
 f) Every six months
 g) Once a year

7) How many games did you buy last year?
 a) Full price?
 b) Budget?

8) How many games do you own?
 Full price
 a) 1 - 10
 b) 10 - 20
 c) 20 - 30
 d) 30 - 40
 e) 40 - 50
 f) 50 +
 Budget
 a) 1 - 10
 b) 10 - 20
 c) 20 - 30
 d) 30 - 40
 e) 40 - 50
 f) 50 +

9) How useful do you find:
 Maps (1-4 for 1st 3-5 for 5+)
 1 2 3 4 5
 Screenshot maps
 1 2 3 4 5
 Complete solutions
 1 2 3 4 5
 Playing tips
 1 2 3 4 5
 Listing pokes
 1 2 3 4 5
 Action Replay pokes
 1 2 3 4 5
 Reset pokes
 1 2 3 4 5
 Cheat modes
 1 2 3 4 5

10) How often do you find that the type-in pokes (listings) don't work?
 (1-Always 3-Sometimes 5-Never)
 Cheat modes
 1 2 3 4 5
 Reset pokes
 1 2 3 4 5
 Action Replay pokes
 1 2 3 4 5

11) What do you want in Gamebusters?
 Action Replay pokes
 More Same Less
 Reset pokes
 More Same Less
 Listing pokes
 More Same Less
 Maps
 More Same Less
 Screenshot maps
 More Same Less

Complete solutions
 More Same Less
 Playing tips
 More Same Less
 Cheat modes
 More Same Less

12) What do you like best in Gamebusters?
 (Tick three)
 a) Action Replay pokes
 b) Reset pokes
 c) Listing pokes
 d) Maps
 e) Screenshot maps
 f) Complete solutions
 g) Playing tips
 h) Cheat modes

13) What do you least like in Gamebusters?
 (Tick three)
 a) Action Replay pokes
 b) Reset Pokes
 c) Listing pokes
 d) Maps
 e) Screenshot maps
 f) Complete solutions
 g) Playing tips
 h) Cheat modes

14) Your three favourite games are...
 a) _____
 b) _____
 c) _____

15) Your favourite styles of game are...
 a) _____
 b) _____
 c) _____

16) How old are you
 Under 10 10-17 18-25
 26-30 30-40 40+

Your name _____

Your address _____

Postcode _____



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ITEM	PRICE	ITEM	PRICE
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2000	2.00	2000	2.00
3000	3.00	3000	3.00
4000	4.00	4000	4.00
5000	5.00	5000	5.00
6000	6.00	6000	6.00
7000	7.00	7000	7.00
8000	8.00	8000	8.00
9000	9.00	9000	9.00
10000	10.00	10000	10.00

OFFERINGS

ITEM	PRICE	ITEM	PRICE
1000	1.00	1000	1.00
2000	2.00	2000	2.00
3000	3.00	3000	3.00
4000	4.00	4000	4.00
5000	5.00	5000	5.00
6000	6.00	6000	6.00
7000	7.00	7000	7.00
8000	8.00	8000	8.00
9000	9.00	9000	9.00
10000	10.00	10000	10.00

ITEM	PRICE	ITEM	PRICE
1000	1.00	1000	1.00
2000	2.00	2000	2.00
3000	3.00	3000	3.00
4000	4.00	4000	4.00
5000	5.00	5000	5.00
6000	6.00	6000	6.00
7000	7.00	7000	7.00
8000	8.00	8000	8.00
9000	9.00	9000	9.00
10000	10.00	10000	10.00

LIGHT OFFER
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

HEAVY COLLECTION
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

MORE OFFER
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

DRIFT CARPOUSE
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

TOO HOT TO HANDLE
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

HEAVY OFFER
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

DRIFT COLLECTION
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

POWER UP
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

ROCKERS
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
 9000 9.00
 10000 10.00

THE HEAT IS
 1000 1.00
 2000 2.00
 3000 3.00
 4000 4.00
 5000 5.00
 6000 6.00
 7000 7.00
 8000 8.00
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 10000 10.00

HEAVY COLLECTION
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HEAVY COLLECTION
 1000 1.00
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 8000 8.00
 9000 9.00
 10000 10.00

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From the east, make your way around the pyramid and go through entrance marked 'A'. Don't try to collect the gold. It's a Mirage! Now, go through door in the north-west corner. Walk down steps, go through door to the east, then get the ANKH from the north wall and exit via north door. Stand on the block which should be facing you, turn south, then look up at the door on the balcony — shoot the barrier repeatedly to remove it, then go back the way you came through south door.

Go through east door, when the block in front of you is removed a door, then go through it. Shoot both dog heads, turn south, and go six steps (keeping close to the walls). Walk along balcony and go through north-west door. Get the SPHINX PIECE in next room. Do back the way you came through east door, shoot the dogs again, then go down steps and go through east door — the one between the two dogs.

Get the SPHINX PIECE, then west wall (back to door), get the ANKH from east wall, then crawl in between the blue wall and the box in the corner — face east and shoot the box to reveal a hidden passage to SR — go through it.

Follow balcony around and go through north door. Walk carefully along ledge, get SPHINX PIECE, then crawl and walk through the mouth to the north. Walk down steps, get ANKH, then head back up steps and through hole on the south wall. Walk carefully back along ledge, go through south door, then walk around the balcony as before and take south door.

DESERT PLAN



SPHINX JINX

THE COMPLETE SOLUTION

Have you been stumped in Selquet, baffled by Behbet or totally tricked by Thebes? Then rejoice Andy Roberts has 'busted' Sphinx Jinx!

ESSENTIAL TIPS

- Whenever possible, top up your water supply.
- Don't let all balloons if you can help it.
- Freeze the game when calculating the solution — use in preferences.
- Don't go out at your way to collect gold.
- If all else fails, use the hints in CPTB or CPTB.

Go south and follow the passage around, then go through the locked door in south-east corner. Shoot the first block in front of you. You shoot the second one to take it — crawl under it (press H) and go through slot. Touch first block to break it, then walk forward and shoot the two passages (symbols) to remove the two and block. Go through north door again. Shoot the small cube once to reveal wall backwards, then walk right up to the wall, sit, turn, and shoot the block again to move the wall back. Now sit, turn, and step backwards into wall behind you to reveal a hidden door to the west — go through it. Walk into the block to reveal a cube.

Walk around the back of the cube, face east, and then run OVER the cube towards the wall using large steps. To get past the second block, walk as near to it as you can using small steps — after it drops, take a couple of small steps and it raises, again, take another couple of steps forward, then run underneath it using large steps. Exit via the east door.

Go through door on west wall, go down steps, then shoot the cluster of blocks to reveal a door — go through it. Collect SPHINX PIECE, walk BEHIND the steps and go through west door. Walk up flight of steps and go through north door, then walk to north-east edge of balcony and step down. There is a gap between the west wall and the small partition which runs across the room — squeeze through this gap and collect ANKH and SPHINX PIECE. Go through north door, then through north door again. The next room has a poisonous dart on the ceiling — avoiding this, collect SPHINX PIECE and ANKH from the floor, and run up steps to north exit. If you do get hit by the dart, run to the nearest exit, but re-enter the room.

This next room is extremely difficult. You'll need to run across disappearing platforms and shoot certain blocks to reveal extra platforms (the nearest broken block to south door, then nearest blue block to the south door, etc.) — good luck. Once in the west room, walk down steps, shoot the stars, then go up north set of steps and collect SPHINX PIECE (keep pushing forward to collect it). Now go back the way you came, go down and through south door, then make your way across platforms again. Avoiding the dart as before, make your way through south door, then enter Portal of Power that hangs looking Ring on the west wall to teleport to room TD.

Go through hole in south wall, get SPHINX PIECE, then go up steps to the bal-

cony. Make your way around balcony, and dodge carefully past the obstructing block using VERY SMALL STEPS! Once past this, walk to end of balcony and push small block off the edge. Now go back the way you came, down steps, and use the block to climb through hole in north wall. Walk over the bomb (you'll lose some water), then shoot the pyramid and quickly run up the stars which appear. If the steps keep disappearing, use small steps to edge a little closer to the pyramid before you shoot it (remember to switch back to large steps before you shoot). Once through door, collect SPHINX PIECE in next room and go through north door.

This room is certainly difficult, and the route shown on the map is only a rough guide. Anyway, make your way carefully towards north door — a tall muddi-biddy by the invisible walls — and enter next room. Get SPHINX PIECE, go back into the invisible wall room, then up the steps and through south door. Walk towards south-west door using small steps, and get as close to it as possible before it closes. When it does, walk back into it again, take a couple of steps for sure, then switch to large steps, and run straight at it.

Get ANKH, go through the locked door to the west, then walk around the balcony, go down steps, shoot the stars and go through door to the west. Look up and shoot block on the ceiling to reveal a hole. Go through west door, climb through hole in the wall, then run

SPHINX JINX THE MAP



KEY

- A - Ankh
- S - Sphinx Piece
- W - Water
- G - Gold
- F - First Aid
- - Door
- - Door on Balcony
- - Object on Balcony

quickly through the next screen (the coding is falling) and take exit in front of you. Take south exit from this room, then go through Portal as before. From the next room, go south, south, west (shoot the dogs), climb up stairs and take south-west exit, clear under block and continue west into entrance hall.

Now go back into desert and walk back to where you started the game - there should be a hole there, so drop down it. Once you have landed, go up steps, through south door and collect the 3 ANKHS from this near room. Go back the way you came, down steps, then go through locked north door. Avoiding the light patch in the centre of the screen (possessor's start territory), go through the lower north door, get SPHINX PIECE, go

back the way you came, up steps and through upper north door. Using large steps, touch first block to lower it, then use ANKH to break the rest. Once across, DON'T collect the sphinx piece just yet - go north into the trial room, collect the 10 gold bars, then get back into previous room and collect the final SPHINX PIECE to finish the game. Now go and have a nice hot drink, you deserve it!

And that concludes arguably the toughest Powerjack game ever! Many thanks to Ian Andrus from Incentive for his help and assistance and to Andrew Davies for his invaluable contribution.

S - Selpant		E - Entrance	
SA	OA	OB	TA
SB	OC	OB	TB
SC	OD	OC	TC
SD	OE	OC	TD
SE	OF	OD	TE
SP	OG	OD	TE
SO	OH	OE	TF
SS	OI	OE	TF
ST	OJ	OF	TF
TT	OK	OF	TF
TT	OL	OG	TF
TT	OM	OG	TF
TT	ON	OH	TF
TT	OO	OH	TF
TT	OP	OH	TF
TT	OQ	OH	TF
TT	OR	OH	TF
TT	OS	OH	TF
TT	OT	OH	TF
TT	OU	OH	TF
TT	OV	OH	TF
TT	OW	OH	TF
TT	OX	OH	TF
TT	OY	OH	TF
TT	OZ	OH	TF

FORMAT
Commodore

CHUCK ROCK







Rocks provide useful obstacles from bouncing rocks, boulders and monkey rocks. All of course, not appearing unless you're filled with hostile monkeys in an even better way to stay fit.

Chuck proudly sports a beer gut, stubble and very little hair. Quite how he won the hand of his beautiful wife Gabele is one of the great mysteries of history, but that's not important right now because the evil Gary Gritter has kidnapped her. A heartbreaker - or at least slightly miffed - Chuck sets out to get her back. Unfortunately, he's a bit too dim to do this on his own and needs major league help.

You have to guide this primitive plod through 15 zones of dino mayhem in order to reach a show-down with the evil Gritter. There are thunder-boulders to the right of him, boulder-boulders to the left of him and a fair smattering of the big waxy friends straight



ahead, too. Most will kill Chuck if a quick smack if they get their claws on him, so he has to leap, dodge and bully his way past.

Uncouth, uncivilised and unbelievably thick! That just about sums up Chuck Rock, comic caveman hero of Genius' new platform epic. Can this superslob turn superhero to overcome dangerous dinosaurs, devious detours and deadly droppings on his own? Uh, no, you'll have to help out in a big way.



DINOSAURS THE GUIDE

SPONTOSAURUS - These huge herbivores could grow to a length of 70 feet or more and weighed in at around 27 tons. They are not to be confused with the famous T-Rex family, the *Tyrannosaurus*, although it has been theorised that their version of Wuthering Heights would have had better cat chases.

TERRORNAUTYL - Much like the Pterodactyl, these flying wings named Mesozoic skies. Their fossils were particularly sought after during WWII as their bones provided excellent glider frames for escaping POWs.

TRICERATOPS - Famed for their huge horns and armored heads, this was not in fact their greatest skill. They specialised in close harmony singing, and later evolved into that strange creature known as Thefourtops.

STEGOSAURUS - The most stupid of the dinosaurs, the Stego was best known for its use of Species and finding daytime TV entertaining.

Steag - not the stag that the cavemen. And live the phage!



ahead, too. Most will kill Chuck if a quick smack if they get their claws on him, so he has to leap, dodge and bully his way past.

All Chuck can do to protect himself is belly butt, kick and bang boulders! These weapons sound real wimpy, but are actually dead effective. With his ample waistline he can leap over the feroceous dinos down with one quick wobble of his jelly belly. Surprisingly agile, he can leap into the air and toe poke dinosaurs to death - although the will of his six ribs does more damage than the kick! Finally, and most importantly, he can hurt huge (and not quite so huge) rocks about.

These rocks are the key to the game. First off, they form a major part of Chuck's offensive armoury. Any rock found lying around can be picked up, hoisted overhead and thrown to top threatening Thunder-boulders. They can be used as shields to stop dangerous rock falls coming at Chuck, and are vital platform builders. If a ledge is too high, Chuck can use a boulder as a primitive step-ladder. And as the game progresses,

reaching new heights and leaping on leopards gets become ever more important.

Chuck always has to watch his weight and health. Scattered around the platform world are various bits of rock and health-giving hearts. Although on a mission of mercy,

Chuck takes up most points for face filling and grabbing items, hoag' heads and chicken legs as he fights for his life. But while this stops his tum from curdling, the hearts replace the valuable life energy that's lost every time a dinosaur hits him.



Madness make life messy - and very short - on world two. They sneak under the mud and leap up randomly, grabbing Chuck's ankles. Think *Wuthering*, Johnny Madman!



Here we see a brilliant example of a pre-fabricated-palms-and-maximums. It only flowers more every three minutes and bursts on the ground as they pop.

Keeping Chuckie fit is essential. If he is to survive the rigours of brittle bushes, mad monsters and the unexpected! When quitting Mr Rock, you always have to expect the unexpected. He can happen upon mud monsters, sinking swamps and all manner of perils and pain whenever a new zone is entered, all the while being hassled by an increasingly vicious manager of mistakes. One wrong move sends the boy screaming skyward with his eyes bulging in pain; too many leave him lying dead, and you are the



Never settle of a Crossed-Up but stand on their tails and hurt rocks on to their backs. It may upset Grandpa, but it sure is fun - and it throws you up to that next platform.

Chuck is so controllable that you don't mind taking risks, as still always offers at least a glimmer of hope.

The immensity of the task, remembering 15 huge maps and racing exactly right every single step of the way is offset by Chuck's amazing technicolour laugh-out-loud. The monsters look as stupid as Chuck and are twice as dumb. Each has its own idiosyncratic method of attack and silly way of dying. This spunky task helps to disguise the progressively tougher gameplay.

**The wiff of his size
nines does more
damage than the kick**



Belly left a bird and what happened! They grab you by the hair, drop you into the air, fly around a bit and then drop you some where dangerous. Lovely plume though.

Although not brilliant, the graphics look the part, evoking a comic time when both man and dinosaur roamed the planet. The lack of reality is total: since when was a triceratops two feet tall? But the whole game has a mad logic, giving an overall ease and gameplay continuity. And that's what counts.

Chuck Rock is real good. The precision of the maps and sounds, demanded by console-style games, is combined with the up-to-date speed of hard-core computer comps, all wrapped up in ribald silliness. Chuck Rock's one failing may be that it's all over too quickly, but that's only because it insists that you play again, and again. It puts the focus in hand, simply because everything seems achievable, if only you were a little luckier, a little quicker...

CRITICAL MASS



Game	Chuck Rock
Publisher	Gemini
Cassette	£10.99
Disk	£15.99
Release	Late June
Contact	0332 297787

ROCK

down. And with only four lives for the entire game, one death is a death too many.

Chuck plays well. All three zones of wild are, while still being a reasonable test of your wiff skill, are testing for levels yet to come. You have to learn how to use projectile catapults and (periodic) life, how to defend and attack, and the peculiar characteristics of the creatures. Learning the map is essential, if you want to get the biggest possible score and survive. This requires many leaps into the unknown, exploration and some downright foolhardiness. Out



Leap over the hedges to stay healthy. Remember, stay on the fence and out of the net, in this game you don't get anything for free in the best! Nope, smacking, growl



To clear obstacles like this, you need to use rocks to build platforms for yourself. In essence, if Chuck's head's got any rocks then he just has to chance his arm, his leg, his...

POWER RATING

THE DOWNERS...

- Getting further doesn't necessarily guarantee a fit score!

100

It's a corker!

91%

- It's a wackily wild, cartoon cartoon world!
- It's fun, gives control of Chuck's premises (which play)
- It's huge maps to explore.
- Massive replayability means you will be back time and time again.
- Two range of enemies and problems to beat.
- It's a cross-platformed an arcade game.
- Made silly, may totally dull, members to beat.
- There is a neat balance between public, health power and progress.
- Chuck's platform action.

...AND THE UPERS

0



Even the Arnie gets a look in on the camera. The ship doesn't do anything, but these helicopters are firing flaming rockets down at Arnie's rear section.

HARDWARE CARNIVAL

Zappella claims that you can use "the latest high technology weapons". In fact, not one of the pieces of the kit is less than 50 years old, but that boy, who's counting?

1. THE ARNIE HOVERLITE

Soft and squishy cousin of the M16, this is Arnie's standard issue weapon. He's got tons of ammo for it. Trouble is, it doesn't fire all that quickly.

2. THE M80 LIGHT MACHINE GUN

This is what Marines used as a light snub between meals in the line Florida. Fires lots of bullets, burts lots of bodies and, er, runs out of ammo quite quickly.

3. RPD PROCKET LAUNCHER

Survival games, this powerful six-run limit leaves every unarmored vehicle like, er, a big blasting thing. You don't have too many rockets, but once you reach the town center, they come into their own.

4. F70S FLAME THROWER

As well as having a strap, long tube to it, the flame-thrower is at least as good as the rocket-launcher for torching buildings, vehicles, more buddies and, er, even more buddies.

Developer

Publisher

Cassette

Disk

Release

Contact

Arnie

Zappella

£3.99

Unavailable

Out now

091 382 7755

ARNIE

By now, I fully expect you to have watched the cover-cassette out the front of this magazine, bumped it into your cassette and been astounded by the playability of the Arnie demo. If you haven't done any of these things, you must be some kind of wimp with your prejudices all wrong.

The game has a simple but effective plot. A small green helicopter drops you in a jungle. It then flies off, abandoning you. Instead of getting annoyed and pining for a taxi, you strap your ARNIE assault rifle and look for some people to shoot (and, ultimately, a nasty evil General to blast away). And that's basically it.

Usually, you are situated right next to a large camp strewn full of enemy soldiers, so you're guaranteed a fire-fight. In fact, seconds after you land, dozens of armed men run towards you, simply asking to be cut down.

Each of the buddies doesn't actually fire that much at you. But before you think that you're getting off lightly, there are so many of them that the bullets start to fill the air. It's pointless simply to stay where you are, standing away because you'll just get overwhelmed with enemies. The thing to do is keep moving. Shoot as much as you wish, but don't stop while you're doing it.

Pretty soon, you'll come across some guard posts. It's virtually impossible to tell the people inside these, but as long as you keep out of their line of sight, they shouldn't cause you too many problems.

Occasionally you meet a guy dressed in red. Shoot him and you'll come across a new weapon lying on the ground. Depending on which weapon you've currently got, it'll either be rather useful or incredibly violent. It could be a big machine-gun, a rocket-launcher or a flame-thrower.

Yes, Arnie is a pretty decent game. Once you get the hang, you just can't leave it alone. The playing area is large enough for you to try loads of different approaches. One of the neat, surprisingly, is to hold back on the firing unless things really do start getting hot.

The graphics are small but neat, and the speed of the whole thing is set so that you can dodge the enemy bullets and just about out-run all the junk as well.

I really like Arnie.

Geographically, it's nice but nothing to write in your diary in Singapore about. But it's just too playable. You become determined to blow up the tanks, people and helicopters that stand in your way, and every time you get a bit further you start to have another go. Great stuff, and worth a decent score, indeed.

ARNIE BEACH



The tanks are the worst enemies. Strongly, they just keep blasting you to death...



Getting behind the armored car doesn't guarantee your safety, but it helps.



This is what happens if you launch a rocket at a waddy tank. Impressive, isn't it?



Oops. Tanks is what dead by an Arnie rocket warhead. Even Arnie's rocket launchers can't blow tanks full of the Green Cross Code.



Time to grab some better weapons... I think I'll have three more tanks, please. Is it, after if you have...

POWER RATING

THE DOWNERS...

- Graphics are a little small.
- Control interface could be a bit clunky, but it works in your favour.

83%

THE UPSERS...

- Loads of explosions, blasts, grenades and tanks.
- It's a big game, with plenty of variety as you go further and further into it.
- Smooth scrolling, which doesn't hold up the gameplay.
- You'll also need to use a bit of thought to work out the best way through the jungle.
- It's very addictive - just one more go-fewer is the best.
- Really smart, actually calls the game status up.
- Some weapons work well, and they can even be inventive to keep playing.

...AND THE UPSERS

DRIVE FASTER!

What do you prefer a cranky old banger barely capable of 50mph, or a sleek F1 car that's raring to race? TIB's new Ultimate Drive claims sufficient speed to leave

Commodore's 5.25" disk drive standing. But is it all fancy paint work and fluffy dice?

Bones takes TIB's baby to pieces to see what this new disk drive can do for you.

There are a few things you ought to know about TIB's 5.25" Ultimate Drive, if you haven't already heard of, or had the chance to try it yet. As its name suggests, it is certainly the fastest disk drive around for the C64 - even faster than Commodore's 1081, which will leave you short of a couple of hundred pounds. But how fast is fast for the games player and programmer alike?

ON THE PORT SIDE

To use the beautifully styled disk drive (about the size of a video cassette) simply plug it into the cartridge port, located at the back of your 64. The drive is powered directly from your computer, so you don't have to worry about fumbling out an extra power socket. This is of particular benefit to all you laptop people out there who have not considered buying a disk drive before.

Imagine sitting in front of your 64 armed with your tape/ disk and your 50-1001 (better term for the Ultimate Drive) plugged in. Eagerly, you load your tape/disk into your 64, and switch on your computer. Within seconds your game will appear and you will be ready for action (no pressing SHIFT and PAUSE/STOP, no typing LOAD, no anything - just switch on and go - as certain shampoos ads are fond of saying).

In principle, the Ultimate Drive resembles a games cartridge, but differs in the fact that it merely acts as an interface; it is the drive that does the shovley work and is the 'guts' of the system. This gives you greater flexibility. For a start, loads of games could be packed on to your average 5.25" disk (if the software companies chose to support it). Imagine how much stuff you could get on to a tape that takes two complete cycles of your 500-899 tape counter, without any (tedious) being used of course, and this is roughly how much you can squeeze on to a formatted disk. Simply amazing, isn't it?

IS BIGGER BETTER?

And the speed is a good benefit. With this drive, games could be made bigger and better (they could have more parts), as they would have a fraction of the time to load. The problem that comes with the drive is that it



Even this mean nothing to you? If so, then some of TIB's tools could be for you!

will load 64K in just six seconds. Realistically, however, you're talking about a disk version being ready to play before the computer has even found the filename of the tape version!

For endless hours of enjoyment, without even having to touch the keyboard, just bang in the disk, switch on the computer, and bang your fists - with your hands on the joystick, you're ready to kill off the latest invasion of Xplozors from the planet X. To get you started, there is a free games completion disk with the drive.

A PROGRAMMER'S GUIDE

For the more serious user who may want to use the Ultimate Drive to work on programs, there are some major showoffs. A more viable, updated version of its software is needed before it will be a major boon to the serious user. So all you programmers out there may have to wait until version 2.0 is designed and released before the TIB drive fulfils

its true techno potential.

Some of the commercial utility programs I have will work with it, it isn't possible to change the drive device number from 0. You can LOAD/SAVE from Basic

using the direct mode, but programs do not recognise the drive as device 0. Therefore, manipulating files from within a Basic program is not possible. Machine code can obviously access the drive, as demonstrated by the standard software - which comes in the form of two games - but you need to play £12 for the source code to find out how this may be possible! The manual doesn't explain properly how the direct mode, and contains a lot of errors. Perhaps spending £12 for the source code may help you to find out.

The directory (D) is not readable into memory, and when it is listed you cannot stop the listing, or even slow it down satisfactorily. The software isn't good with spooling characters that are already in read even on a monitor, so if you use a TV screen, you will certainly have problems here. There are some simple errors like spelling, it like me, you use a programming cartridge, such as Action Replay, then you cannot use the drive without excessively plugging/unplugging the drive interface. A motherboard may help, but to initialise the drive the computer requires resetting. Some boot-up commands in the cartridge interface could prove invaluable.

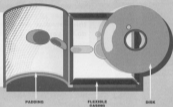
The world's first TIB's 5.25" drive comes complete with interfaces, tools and games disk.



DISKUSSING FLOPPIES

One of the more fundamental differences between the Ultimate Drive and Commodore's 1581 is the disks that they use. The 1581 will sports a 5.25" size disk in the front, while TUD's baby only has a 3.5" hole. But surely floppies are floppies are floppies, aren't they?

The CP crew pulled one of each apart to see what made these magnetic marvels tick. Don't worry we got an adult to help us with the scissors.



The 3.5" disk is the direct predecessor of the 5.25". So, naturally, the 3.5" disk has many advantages. For a start, it's not really floppy at all, being forced up in a tough plastic case. The disk is protected from damage by a tough metal shield, which is pulled back only when the disk is in the drive. A write protect tab lives in one corner allowing you to safeguard your data without resorting to tape. And the final plus factor has to be that the 3.5" holds four times as much data!



The floppies, ah, you did write down the file name didn't you. Right, we'll start again.

MS DOS TO C64?

TUD states that with the Ultimate Drive you can transfer files from a PC to a C64. Although this can be done, it is not particularly easy. If you own a PC and use a word processor, you save out an ASCII file to an MS DOS disk. You can then, supposedly, put that disk into the Ultimate Drive, load it into the C64's memory, and save it out as, say, a TAD. But to load it from here to a C64 word processor for editing, etc, you will need to write a rather tricky program to convert the ASCII to Pet ASCII (the ASCII Commodore uses) as well as convert the MS DOS file (which is a PRG) file to a PRG file. This, in itself, is difficult enough, but to reverse the process is even more tricky, requiring various flags, ASCII conversion and file conversion. The software on the Ultimate Drive Utilities disk just does not deal with these problems, so unless you are a competent programmer, forget it!



The Ultimate drive loads offer some neat time-saving loads, but how useful are they?

SOFT STUFF

Eight games come with the Ultimate Drive. Are they just something to fill up the disk or are they worth your money?



QUITZ - A really runny-creamy-shoofy-to-bitty isometric space romp. You have to guide a soldier through a twisted maze of tunnels collecting keys, weapons and other odd objects. Fun in a frantic kind of way.



FIREFLY - A multi-directional scrolling space battle with some fun sounds. Firefly is far from a filler as the slow pace holds it back. The flexibility of the ship and the size of the map means that there's plenty to discover.



MURDER TRAP - Not just sad, but terminally depressed. This is a platform-based heap and collect game that lacks the personality needed to pull you into play. Appealing graphics and a total lack of content don't help either.
*



NINJA PARADISE - A budget smash. This is a surreal beat-'em-up featuring huge become-killers. Hit the dragons and they fall down, and when your enemy runs out you fall down. Funny in a funny kind of way.

As outlined above, for the programmer there are a few problems that need to be ironed out before the Ultimate Drive can become an essential OEM accessory. But with a bit more work, TII could have a winner. The drive, from a game-player's point of view, is perfect, and most of the major software houses expressed interest in the format. Some are actively prepared to support the drive as soon as it is out on sale and a demand begins to generate.



The bubble utilities look really impressive, but are they really that hot?

THE PRICE IS RIGHT OR IS IT?

For a penny less than a hundred pounds, the Ultimate Drive is good value for all you game-players, especially as it is geared to meeting the trend towards 3.5" disks. (The 3.5" is much sturdier, more compact and less prone to dust than its older counterpart, the 5.25")

For this drive to succeed as a bonus to game-players though, it will be reliant upon the support of the software houses. You can see the dilemma: the software houses will want evidence that people are buying the drive, and the buyer will want to know that the software houses are going to support it. The danger is that this drive could go the same way as the C64 games console. However, for the games playing public this drive is genuine perfection in a metal casing.

SCORED



THE SOFTWARE HOUSES STATE THEIR CASE

Most of the software publishers produce their games using cassette tapes. Detailed below are the responses of some software publishers regarding their support for the new 3.5" Ultimate Drive format.

COMMAINTERF. It's the best response I've got from the Commodore set, and therefore WILL certainly be producing software for the Ultimate Drive.



OCEAN. They are very keen about this new drive and have every intention of supporting it fully, once it is out and selling.

As one of the major publishers of UK leisure software, Ocean's support will prove crucial if the format is to become a viable platform for games.



DOMARK. Their next release is June with Euro Soccer Champ and they will be putting the game out on cassette and 3.25" disk. But if the Ultimate Drive is selling okay they will give it serious consideration.



ZIPPERLIN. They are unlikely to use the format (3.5" disk drive) - however, they did say that if the market became more substantial they would have to follow suit and produce for the 3.5" format.

Consider the 3.5" Ultimate Drive as a really good investment for software publishers. It offers developers immensely fast loading times that can easily leave designers the opportunity to release mega-title games of extraordinary depth of play. The disks simply hold more data and load it in far faster. And think what the concept of the disk drive plugging into the cartridge port could mean to you, the games you play and the time taken to load them!

weight in gameplay gear? A brilliant computer would make the drive a "must have", so we've played them all and rated 'em out of ten.



MAMMANS. The sequel to Labyrinth is a fairly, and often, hard to read if you don't understand it. This arcade adventure is so we it should be in the classic mode around and get killed by little ghosts, and that's it!



TOP BRICK. A really amusing Bubble Bobble Pro disk hybrid starting a disk. But along performs packing bricks to hit insects (IT). Control quite make it a comedy, but at least refreshingly silly.

★★★★



FRICATEWITE. A real old-time gaming star. You control an impenetrable family size space thing that has to dodge and leap uppy downy mangers. Solidly playable and just frustrating enough to keep you playing.

★★★★★★



EDRANOS. Fast paced and the power fun, as you slide around a large room after looking for things to kill. A control game, this one has to be played on tape - as 'stick pointers' won't cut! Dated but still okay/bad.

★★★★★

INSIDE INFO

Storming back to full strength, *Inside Info* returns. Techie bud, Jason Finch, is here to answer all your techie queries. So if you're having hassle with your hardware, trouble with your tape or are doubtful about your disk drive, then drop him a line at *Inside Info*, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.



DRIVE HASSLES

Dear *Inside Info*:

I have a 401-100 5.25" floppy disk drive for my Commodore 64. Is it possible to alter the disk controller so I can retrieve files from some old disks that I have, which are formatted in DDSD and DDSD-5? Secondly, is it possible to produce a screen size of 320 by 160 with the Commodore-64? Can you help please? Ah G. Hinton, Darwen, Lancashire

Hi... sticky. First

of all there is no simple way for you to retrieve these old files unfortunately, because it just isn't possible to change drives in that drastic a fashion. The only thing I can suggest is that you get hold of a DDSD drive and attach it to the 64, load in the files you want, then connect your 401-100 and save them out on to that. It's a bit like trying to convert files between Commodore and MS-DOS drives.

On your second point, that isn't possible either (what a great start to this section!). You can get a screen size of 320 by 200 or 160 by 200, but not the particular combination you are after. For those of you who haven't the foggiest what I'm on about here, the sizes refer to 'pixels' - the smallest dots that your wonderful computer can display on the screen. Each character is eight pixels horizontally by

eight pixels vertically. Sorry to have to disappoint you on both questions.

OLD TIMER

Dear *Inside Info*:

I have a cassette deck that used to be my brother's a few years ago, which was for his VIC20. The deck is the right one for my 64 too. It loads most of my games but there are a few that it won't load. If I bought a new cassette deck would this solve my problem and what could I purchase one? M-A-Catton, Welling, Kent

If your brother used to use it on his VIC20 then it should imagine that it has passed its 'use by' date, as it won't. What usually happens is that all sorts of disgusting bits of dirt and grime get attracted to the important parts of the cassette deck, and over time this

results in the reliability of the tape heads (the important bits) decreasing. They also get knocked out of place a bit now and then just through general wear and tear. This means the heads need 'realigning', and there are kits you can buy to help you do this. Some games are rather sensitive and need decks that are 100 per cent accurate, so I would recommend that you buy another one - it's probably about time. They are about 30 quid and can be bought from most places that sell CBAs. Alternatively, give Dat Electronics a buzz on 0262 748737.

PLAY PASS

Dear *Inside Info*:

Here is a very different password program that takes no typing in or any AS statements. All you need to do is type 8 in, then hit 8. When "ENTER PASSWORD" comes so just press play on your tape deck and then when the last message comes up stop the tape.

```
10 PRINT "C8811471"; GOTO 656,119
20 PRINT "PASSWORD"
30 INPUT L,34,18
40 PRINT "C8811471"
50 PRINT "***** XXX XXX XXX *****"
60 GOTO 1,15
70 PRINT "C8811471"
80 END ** END OF PROGRAM **
```

Now for a few questions:

1) How do you get GYS numbers for games? I've got an Action Replay if that helps.
2) When is 'Back to Back' coming back to C67?
3) If I don't get a letter printed in the mag soon I'll go somewhere like Zap. This will be the fourth letter that I've sent in! Chris Mann, Lincath, Suffolk

Answer, such threats. Well, now you've got one

Had 40 The ultimate play pass offered



printed, I trust that the post-sourcing of your letter on this page is to your satisfaction?

Thanks for the program. To get BYB numbers for games you have to search through a game's code and therefore need to be a competent assembly language programmer. Are you - human? Regarding the series, I don't know anything about its return, so you'll have to write another letter to the great Ed and wait again for a reply to your fifth letter.

TEXT TO DISK

Dear Inside Info

Please, please help. I'm really puzzled. I got a C64 with 1.541-11 disk drive for Christmas. Trouble is, if I try to save a block of text on to a blank formatted disk it won't save, yet I can save computer program listings easily enough. Can you please tell me how to save text on to disks, as not only being new to computing, I'm also at my wits' end. Also, can you recommend any good Commodore books for beginners?

Gal Worthington, West Bromwich

The best book that you could buy at this point would probably be the *Commodore 64 Programmer's Reference Guide*, which is widely available. It features most aspects of the computer with plenty of examples, and I wouldn't be without my copy. Other than that, you should be cautious about buying books on Basic programming because the Commodore 64's Basic is different to most others. Look out for series in magazines, too.

Regarding the permanent storing of text, it all depends on how your text is temporarily stored. Most word processors have the facility built in, as you should buy and use one of these if you are writing something like a report or letter.

Otherwise, what you must do is create a 'sequential' file (the data is recorded sequentially) and write a number of 'strings' to it. By strings I mean things like AS or WB or whatever. Below are two short examples of writing and reading. In that order, text to and from a disk file:

```
10 OPEN 1,1,"FILENAME",R
20 AS="COMMODORE 64"
30 AS="PROGRAM"
40 PRINT AS,RS
50 CLOSE 1
```

```
10 OPEN 1,1,"FILENAME",R
20 INPUT AS
30 INPUT RS
40 PRINT AS,RS
50 CLOSE 1
```

A file will be created called FILENAME in the disk directory. The code SEQ will appear next to it to indicate that it is a sequential file. The 'AS' and 'RS' mean

COMMODORE 64 PROGRAMMER'S REFERENCE GUIDE



The ultimate answer to the questions - C64 if that is your number still, actually. (a) 'sequentially write' and 'sequentially read', respectively. You should find some more information in your disk drive manual - an explanation of these terms would need an article of its own.

TAPE TO DISK

Dear Inside Info

I was lucky enough to receive a disk drive for Christmas and since then I've been trying to write a program to transfer tape to disk but as yet I have not succeeded. Is there anybody out there who has? I would be grateful for any help that you could give me.

Craig Milward

Well it all depends on what sort of things you want to have transferred from the humble tape to the wonderful disk. If it's your own programs, then all you need to do is load them into the computer from tape and then save them out on to a suitable disk. If, as I suspect, it might be files, you want to transfer commercial software like games on to a disk then you should skip your wail because it's not allowed.

Anyway, programs aren't generally used to transfer stuff from tape to disk; cartridges are. Something like Action Replay should help you out to the end, a review of which was featured last month. But don't do anything roughly with it as if any CP reader would even contemplate such a thing!

TOTAL RECALL

Dear Inside Info

I have been a proud C64 owner for three years and have been programming Basic for even longer. But I am still puzzled - is there a way to store a block of data without having to record and recall 1000 characters and 1,000 columns on each? If so, what is it?

Craig Chapman, Redford, Coventry

Well, this is bordering on the very difficult but I'll try to be brief. Yes, it is that okay? Oh you want to know how to do it as well? The technique of storing

block, block, every byte, with T6's own slight twist.

less information than you really need, and still being able to recall it all, is known as 'data compression' and it can apply to anything, not just characters and colour information. You could use it for storing sprite data for instance - in fact anything that has repeated numbers in the data. There are loads and loads of different methods, the simplest of which follows.

You store each number as usual until you come to a place where a number is repeated twice, one after the other. Then you scan along the rest of the information for how many more times that same number occurs without a different one in between. Then you store that number and carry on until the end is reached. So, say you have 40 spaces on the screen, the code number for which is 32 - check out the User Manual. You would record 32,30,38 because there are 30 spaces following the original two. Recall is the reverse of storage. When you get a number repeated, use the third for the number of repeats. Got it? Good.

ULTIMATE DRIVE

Dear Inside Info

In the CP18 Inside Info I read that T6 are releasing a 3.5" disk drive for the C64. You told us the price of the drive but what you failed to tell us was:

- 1) When is it going to be released?
 - 2) How much will the disks cost?
- Matthew Connolly, Scapp, Llanwstfford

T6 PLU have already released the drive, but they have been having a few problems with it - mainly that some bits don't work quite as well originally intended! So I'm

not entirely sure what the availability of the drive is at the moment. It would be best if you call them on 0274 758899.

The disks are standard 3.5" disks and can be bought from all computer shops. They are usually about £1.50 or less each, depending on the shop. You would need double sided, double density ones. Alternatively, look out for reputable mail order companies because they usually sell them a lot cheaper. In fact, T6 were running a special offer whereby you could get 50 disks together with a storage case for just £15.00.

NB: See p.38 for more info on the new drive.

DEAR CLAIRE...

If you've got a letter to or from C64 from you want to post us, then write to: Inside Info, Commodore Format, Future Publishing, 30 Marlow Road, Bats, Aveon, BA1 2BN.

Don't forget to include your name and address, and if you want a tape or disk, put your name on that as well.

We're building up quite a stamp collection here, so please, no SACS as we can't reply personally to each one!



HORROR BEYOND BELIEF!

CERT X

The Mighty Brain



Are you brave enough to tackle one of the universe's greatest intellects in a cerebral correspondence challenge? Oh you are! Well then, drop **The Mighty Brain** a line at Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

PLAYERS' HANDBOOK

Dear TMS

I have returned to my C64 after many years (don't part with your 64, you WILL come back to it) but find that I am unable to obtain any books listing earlier types of adventure games. Could you please help me with that? Jack Speers, Loughborough.

Jack, now I'm glad you asked me that, so I really am. You see a few weeks ago a new book dropped through the CF mailbox. It's called *The Adventure Gamer's Manual* and costs £12.95. It contains synopses of both early adventure classics and the modern marvels, across a wide number of formats. It is far more than that though, as the bulk of the book concerns itself with the theories and techniques used to

create adventures, and provides many a helpful hint for playing them!

The Adventure Gamer's Guide, by Bob Peckup, is published by Sigma Press, ISBN 1-85068-253-5. Or, if your bookshop is unable to order you a copy, please Sigma direct on 0625 520005.

TMS

TWO INTO NONE

Yo TMS! (to coin a phrase)

I have a slight problem. 'Twas being the owner of not one but two computers, I am normally better off than most. However, over recent months a slight problem has occurred. My parents have confiscated both my Spectrum and my C64. Recently, I have found myself becoming incredibly irritable, short-tempered and unable to concentrate. With my scholarship exam coming up very soon, these factors, and especially the last one, are becoming rather worrying. I have a strong feeling that my lack of concentration stems from a lack of losing items to kingdom come. This problem is getting more on my nerves by the minute and without a psychotic head exam, I feel I will definitely crack up. What am I to do? Alexander Young, Oxford.

Hmm! Now you see I'm born. You are dealing with two axes close to my heart (at least metaphorically). Firstly, you are obviously a keen gamer with a taste for high-speed action, but you also have an excellent chance to exercise sheer brain power in your exam. So this would be my suggested course of action. Talk to your folks and remind them of the old adage "if work and no play, makes Jack an incredibly irritable, short-tempered boy who can't concentrate". Then after that a deal, they let you have one of your computers (your C64 not the Spectrum, as I feel

MISSING MOVIES

Dear TMS

Was there ever a C64 cover of the film *The Last Starfighter*? And if so, where can I get hold of a copy? Fred, Slough.

The Last Starfighter (Lantana/Universal Pictures 1984) was never made into a computer game. If any film was ever ripe for conversion it was this one! The film was selected because for me an arcade ace and the *Death Blossom* Brain was just like a smart bomb! A shame, a real shame. TMS



The movie bit from *The Last Starfighter*.

the Spectrum would only increase your involvement) on a limited time basis - say one night a week or for an hour every couple of days - if you're up-to-date with your revision. This way you get to play all-world marbles, you can concentrate, you're revising and everybody is happy. Good luck with the negotiations, and remember that most game-types don't recognise computer games as the legitimate form of entertainment that they really are! TMS



James Lynch, a games player on Island, that he couldn't finish *Super Spyrocar*. (M)

What this case does show, however, is that reviews are opinions. CP's opinions always tries to reflect the overall merit of a game: how good, bad or indifferent any bit of software is as a total package. But while the writer always strives to deliver the definitive opinion, some people will inevitably find that our conclusions differ from theirs.

So always pick through reviews and try to separate out opinion from fact. If the review says there are eight levels, that's not assured that there are eight levels, but if the review states, "I thought the game was too hard," then filter this through your own experience. Because, if you are a red-hot games-player and the reviewer is writing for the average player, then you might find the game play a little easier than other people would.

Your clear and concise opinions, though, are always welcome, so write in and let us know if you think we're too generous, too tough or even spot on! TMB

TYPE CAST

Dear large amount of Gray Matter
Please, please, please, help me. Whenever I type in a game listing, if the line doesn't start with a number, a message appears saying "SYNTAX ERROR". I say again, please, please, help me!
Dennis Taylor, Dover

Pikes are small programs that subvert the state game code. For this reason, each line of the code must have a number, so the C64 knows exactly in what order to execute each instruction.

A REG

Dear TMB
Please answer my humble questions, you generous mass of nervous tissue.
1) Will *Starfighter* Power come out for the C64?
2) Would you do one of those game round-ups for Soccer, just like you did with driving and flight sims please?
3) Can aliens actually be completed?
4) Don't you think that *Reg of Coronator Street* is excellent?
Reg Goo, Southport

Before I start Reg, what makes you think I am nervous? But enough of that, on with the answers.

- 1) *Starfighter* was released nearly five years ago and so a follow-up seems a tad unlikely, especially as the Argonaut boys who coded it have since gone on to many new projects.
- 2) The could well run one of Archie and Bob Appleton. *Stryker's* game round-ups to run in conjunction with the European Championships this summer. He's put in for leave and will do it if the MoD decides he can spare the time.
- 3) Yes of course aliens can be completed! Am I not living proof of that? I am an 'alien' and I quite obviously have the necessary bits an alien needs (are you sure - EEP), so I can be said to be complete.
- 4) I have avoided 'Corrie' on the advice of my doctor. However, when asked, the dis-famed Street boss who put Public Domain games said "heer". And so it seems you are right Reg. Reg gets the thumbs up from the Fetch crew. TMB



SIMPLY BRILLIANT?

Dear TMB
I was reading your review of *Super Spyrocar* (CP18) and read about it being very difficult and the graphics not very good, but I thought seeing that it got 90% and "it's a Cookee" I'd buy it. I went out and purchased it at 10.45am on Saturday. I sat down when I got home and coded it up saying "This'll be good".

So there I was when it loaded, starting to the jolly music which the review said was "not better". That was the best thing I found that differed from your review. Then I pressed fire to start the game and when I saw the graphics I thought that they were some of the best background graphics I'd seen. My second disagreement with the review.

Then I started playing and died. But on my third go I reached level seven. Then, on the next few tries I kept getting to higher levels until I reached number sixteen.

The next morning at 8.30am I loaded the game up, danced, gasped at the graphics and got to level 18 with all my lives, and proceeded to the next without taking a hit, thinking "yipped! Level 17 here I come!". But no, it was back to level 11! I'd completed it with 20hrs of buying it!

Now either your reviewers are totally out left games-players or I'm simply brilliant! Perhaps the readers who also have bought this game could write in to say what they think of it.
D. McCormack, Combert

The review of *Super Spyrocar* was the focus of a lot of discussion in the CP office. Most of the team had a bias and the results were interesting. James and Tandy found it hard going. Caroly was reasonably good, while Roger and Dine were brilliant - and you fell into this group. We reached the opinion that it was highly playable (what more proof do you need than it getting you out of bed at half past eight on Sunday!) and that some players found it a bit tough.

Anyway in assessing like *Super Spyrocar*, it's not just finishing that's important but also your score - as both require different playing styles. So there's life in the old budget yet!

HALL OF FRAMES

Dear TMB

I have been reading *CP* for sometime now and I always look forward to reading your section. So I have decided that it is my turn to list some questions at you. So here we go!

- 1) I have been looking for *TV Sports Football* for sometime now and can't find it. Can you help me?
- 2) Have you got a cheat for *Pinball's Chase*?
- 3) Since January's *CP* on the scanner you have said you are going to review *Mega Tetsu* next month but you still haven't reviewed it. When are you going to review it?
- 4) How about some more PG games on the Powerpack like in issue 12?
- 5) Where did you find *Power Poppers*?
- 6) Why did you employ him?

Mark Wyatt, Colchester

1) *TV Sports Football* poses two problems: it's very old, and recent changes at Miramax Towers have left a lot of grey areas in terms of back catalogue stuff. Mail order ads would be my best suggestion.

2) No.

3) Every month we snag US Gold and they tell us that the game is in final testing. So we put it on the innermost ring of the scanner. Then it doesn't show for review and we ring the Gates and they say that it is still in final testing. The result of this is that the game has been virtually ready for review for three months, a position the scanner has mirrored. This is in no way a criticism of the Gates though. They want to make sure that *Mega Tetsu* is as good as possible and won't release the title for review or sale until it meets their high quality standards.

It's annoying to have to wait for so long, but when the wait is for the sake of improved quality, it can only be for the best in the long run. So we'll review it when USG are happy with it.

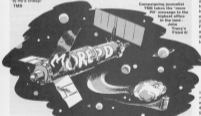
4) OK, you'll see some on the tape real soon/ah.

5) We found Roger in High Wycombe High Street with his nose pressed up to the glass of Smiths and salvaging over the full-price games.

6) His's cheap!

TMB

Complaining journalist TMB takes the 'Power' message to the highest office in the land - John Major's Third 11



Time and time again there on earth could this have happened - while completing Action Blast. So let's get on with the questions:

- 1) Why do they sell *Reset Switches* if you don't need them?
- 2) I am still amazed.
- 3) Please print this as it is really bugging me.
- 4) How much would I sell my Commodore and 80 games for? David Wilson, Fife.

You did what? Without a...! Now I don't doubt that you did this, but you appear to have been what they say in the games trade as uncharitably lucky!

A *Reset Switch* simply arrests CH, but doesn't turn it off! Turning off the com-

puter powers it down and you were lucky not to lose everything you'd just loaded in.

The gods you typed would have made no difference, as with the power off the keyboard doesn't tell the CH a thing! You must just have messed with the code enough power-wise to scramble the life counter. Lucky or what?

- 1) Because you can't always trust to load!
- 2) No, OK then!
- 3) Oh, OK then!
- 4) It sounds like a priceless collection to me. So nothing, as nobody could meet even a reasonable asking price - except maybe JP Daily II or Inertia Maxwell!

TMB

12 GAUGE

AUTO-LOADER

Dear TMB (The mighty Blog that that)

- 1) You did not state which car-park that Matthew BSA (CP18) was supposed to meet you in?
- 2) I bet that machine-gun you've got is loaded with blanks.
- 3) Is Mega better than a Nintendo? And don't give me a silly answer as my computer has a major problem with the load command, and only understands it when it wants to.
- 4) When are you going to put a decent game on the Powerpack, like *Power the Ball* or *Cyberzone Warrior*?
- 5) Pink ya red, then why don't ya challenge me! I'll get my Ozz! line and blow ya to bits. Jonathan, Peterborough.

A 12 gauge and a speaker of Jonathan's pistol!



- 1) I didn't state which car-park the confrontation was to take place in because I didn't want innocent bystanders to be hurt. If Matthew, and his curious culinary habits, wants to have a go, then he'll know exactly where to come.
- 2) No it was not loaded with blanks. A *Powered Plasma Rifle*, with a 40W range, is a weapon not a prop!

3) I personally prefer the *Boga Megastore* to the Nintendo SNES. But this is solely because the Boga joystick took the title spotlights. There isn't really much to choose between them: the SNES has more custom hardware; the *Megastore* the faster 'clock speed'.

However, a simple loading problem shouldn't make you want to trade in a computer for a console. For starters, your CH doesn't have an innate intelligence as it can't decide to load or not. Therefore, it seems you have a hardware fault. What about getting it fixed?

4) CP17!

5) I do not think I am red, but what I lack in the 'red' department is made up for by my ability to speed 1212!

TMB

THE END

Is there something you just must know? Then drop TMB a line at *Commodore Forum*, 50 Monmouth Street, Bath, Avon BA1 2BN. The Brain answers each month's mail for the very smartest letters. It reads each one but can't reply by post (so don't send any BAs). The cream of the crop will be used to create the best letters section in this timespace continuum.



ROGER FRAMES

buys
Budget Games



Roger thought his mate Barry would be coming over to stay for two weeks. He even broke into his piggy-bank in anticipation. So he screamed in terror as he saw who was actually coming to stay. It was his arch-enemy, Veronica Nolan...

MYTH

Kixx £3.99 Contact 021 628 3388

Is this game a hit, or is it a myth? What a great joke that was. Anyway, Myth is a bit of a platformer. You play a 100-ton robot and his like me! who goes back to various mythical times and, er, kills things.

The graphics are completely excellent. And what atmosphere! Close your eyes and you could believe you're actually there (uh-oh!) You can't see anything. Oh. As your animated guy wanders around, loads of skeletons, flying demons and other things materialise (at least, in the Greek myth) to try to die.



So you've got to learn to fight. This is the worst part about Myth. It's got a stupid control system, where you have to finish the position in exact positions to get a decent jump or kick. It's as frustrating as dropping a 200-peso down a pavement gully.

But you never know - you might get the hang of it. If you do, you'll find Myth is far completely brilliant and very, very large.



MYTH

I despise the control system almost as much as I loathe the female species. But the game itself is a stunner. Big, bold and beautifully smooth.

FRAME RATE



TURRICAN II

Kixx £3.99 Contact 021 628 3388

How this I like. A game where you get to dress up in some armour and wobble about on another planet, shooting thousands of nasties. Great stuff.

Turrican II is, at its simplest level, a platform shoot-'em-up. But wait till you see it! Tons of sprites, buckets of colour and loads of incredible illegal weaponry make it a classic game. Truly a diamond among small lots of broken glass.

These 666 was Veronica Nolan. Enemies of the species live year at St. Jeremy's. I guess they've went into shock. How could my parents let her into the house?

The worst thing is, she's a girl, so all the nasty boys I got out would be needed on her. There was only one thing I could do. Instead I had an incredibly infectious disease and hide away with my 666 for a couple of weeks. I wouldn't even be able to come out of my room at most times. It could think me, that it would be better than being Veronica.

That? It doesn't matter. You just go as far as you can, jumping on platforms, climbing hills and firing at the bad-loads of unpleasantness that come your way. Cool or what?

So it's done smooth, fast, big and has that addictiveness that makes you want to see up loads of expensive electricity, playing it well into the night. So do as I did. Get your best to raise the cash for this one.



Always use concentrated firepower to get those white-looking really white - and white - it's not white. (What is a ball? What? And what's so bad about it? Mind blowing)

TURRICAN II

Good enough to cover in whipped cream and eat as a world's best of always puff pastry, licking your lips with delight as you do so. Yummy.

FRAME RATE

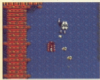


THE SPY WHO LOVED ME

The 007 Squad £3.99 Contact 021 628 3388
We don't seem to hear much from old James Bond these days, do we? But it's nice to see the old game coming out at a less ridiculous price. The Spy Who Loved Me is a vertical shooter, where you have to drive

James's car, boat and, er, bobby thing up the screen as quickly as you can.

Of course, the route you've got to take is filled with obstacles, and there are loads of weird toxins floating around (which you've got to collect). So you're basically just juggling up the screen, shooting at badies, turning over pedestrians or terrorists, collecting tokens, and trying not to crash into things. It's just the real life, actually.



Ah, a life on the ocean wave. Sun, sand, surf and beaches abound as the boat bobbles my back, the steady onwards.

This is one of those games that certainly isn't bad, but isn't special either. It's certainly got that addictive 'one-more-go-and-keep-the-expensive-factor' bit, but, ultimately, it's a simple game that remains the same every time you play.

Graphics are fine, and you get a fair bit of speed up, so it's not rubbish on that score. That's about all I can think to say about it. Oh, the film has got some good bits in too.

THE SPY WHO LOVED ME

Not as bad as finding a nest of spiders in your Wellington, but not as good as finding an old bear in those either.

FRAME RATE



70%

SOCCER PINBALL

Cost: **Masters £3.99 Contact 0206 814 132**
Wow! Not only is this a pinball simulator, but it's also vaguely got something to do with soccer! That should please Bert Ramstein, the famous 'Real Team spirit and obsessive pinball fan. But will it please you?

I gave this an evening's worth of play and decided



I didn't score fast enough. However, it really gets very fast once you've got the templates of football players, Veronica and Wam (the teacher) that can shoot me and force me to act as a stupid defender or a dummy. Thought I would die of shame.

I don't really think of avoiding and playing my 84 for some online violence.

that it starts off as pretty addictive. You spin the ball up the, er, machine, and then try to flip it around into the other players and eventually the goal.

The great machine that a football pitch shown on it, and your main aim is to stop the ball going between your bottom lip pads. When it does (as it eventually must), it's a goal against you. And you'll scream, cry and join a weird religious sect in your annoyance.

After trying to keep the ball out of your goal, try and score in the opposing team's goal. And that's it. Simple idea, simple background/graphics, nice ball movement and some silly poses of footballers scoring, crying, kissing, etc.

So it's not very inspiring, actually. Pinball is frustrating, and you want to win, but after a while you'll want to go out and sit in the garden or something. And after you've looked out 84, you might do a bit of crying yourself (like a big girl).

SOCCER PINBALL

It's not bad, but it gets boring after a while. You can have cheaper fun by turning an old Mangold glove inside out and doing Great Chinese impressions for strangers at 100 a go.

FRAME RATE



53%

DRAGONS OF FLAME

Cost: **Masters £3.99 Contact 021 828 2088**
Time to disappear into weird mystical land again. Yes, Dragons Of Flame is a huge multi-lead Dungeons and Dragons type quest, in which you control a group of berts with silly names as they wander around a bewitched land. There's Bluebell the dwarf, Piggie the hamster, Greenmyst the barbarian and Tidy the estate agent, all of whom continually get into combat with various hideous underworld forces.

Either you lose these games or you'd like to pop them under the wheels of heavy earth-moving equipment. If you do love them, you'll find codes to do in Dragons Of Flame.

I watched this with a ball-bearing, as the real surprise that the quality has got a bit of a headache. It'll do it again in a moment. Watch...

COMMANDER FORMAT June 1992 - read it - don't be a dummy



April Today - get this crap off me! You know I'm allergic to games. They injure you with their harmful pixel based magic!

These are two views of the action: a close-up sideways combat one, and a map with mountains, rivers and Burger Kings on it.

It's all fairly slow, and the land you wander over is massive, but as guests go, this one is worth having a crack at. If it was a meat, inspected cheapskate, I'd give Dragons Of Flame 70%.

DRAGONS OF FLAME

For the hardened adventurer, it's better than wallpapering along to the sides of your face and calling yourself Steven Spielberg. Get boring for the rest of us.

FRAME RATE



70%

LOTUS ESPRIT TURBO CHALLENGE

Cost: **Masters £3.99 Contact 0742 783 833**
Slow this is my cup of bitter water with flakes drifting round the bottom! A decent racing game. Not only that, it's a decent two-player racing game. With a split screen and everything! How can it fail to stir you?

The idea is to race a really expensive Lotus round some bendy circuits, beating



18

Get with my new, uh, uh, I paid for this game, you know? I'm the only one allowed to drive on this circuit. Oh, do you hear that!

loads of supposedly famous people in other Lotus. It's all in 3D, and the sports are bigger than Ferrari's bathroom. Not only does it look exceptionally good, but it's as fast as a rat on the M1.

The better you do, the further you start from the front of the grid, which is a bit annoying, but once you're up on the car's gears and handling, you should be able to win the first couple of races with practice. I couldn't, but then I was trying to keep the fuel consumption down (it all costs money, you know, and someone has to pay).

The two-player selection has a split screen, with both screens watching with glee as they race past each other. It's classic fun, and if you can beat them, you'll beat good for the rest of the day (like I did when I beat Barry, my second best mate, who's got the United Stateship on this side of High Wycombe, remember).

Yes, I'm quite prepared to give Lotus a Gober. I don't care what you think. I think it well deserves one. Hoosay for British sports-car! (Well, the ones that are left).

LOTUS ESPRIT TURBO CHALLENGE

Hot-rodding action round twenty-funny circuits with loads of opposition and a stonking two-player bit. Every bit as good as a large social order!

FRAME RATE

90%



SHADOW WARRIORS

The Hit Squad \$3.99 Contact 081 832 6623

Despotic ninja violence rules the world. Or rather it doesn't, but it'd probably like to. Shadow Warriors isn't really about shadow, but weapons. You play a guy in a blue boiler-plate who must wander around killing, slandering, punishing and doing the washing-up on the mean streets.

The idea is to fight some chunky bobbies in green boiler suits. They run on in front of you, clattering across physical trauma. Beat yourself, and let the fire-bullet do the rest.

It's not a bad game, is Shadow Warriors. But there are so many ninja games that you're probably either got one just like it, or

you don't ever want to own one of it. Remember, it'll buy you one 32 thousands of a Power Testosterone, so sticking it in a bin liner under your bed for when you're older might not be such a bad idea.

So if you're on the lookout for a completely fat ninja game, tough luck and keep looking. But if you're a little fat, cut yourself out in an old black jumper, connect together a couple of fertilizer rods with the chain from the bath-plug and wander down to the shops for your copy. It's not too disappointing, and the graphics are nice and fog, if a little janky.



34

that I'd just hang upside-down in this hot like facilities until everyone gets bored and decides to go away.



80

Come on you gamblers. Come and have a go if you think you're best enough! Oh, it's a bit of a meanie, it was a joke, however. Oh! Oh!

SHADOW WARRIORS

Delightful ninja game with absolutely no sign of either Terry Blackmore or the quiet one out of the Hit Squad Boys in it. But it's fun while spending, so buy it only if you can't get enough of the ninja for now.

FRAME RATE

69%



HIT PACK NUMBER 1

Zeppelin \$3.99 Contact 081 3637155

It just goes to show you, the Codes aren't the only leads to do four-packs. Here's one fresh from the Zeppelin's country mansion and interior antebellum-out-fish processing centre.

KENNY DALGLISH SOCCER MANAGER

Yes, it's a management game. But it's all controlled with the joystick, and it's fast and gives you on-screen highlights of the game, if you must own a soccer management sim, then this is an excellent one to go for.



Simulator

Simulator

Believe! I think the truth is being slightly obscured to cover a game which has never been within a hundred yards of a middle man.



As the wheel fell people threw it, one of them takes the plunge and flung it out it splatters past the goalie and into the net. The crowd goes wild (just as usual).

RALLY SIMULATOR

Hum. Not a simulator in any sense of the word, but a top-down view racing game. Also round a well-turfing course, trying to avoid the other people. Not as god as Rollerball or Super Sprint, but better than a punch in the ear from an Irish paria.

PARIA ASSAULT COURSE

Scoreways-scoring wagger. Flip your joystick as fast as you can. Jarric over things, try not to smash your head on any stone walls. Friends tell me that this is exactly what the Parachute Regiment is like.

MOUNTAIN BIKE SIMULATOR

Again, not really a simulator at all. The task facing you is simple. You must ride a slightly



well, that water is seriously cold. I thought the down event meant cheating people. I didn't realize that you had to jump over small ponds as well.



Yes, I know it's a boring screen, but god used to it. You'd get off a lot if you decide to load up Mountain Bike Simulator, the good Hit Squad pack to play it.

weirdly mountain-like (seen from side view) over a series of tough bumps. You also fall off with astonishing regularity. It's difficult, it's not very addictive and to be honest it's incredibly annoying. We've got to be talking about the worst game since *Coastal's* *Final Simulator* (and I just made that one up).

HIT PACK NUMBER 1

For a rapid thrash, it's not really worth it. The best is *Final Simulator: Kenny Dalglish* is good for a management sim, but the other two are as bad as people who get talk about *The Hit Parade*. Thinking they're trendy.

FRAME RATE 49%

MANCHESTER UNITED

GM £1.99 Carat £140 790 450

Football is a great game. Lots of rough and tumble, lots of shouting, muddy boys, and, usually, not a girl in sight. Magic. I'd play it all the time if my glasses didn't keep breaking.

Manchester United captures this spirit particularly well (apart from the glasses breaking thing). It's got plenty of managementy bits in it, with loads of decisions to be

made. The simulation continued. Before you could say "South by north-east", *Man* and the dreaded *Man* had run up a program track with fluffy sleeves and a rather rickety necktie.

"Once they'd finished, I made my move. I looked through the boxes, looking for a sign, until I reached my room. But before I could get to the safety of my bed, I was roughly tackled from behind. Veronic, the muscular innuendo-prop St. Jeremy's had once seen, threw me to the floor, beat me unconscious with my special built-in game face and hung me on the bedroom door.

Seconds later, I came round. Veronic was using my kit, and beating my high scores. That moment was the worst in my life. I vowed to get even. France will have his revenge!



Where's Bryan Robson? He's lying on his back in the changing rooms, complaining that he's got a hernia and can't come out.



Doesn't she make some foul, male class? Well that background picture's quite nice...



made on players, training, formations and how much money you are allowed to raise as manager.

But before you think to yourself "oh no! A football management game. I've plunged into the after-gifts of despair. I've purchased a personal disaster," and your yourself to death, listen - there's a lot of on-pitch action happening as well.

Every match your team is involved in is played on a massive top-down field which scrolls around like a mad thing. You seem to be able to influence the play (as be ready with the joystick). You don't seem to be able to do that much as regards controlling the player with the ball, but the manual says you're doing something, so you must be.

It's fast, furious fun and makes *Manchester United* an excellent piece of software for footy fans (especially those who live in the Manchester area, probably as far out as Stockport).

GET IT OFF YOUR CHEST

With summer well on its way and the thought of those gloriously sunny, long school days, what better gear could you wear than an 'Ugh, Kirk' Tee-shirt just the thing for wearing when playing your OS in the garden, or walking up High Wycombe High Street. Alternatively, hang it up in your bedroom window to keep the sun off your valued OS screen.

Come on and support Roger's cause and help him in his battle against Veronica Robson (he just lost him at his own game) by strapping up an 'Ugh, Kirk' Tee-shirt.

At only £5.99 they're a real bang! (Just think of all their uses), and you'll be the envy of all your OS game-playing chums (and a friend of Roger's for life). Don't delay - Roger France's sanity depends on it! Get one now!

Name.....
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We always require 2 copies of each CD-ROM/Video on the side of the



MANCHESTER UTD.

If you've got to have a management game, make sure it's one with real players and some hectic on-pitch fun going on. It's as good as finding a load of Christmas money you didn't know about.

FRAME RATE 81%



FRAMES!

Aggh! One mistake, and the Ed makes me list every budjit game I've ever reviewed! Still, he paid me 57p! Not bad for 35 hours' work.



2 Player Soccer, Cui, £3.99, 80% CF12
 3D Pinball, Masterblasto, £2.99, 75% CF9
 3D Pool, Kix, £3.99, 38% CF18
 3D Snooker, Zappin, £3.99, 88% CF19
 4 Head Hunter, Alternative, £2.99, 38% CF4
 Ace & Ace 2, Enron, £2.99, 88% CF2
 Afterburner, Hi Squad, £2.99, 48% CF7
 Airborne Ranger, Kix, £3.99, 78% CF20
 Altered Beast, Hi Squad, £2.99, 75% CF15
 American 3D Pool, Zappin, £2.99, 90% CF11
 Arcade 'n' Quiz, Zappin, £2.99, 85% CF4
 Arkavard, Hi Squad, £2.99, 80% CF9
 Armalyte, Kix, £2.99, 82% CF10
 Barbarian 2, Kix, £2.99, 73% CF9
 Batman - CC, Hi Squad, £2.99, 81% CF8
 Batman - TM, Hi Squad, £2.99, 86% CF10
 Beverly Hills Cop, Hi-Tec, £2.99, 85% CF14
 Bouncing Mania, Zappin, £3.99, 80% CF14
 Bubble Dizzy, C'Masters, £2.99, 88% CF12
 Buffalo Bill's, MicroValue, £3.99, 92% CF16
 Cabal, Hi Squad, £3.99, 80% CF19
 California Games, Kix, £2.99, 85% CF9
 Champ'ing Wrestling, Kix, £2.99, 79% CF10
 Chase HQ, Hi Squad, £2.99, 80% CF10
 Cn's Elephant Antic, C'Masters, £2.99, 89% CF7
 Cd In The USA, C'Masters, £2.99, 86% CF17
 Continental Circus, Masterblasto, £2.99, 82% CF7
 (For warning you frames, one more time and you're out! - Ed)
 Continental Circus, Tronic, £3.99, 79% CF12
 Delta, Kix, £2.99, 80% CF3
 Diplomacy, Tronic, £3.99, 78% CF18
 Dirty Harry, C'Masters, £2.99, 12% CF13
 Double Dragon 2, Tronic, £3.99, 88% CF19

Dragon Ninja, Hi Squad, £2.99, 85% CF9
 Dragon Spirit, Hi Squad, £2.99, 78% CF10
 Driller, Hi Squad, £2.99, 85% CF9
 Eat The Duck, Zappin, £2.99, 72% CF19
 Eliminator, Players, £2.99, 82% CF4
 European Soccer, Players, £2.99, 38% CF8
 F1 Terminal, Zappin, £2.99, 74% CF17
 Forgotten Worlds, Kix, £2.99, 73% CF8
 Forgotten Worlds, Kix, £2.99, 78% CF18
 Front Byte, MicroValue, £2.99, 42% CF18
 Galangones (Bomax), Players, £2.99, 80% CF9
 Games - Summer Ed, Kix, £2.99, 75% CF12
 Games - Winter Ed, Kix, £2.99, 55% CF3
 Gary Linker Hit Shot, Kix, £2.99, 45% CF10
 Gender Wing, Masterblasto, £2.99, 89% CF9
 Gender Wing, Tronic, £2.99, 75% CF18
 (Now, I really, really, really am warning you Frames! One more time! - Ed)
 Grenadiers 2, Hi Squad, £2.99, 43% CF11
 Grenade 'n' Grenade, Kix, £2.99, 81% CF19
 Golden Axe, Tronic, £3.99, 88% CF20
 Great Gunshots, Enron, £2.99, 88% CF8
 Guardian Angel, C'Masters, £2.99, 58% CF2
 Harco, Players Premier, £2.99, 68% CF3
 Harlequin, Kix, £2.99, 58% CF10
 Heroes Of The Lance, Kix, £3.99, 70% CF16
 Hunting Moon, Kix, £3.99, 79% CF6
 Hunting Pig, Alternative, £2.99, 46% CF8
 Indymadonna, GPH, £2.99, 85% CF11
 Inky Jones and the Last Crusade, Kix, £3.99, 33% CF13
 IO, Zappin, £3.99, 41% CF14
 Isle '98, Kix, £3.99, 73% CF20
 Kick Back Rider, Tronic, £3.99, 38% CF20
 Koolhaas, CodeMasters, £3.99, 78% CF17
 Krazy Dolphin Soc. Man, Zappin, £2.99, 79% CF10
 LED Storm, Kix, £2.99, 88% CF11
 License To Kill, Hi Squad, £2.99, 78% CF19
 Meat Machine, C'Masters, £3.99, 88% CF14
 Miami Chase, C'Masters, £3.99, 62% CF14
 Midnight Resistance, Hi Sq's, £2.99, 82% CF20
 Monte Carlo Casino, CodeMasters, £3.99, 88% CF17
 MouseWarrior, Kix, £3.99, 41% CF15
 Multibyte 1, Kix, £3.99, 86% CF10
 Multibyte 2, Kix, £3.99, 77% CF10
 Multibyte 3, Kix, £3.99, 72% CF10
 Multibyte 5, Kix, £3.99, 84% CF20
 Nasty Moves, Hi Squad, £3.99, 43% CF20
 N & Z Story, Hi Squad, £3.99, 80% CF13
 Ninja Warriors, Tronic, £3.99, 88% CF18
 Operation Harco, Players, £2.99, 60% CF9
 Ory Thunderbolt, Hi Squad, £3.99, 80% CF10

Out Run, Kix, £2.99, 78% CF3
 Passing Shot, Enron, £2.99, 82% CF9
 Phoenix Fogg's Balloon Berber, Zappin, £2.99, 48% CF17
 Poppy 2, Alternative, £2.99, 77% CF9
 Powerbits, Hi Squad, £3.99, 81% CF15
 Pro Boxing Sim, C'Masters, £3.99, 89% CF17
 Pro Footballer, Cui, £2.99, 50% CF12
 Quatre Coin-Coin, C'Masters, £2.99, 79% CF10
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Have you ever pondered the possibilities of pitting Strider against the hordes of SWIV, or taking the Bionic Commando into combat with the Foot Clan? Steve Jarratt has, and that's why Commodore Format set him the task of taking the very best bits, from the very best C64 games ever devised, to design...

The game that never was!

THE HERO

Chuck Armstrong — past hero, past cybernetic prosthetic attachment, past space gambler.

Unlike most heroes, Chuck was abandoned by humans and found in a conflict by robotic aliens (who were there on a sight-seeing trip to look at the strange circular markings left by human footprints).

Taken on board the huge spaceship, his extra-terrestrial leader parents soon learned to love Chuck as one of their own. As is the custom with intelligent androids, when he reached the age of one light-year (never, believe it or not, Chuck was given a complete overhaul). A short burst on his upper arm was mistaken for a headshot and he was given a powerful telescopic arm as a replacement one (Bionic Commando).

By the time of his "second light-year anniversary", Chuck eventually began to realize that he was different to his foster family and sought adventure and excitement elsewhere. His robotic family had spent many long evenings in, burning into him the importance of a good education, and so, packed to the cabin with the mathematical level of even-

ages, statistical occurrences and random probabilities, he left home and became a full-time space gambler.

Chuck proceeded to score the Galaxy (looking for bigger, richer gambling pits, of course), keeping track of over 50 quadrillion different units of Galactic currency (most of which aren't even decimal) in almost impossible. So good space gamblers play instead for sums of value... And Chuck is one of the best.

After a few decades in and out of gambling dens, Chuck has amassed a huge personal arsenal consisting of

a great Crocatoron (E-999A), a rotating Laser Whip (S-2000), his own personal Dragon (Dragon Breath), a white dog well-versed in the Ninja arts of canine defence (Shadow Claw), a rocket pack (Rocket Ranger), a shiny Turbo Lotus E-800 (space what?), and a rather smart Flotop, but bearing the label "To Risk, all my love, Sandra".

About midnight, Chuck saw the good reality of life he has — a shallow wreck of a man (along with the faster card-dealing computer) on the side of Phoenix (Central) — so he decided to put his forgotten gains to good use. And so it was that Chuck Armstrong — all round, good guy.

THE PLOT

Chuck is super-heroic antics got off to a pretty poor start. After several cars stuck up, trees "blasted", a boat stuck in a lift "blast" and the rather unfortunate "dog stuck in a fountain detector", Chuck was starting to despair that he'd never make the hero grade. Then, on a shopping trip to Earth, he met Shira — Mistress of the Dark. Chuck fell deeply and instantly in love. He was totally besotted with all of her, and extremely keen on several parts of her (if there we get the picture) — Eib.

Shira too fell head-over-heels for Chuck, which was kind of fortunate. The two shared many a romantic night under the different moons of many planets and really did get on over so well. Little did these circumstances of somewhat improbable love dream through that Shira's dark and mystic past was about to catch up with her...



THE FIENDISH EVIL-DOERS

Many months before, the wizard god created a particularly fiendish cat deity creature in the Bydo Empire (BT Type), which put Elina in the bad books of some seriously evil people.

And so it came to pass that in the middle of a hot-cuddling session, Chuck and Elina were visited by a Bydoese delegation. A nasty struggle ensued in which Chuck was knocked unconscious, stripped of his weaponry and dropped into a tank, tank and no doubt deep dungeon and Elina was whisked away to a secret location deep, deep, deep within Bydo territory.

THE GAME

On recovering his senses, Chuck realizes his plight and the plot. Sprinting away, he thumps his metallic arm forward, the exit door of his jail and, moments later, steps through to meet a clerk and forbidding dungeon.

After several brief battles with Onix and Goblins (HeroQuest Platform of the Wild), and AM Other RPG of your choice, Chuck finds himself in a massive

room filled with angular rocks and towers. In the center stands a tall, metallic



ing figure who slowly revives, revitalizing his grim stomach. As he turns to face our hero, Chuck suddenly feels his energy drain. It's stands in this monster's gaze for much longer but it breaks away to nothing. The Sinner, using his booby arm, Chuck gains rocks and starts their run on top of the other to form a huge tower. Climbing up, he spies another platform just below him and steps across.

Jumping from pillar to platform, Chuck finally reaches a high vantage point where he sits atop the top of the central tower on which the monster stands. Plunging forth, he spots the lone creature wincing into nothingness, leaving Chuck on his own. With a mighty leap, lightning clears the gap and lands in the nose-ward tower. A surge of power courses through him (giving him a funny feeling in all the things down his arm) and the world disappears before his very eyes. (Just, actually, Chuck disappears below the very eyes of the world and reappears in the middle of a flat, forbidding plain. The sky is blue, the ground is green also that's not hot.)

After a brief wait, a small dart-shaped craft arrives nearby and a strange, mechanical creature disembarks.

"Hi, welcome to Tang," announces the robot (Merrimack). Never one to miss a golden opportunity, Chuck runs straight past the outstretched arm of the Merrimack, leaps into the ship and hits the turbo button (don't worry, it's nearly always red and marked 'turbo').

"Come back with that ship," comes the plaintive cry from below. "That's my brother-in-law's engine!"

Steering the ship as fast as it can go, Chuck takes a while to survey this strange new world. The single city on the planet is criss-crossed by roads and dotted with isolated buildings. To his rear he sees a small dot on the horizon. As the dot gets bigger, Chuck rapidly assess that it's coming towards him, not going away. A missile hurtles past the cockpit and, almost as quickly as before, Chuck realizes that the dot is approaching and firing at him.

A bolt of breathtaking excitement follows, as both craft scream across the afternoon sky at the white point just outside the Bydo Empire, as it happens, both pilots trade for advantage, using looping, twisting and ground-sweeping maneuvers (later dubbed to out-manoeuvre the opposition).



With a beginner's luck on his side, Chuck managed to fly straight through the cables of a huge suspension bridge while his opponent successfully splits his craft into several pieces like a well-boiled egg of the many of an egg-slayer. Plashed by his victory, Chuck attempts one last roll and, true to form, crashes into the air. Our dauntless hero dives out of the wreckage and clambers over to a nearby building. Opening what is obviously one of those up-and-over garage door things, he finds, to his surprise, a garage filled with wall-to-wall oil.

The vehicle has great, meaty tires, a roll cage and one hell of an engine. Chuck jumps in and starts it up. With his foot to the floor, he hurtles out of the garage, on to the open plain and really into it. But just as you couldn't guess he soon spots a similar car in his wing mirror (presumably piloted by a relative of the goo who just taught the laws in the daylight) — and the chase is on.

Below long, the Tarman sons of Tang give way to rolling, elevated highways (Burn Car Mazed nearby forward on either side by

HOW TO MAKE A HERO

What makes a hero heroic? Well you need a dash of...



—gleam, our Elina: Witness of the Dark. Then you'll need a pinch of...



—remorse witness, our The Dark Knight: Two Temples of...



—arrogant locations, the HeroQuest: Slender for 15 minutes, there still...



—two walls of ykhempho armor from 2.00001. See this in wall below...

prelusive steps. Just one false move and our reward for top racer will be a top plummet, followed by a top-crashing footy-into-the-ground.

The duel continues for top after tortuous lap, with the roadways punctuated by punning obstacles and rollercoaster hills. Suddenly, taken by a brainwave, Chuck starts on his brakes just after the crest of a steep hill. His pulsar beams over the hill, over Chuck and, looking back to see where

Chuck has disappeared to, over the crest as well. Suffice it to say, the driver loses 100% of his claims discount.

Slowly following the course - and straying off-only to complete a death-defying loop-the-loop, which the final crash course (Hard Drive) - Chuck bounces back on to the road and drives back towards completion.

During the next few days, Chuck explores great chunks of the city. He finds his way into the labyrinthine undercity, solves several puzzles and, after destroying almost every building on the planet for fun, is given an interstellar spaceship.

Snuggling into the leather upholstery of his fine new spaceship, Chuck starts fiddling with a few buttons to see, as all great space pilots say, "what this baby can do." Like most spaceships, this one is no slouch when it comes to firepower. Sporting the usual touch-sensitive mousepad (M-Fire), multiple synch-firing orbitals (Firemouse), F100 weapons (Delete, plus forward) up 'n' down and rear firing beams (Alt+right), this heap of hardware is up to any space battle!

"Get ready and course for the Bydo Empire," says Chuck into the inter-computer. And, sure enough, a few hours later Chuck is arriving here! said, "Not a course for Aster Towers," because there is front of him lies the might of the Bydo Empire in all its mighty, gory glory.

Set, not bunch of stumpy aliens is going get in the way of our hero, so he kills 'em all (as you just have to do with aliens) and sets down on the planet on the heart of the Empire's domain.

Using all the weaponry, hardware, punting and guile at his command, Chuck finally battles his way through to the big building which has final form, written all over it.

Moving through the doorway Chuck solves riddles and goes clipping on the walls

- well, it's the sort of thing you notice, isn't it? Anyway, all the flowers disintegrate into the building the walls get even glossier and the rooms glow even darker.

Suddenly, his molten tanker starts slopping - someone or something is headed his way! He spins around but can't see anything. Suddenly he is alerted by a noise behind him. Whirling a full 180°, he opens up with his machine-gun and splits an evil-looking creature against the far wall. Its acids remains inside and free, against the metal surface (Ahem), and Chuck really wants to wish he hadn't got up this morning.

After moving through several similar rooms and some encounters, he finally reaches the end of his trial. There, in a glowing cage, sits Elins, chained up and cooking well, rather sexy actually, in that classic help-less heroine kind of way.

Just as Chuck is about to beat open the lock, out of the darkness steps... Kuribito! (The Last Days series.)

"So, we meet at last Master Chuck Armstrong!" greets the ancient Grogan. "Long have I waited for this moment... a final battle between two of the most powerful and enigmatic characters ever to grace the Universe with their presence."

"Do your worst!" cries Chuck, lunging at the vile Grogan with his laser whip.

"Not so fast, Charles," says the fiend, sidestepping Chuck's laserball advances. You are no guest here, so I may choose the mode of combat." Moving with the grace of a cat, Kuribito slides over to a large stone orb and instead with mystical signs, dragons and oriental landscapes.

"Yes, Armstrong, are we match for me..."

There is a terrible pause. Elins graps as Kuribito opens the cabinet to reveal a large, black leather case.

"...jettisoned wedge!" razzles the evilfiend, introducing his favourit golf-club high above him.

"Curse!" exclaims Chuck. "You know my alien heritage means that I can never go head-on. One poor shot into a bunker - and I'm done for!"

"Hahahaha! Hahahaha!" razzles the mad old thing, making a few lines for the first bet in the way that only shrewd fools and mega-villains can.

"I... I'm sorry, Elins. I may not be back," says Armstrong as he slopes off towards the first hallway.

"Come back, Chuck, come back," cries Elins, reminiscent of an old Charles act. She'd seen the toady approach to the 14th green - it was a hole four ball!

Add to the final duel between good and evil takes place on a reasonably close replica of the Social Club golf club (Lesterford), deep in the heart of an alien Empire.

And only you can decide the outcome!

STEVE JARRETT



... sprinkling in Lotus Sport Turbo! Then there everything into a slab and...



... garnish with a Rick Dangerous... And for that little extra something extra...



... with a cheery little Turboman side salad. It adds the perfect garnish!



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The demos included are Afrika, the Assault and World Class Sully, with Dandy and Spacino providing the full games. **£2.00**

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Three full games get Powertested in this issue: Zenobia, Little Valley, and Cyberzone Warrior, with Jetty Heat as the demo. **£2.00**

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Run away! This compilation is about to explode! TNT is notoriously volatile and could blow up at any moment. So let's ask the thick-skinned, heavily-armoured James Leach to poke it with a pencil until the games fall out...



Really slow? Not green, likely, ineffective plasma step/leap, contact

Or maybe I can jump forward at a moment's short notice. It takes a while to string off a deadly snail trail that night.



Imagine fighting space robots in the largest public lavatory in Britain? You don't need to - it's all here!



But I've just blown up this fire, corner of the terminal floor, in all directions. That's his helicopter here, wing overhead.



Ohh! My wee, dear boy, I've got a big heart! Full water pistol and I'm not afraid to use it!

Have fun, no hearties. Three jabs of danger and a helping of fun. *Skull And Crossbones* sets you firmly in a sideways-scrolling drop-ten-up world. It's bright, colourful but not that sophisticated. There's a fair bit of fighting to do though, and a pretty decent two-player option to help you do it. Sadly, it's just a case of whacking the fire button to kill everyone, one by one.

Overall, it's about as mind-blowing as lying flat asleep on a beach in Tahiti, listening to the sun dip gently below the horizon.

Ballistic, next. Sixteen courses packed with corners, straight hills and unusual hazards. Like *Indy Heat*, you must race a small circle around the single screen circuit.

Three other cars left around, too. But the most fun to be had is with another human racer. You can use missiles, bombs, guns and gadgets to disable your opponents and make sure you win.

Ballistic is an excellent edge-on race. Although frustrating, it's smooth, fast and controllable. *STUN Runner* is next on the reviewer's Formula work-up. You've got to guide a sort of bubble-car with wings along a series of tunnels at high speed. Coming up the other way are various things to be blasted (or collected).

It's a nice idea, and with 24 levels there's a lot to do. In fact, it's a pretty good conversion of the old Atari coin-op. The only things wrong with it are that it sometimes looks slow and jerky and the sound effects are a tad harsh. The music is good, though. Yes, *STUN Runner* isn't bad at all.

In fact you have to chug along various canals and streams, carrying a mine in a jar. Some nasty men fly and steal it by blowing you up or ramming you, so you have to shoot them. There's a 3D behind-the-board view, and you can speed up, slow down and weave around. It's really a driving game, only the road is blue. Et, and it's not very brilliant. Myra lacks excitement. It's tedious, the graphics aren't special and you'd only buy it on a cassette if you had a cassette-shaped hole in your rear and needed to plug it.

TNT2

TNT2 actually won't explode, blowing off your eyebrows. But it's not bad. *STUN Runner*, *Ballistic* and *Escape From The Planet of the Ruboids* are the best games, and as the compilation is fairly cheap, it's worth sipping in the monnaie and peeping at.

Game	TNT2
Publisher	Domark
Cassette	£10.99
Disk	£14.99
Release	Out Now
Contact	081 750 2222

POWER RATING

THE DOWNERS...

- *Skull and Crossbones* isn't particularly brilliant, really.
- Unless you've got a blue mine, competitors are too slow to be real cars in the lanes.
- It's too slow and gets boring.

100

-

73%

-

-

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-

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0

■ *Ballistic* is a starring game, and could well become your favourite.

■ *STUN Runner* gets a bit slow, but has some novel graphical ideas.

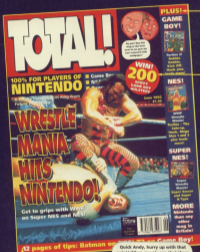
■ *Escape From The Planet of the Ruboids* is a 3D laugh at first.

■ Myra is a fast, wacky racing game with a few twists.

■ Overall it's a high quality collection of Domark games.

...AND THE UPPIERS

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



12 pages packed with tips for Batman, Terminator 2, Digger T. Rock and Star Wars. Plus all your game questions answered!

Quick Andy, hurry up with that paint! When people see that there are real Turtles in the mag, they'll fall over themselves to buy a copy. What a great idea, eh? And it was mine, not yours but mine. My idea, mine! Hahahahaha!

PLUS! →
GAME BOY!



Number of reviews
Number of tips
Number of
Number of

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Number of reviews
Number of tips
Number of

SUPER NES!



Number of reviews
Number of tips
Number of

MORE!

Number of reviews
Number of tips
Number of

FACT: More Nintendo products reviewed than any other mag in Britain! Game Boy, NES and now Super NES!



300 competition winners will walk away with their Game Boys tucked safely inside these smart holsters!

Yeah... shame you didn't have it a bit sooner, though - we've been spotted. Yes, in there potential reader person (gulp)



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

The Addams Family

You've seen the film, you've read the review, you've even played the game, but how about winning the compo?

You have to admit it, those kind Ocean penguins have played another starring role in their conversion of the film license, *The Addams Family*. The movie brought the cult classic TV family back to life in a hilarious romp that stormed the box office.

Now Ocean have created a exciting game giving you the chance to solve the spooky maze. Yes, the entire Addams clan have been kidnapped by a corrupt lawyer, Fully. Only Gomez has escaped and he must save his loved ones (see the full review on p. 62).

Ocean are giving away three copies of the video and 10 copies of the game. So you now have the chance to watch the film while relaxing on your back or the opportunity to play the game in the comfort of your crypt. Simply put your best Addams Family friend on and get thinking. What we do offer is the name and description of three *WTF* Addams Family relations. Write down their names and 'pseudonyms' (give a phony if you want), together with your name and address on the entry, and pop it in the post to us at: *Thank Addams to Wednesday Compo*.

C/F, 28
Monmouth
Street, Bath,
Avon, BA1
3DL, by
28.9.92.

To give you some hints on the kind of family they are, we've listed a few of their distant relations below:

Aunt Atomic: has a beard - "but never a mustache".

Aunt Beanie: often mistaken for a bean in family photos.

Aunt Phobia: had a terrorist's new hidden in her bed by Gomez.

Comodore Addams: first to leave his sinking ship.

Cousin Black: his hair became infested with ball weevils.

Cousin Blob: terrified of ghosts - until he became one!

Cousin Orange: five heads, one male, one female.

Original

Cousin Purple: corner of the family headquarters (aka Lurch).

Cousin Orange: ate a back-size M&M's that was smuggled in a cube to him in prison. He gives it like them!

Cousin Purple: it's his leg sticking out of the coffin in the living room.

Cousin Green: "never how to look for a job. Never found one!"

Cousin Orange: executed by being squashed. Cousin Red: (for a picture, see the end of the review, page 62)

Cousin Purple: has two heads: one size 6, one size 8 1/2.

Cousin Black: ran away to the sewer in a "TB of piqet".

Cousin Purple: all very abstract. Dr. Blavatsky Addams: first man to call guns to the Indians.

General Ulysses B. Addams: surrendered his army, but "not until they caught up with him".

Grandpa Sturg: a bucktooth and receding chin - "very handsome".

Grandpa Grady: a trailer - but he did it for the money.

Great-Grandfather Blob: raised sacred rubies from temples.

Great-Grandfather Peggy: Addams: raised in 18 countries for piqet, executed by walking the plank.

Great-Great-Great-Aunt Sings: burned during the Salem Witch trials.

Marmaduke Peaches Addams: burned the library of Alexandria (Cross 50176).

Old Senator Addams: impressed!

Dr. Napoleon Addams: burned his house down during experimentation.

COMPO



You wouldn't think that there's a decent game to be made about a load of slugs, would you? I mean, it's not as if they're fast, they're certainly not violent and they don't often carry powerful handguns.

But Godfatherians weren't to be put off. They stayed away for a year and a day, and they came up with the character of Slugg. He's got to be the coolest slug this side of the New Forest. If you

STEG



Ah, Slugg Slugg! Food and a watch are crucial.



Here, two girls in those bubbles should keep the sluggish bubble open for a while, but it's not some issue if I'm to see them reach their next birthday.



Here you have to set up the air-blowers to direct the bubbles through the holes. Tricky indeed, but it's got to be done.

WHT THE CODIES ARE WRONG ABOUT SLUGS

A quick trip into the CP herb garden convinced us that the Codies are mixing up slugs with another animal, possibly the Tympanosaurus Rex. Here are the facts:

1. Slugs do not have teeth. Dinosaurs do.
2. Slugs aren't carnivorous. Dinosaurs are.
3. Slugs, er, can't blow bubbles. Dinosaurs can (if using a soppy solution and an oil-car tyre).
4. Slugs can't move quickly unless they get stuck on the bottom of your shoes. Dinosaurs can.
5. Slugs, er, aren't often green. Dinosaurs might easily have been.



Believe it or not, there's a maggot in that bubble floating gently upwards. No, I mean not your dear little one west of it.



The plot does not involve eating cabbage or leaving slimy trails across paths. Instead, you (as Slugg, have got to feed your kids. They all sit in a nest at the top of every level (slugs in nests? The Codies are mixing their animals, I think. See panel for sparing insight). Anyway, the babies are at the top, and the food, in the shape of loads of small maggots, is crawling around at the bottom.

Slugg must either chase to the maggots, keep them in bubbles and guide them one-by-one to the nest, so the babies can eat them.

The difficulty comes with the obstacles that get in the way. Spikes, air-blowers and cut-the-space-of-need-to-be-avoided-or-adjusted-so-that-the-bubbles-have-a-safe-path. This means that Slugg must guide them nearly all the way.

So he's got it tough, has our little slug. Only one thing makes life bearable: his power-ups. Slugg has an energy bar, which decreases whenever he blows a bubble. Blowing food restores it, but there isn't much food per level, so he can't afford to waste his precious bubbles.

What he can do, though, is feed each nest some basic legs, a hovering jetpack, super-speed and something else, which I've forgotten. These make life considerably easier because the car ring around the levels with astonishing speed.

Slugg is a little like the forthcoming *Lemmings* in that you're basically got to



Loads of power-ups, grab, food, pipes and, er, lots of other interesting things. Yes, it's a great life being a slug.



Spikes are the bane of Slugg's slimy little life. He can't be harmed by them, but he has to watch all his gut-filled bubble-breath.



That well-mounted switch turns the air-blowers on and off and even opens some rather useful holes in the floor.

juggle your priorities between getting all the grub into bubbles, guiding the bubbles higher and getting yourself food.

And it's pretty good. The graphics aren't as snazzy as in recent Codex games, but this is made up for by the gameplay. There are 11 levels, each more fanciful than the last. And if you don't beat the slug out of your 64 in frustration, you'll find a cheat awaiting to play.

JAMES LEACH



Game	Slugg The Slug
Publisher	Codemasters
Console	£3.99
Release	Out now
Contact	0825 814 132

POWER RATING

THE DOWNERS...

- Graphics are a bit unimpressive.
- Slugg can get frustratingly move-proof, especially around corners.
- The increasingly frantic gameplay might not appeal to everybody.

100

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76%

- It's a nice original idea and being a slug, you're got your work cut out.
- Loads of challenges and power-ups make things even more varied.
- 11 levels mean that you'll always get different challenges to face, and even visit a several screens in one.
- Code system allows you to play the level of your choice (good you've got the codes, that is).
- Lots of power-ups mean that your grey little slug is left in trouble.
- You can now vote highest score won on the witty CP magazine page.

...AND THE UPBERS



Who? The Addams Family? Never heard of 'em. Before my time. Hang on. I'll just ask Trenty... Yeah, he says that apparently "they do what they wanna do, say what they wanna say, be who they wanna be and, er, dance when they wanna dance". Glad I've cleared that up. Now here's the review.

THE ADDAMS FAMILY

LAN CYCLOPEDIA INVESTIGATES THE ADDAMSES

The Family are narrated after Charles Addams, the cartoonist who first drew them.

The TV show also acted as a basis of paying sponsors in the USA, such as Grand Peppercorns and Unimart. And interestingly, Foster was played by Jackal Cooper, who appeared Charles Chaplin in the 1931 film, *The Kid*.

And the actor who played Thing, the fanged, nose-eating, fur-eating and food-eating creature, admitted that was him. He

wasn't had a separate run next as Thing, rather than as a character.

There's also a book, *The Addams Family: The Story of the World's Most Famous Family*, by Charles Addams, which is a book about the family. It's a book about the family. It's a book about the family. It's a book about the family.



It's a corker!

After phoning Hollywood, I managed to find out that the plot of the smash movie has got nothing to do with that of the *Conan* game. Lucky for me. But, as I didn't get to see the film because I was too busy working on the last storming issue of *CP* at the time.

The game plot wouldn't actually fit the brain cells of a retarded amoeba. Come on, the guy with the pin-striped suit, has lost all the other Addamses, and is basically wandering round a computer game trying to find them. Guess who you have to play? Wrong. You have to play Gomez instead.

If I said that this is all the boring preamble to a platform game, you'd probably say "Oh no. A platform game? I bet this is the boring preamble!" But later, this is no ordinary platform game. If you've ever been completely flummoxed by a tough platformer, been stumped by a difficult timing puzzle, or been frustrated by a hard timing puzzle, you'll be at home with *The Addams Family*.

The game itself is fantastic. Don't expect it to be kind. Before we go any further, let the stress once again that *The Addams Family* is



very challenging. If you've ever played *Jet Set Willy* on your 84, this will remind you of it. Tough only.

The secret is in the timing. You start outside the mansion where Foster, Gomez, Thing, Lurch, Wednesday, Thursday, and Thingy-Crunchie (it's Friday too).

Of course, they're gone missing. You can either explore the outside of the house or dive straight through the front door and get stuck in with the bad guys.

These bad guys - what do we need to know is, just who are they? Well, there appears to be someone called Tully. I've never

Dive straight through the front door and get stuck in with the bad boys

heard of him, but he seems to have some connection with the local Council. His plan is to have the Addams Family's crumbling mansion or Cemetery Lane demolished, and get them checked out on to the streets. To be honest, this sounds like a pretty good idea. I mean, you should see the state of it. Anyway, this Tully chap has assembled thousands of ghosts, spies, murderers and other nasties wandering around the mansion, trying to stay young Gomez from getting around easily.



Gomez must stay on that safe but moving platform in order to keep out of Ham's way.



These spikes don't halt make your eyes water, though!



How hell do you know all these names of the original Addams Family members here?



Forget that suspense floor: it's counter-related leaping from here onwards.

All this means that our hero must become a total master of timing. It has to be said that the guys who programmed this game are absolutely brilliant at setting puzzles, traps and traps, and every screen is packed with

the sort of puzzles which will have you scratching your head until a bold path appears. Instead of just jumping

from platform to platform, you've got to dodge the pointy stars, jump on the baddies (well, some of them) and basically keep moving, avoiding, leaping and planning to reach the safe spots.

All this is said enough, but you've also got an energy test which is continuously counting down. The only way to keep it topped up is to go for the little hearts which occur on certain screens. The more here is, though, that these aren't exactly placed in the easiest positions to reach, it's those datted programming at work again. In fact, I've lost

count of the number of times I've had to get a heart because my energy had been getting a bit low, and ended up losing a life because I've been rubbish at reaching one (which probably wasn't really at all vital anyway).

Every screen you enter is packed with gorgeous graphics (many of which are in the background, and don't play an active

Most Clever
Right, Mrs. Morticia's love pun.



A locked green door. Perhaps it might be able to search for a green key?



Visiting 0001 Cemetery Lane

Below, there are three screens taken from the original set of the mansion, instead of just looking your way from left to right. You have got to pass the ghosts of the dead. Upstairs left or right, downwards left or right and, if you want, through the coin slots (which open themselves).

The thing to do is grab some power windows and put it into the player. And in several screens in height, and to make a table full, several screens in depth (which you get to by using the stairs) so it's a weird maze when you've finished.



part in the game). The number and variety of baddies is certainly impressive, and, as I've said before, what's so brilliant is the way you've got to plan your way through the screens, it's tough, it's barely possible and it's something you just can't lose stone until you've cracked it.

Dotted around the mansion are a large number of doors. Most of these you can just walk through, but some require that most useful of things, a key. The coloured keys can be found all over the levels but, like the hearts, they're never in easy places to reach. Getting them is always worth it because you can keep them until the end of the game. They also work on all the doors that are the same colour as them.

Let's. Games is billed by a couple of words, or, crowns. And it's in its own house, too!



Plenty of conditions to jump on, but stay on them for more than a second and they sink.

I show you to wander into (left). Cemetery Lane on your own, at night, starting halfway in, on Friday 1984, going via Stan St. to Southville, with a Postscript to Tom.

throughout the entire game, so it's almost never losing the odd life to get hold of them.

So, overall, I reckon *The Addams Family* is a fairly nice up to the top. It's a game that has really got little to do with the film (but surely as a platform game, it's one of the best). It's got excellent graphics, it's fast, it's got loads to do and the puzzles are difficult but very rewarding to get through. What more could we want?

JAMES LAMON

Game	The Addams Family
Publisher	Ocean
Cassette	£13.99
Disk	£15.99
Release	Out now
Contact	081 602 6000

POWER RATING

THE DOWNERS...

- Maybe, just maybe, it's too tough.

100

92%

- But I reckon it's challenging and addictive, with loads of screens to explore.
- The graphics are neat, fast and atmospheric. Loads of vivid backgrounds and rapidly moving baddies.
- Really clever puzzles.
- Plenty to collect - lots of keys, hearts, and pointy things, and allow staff.
- Many reward points, so you don't have to start from the beginning each time you play.
- It's a triumph of the programmer's art.
- Overall, facility allows you to have loads of serious attempts at it per game.

...AND THE UPSERS

Bob finds a secret door. He's much cheered by this, so he can continue happily exploring the levels.



The beginning of each level is designed to let you get quality, then it gets really tough once you've got the hang of it. Rate.



Bob checks on a sort of shark thing dashes across his face. Don't ask me why there's a shark in an English stately home.



Big screws drill themselves up through the floor all over the place, so be careful where you put your feet (just that Bob has say).



Our amorphous hero leaps over a walled sort of an, um, anglo-Anglo. Don't question it, just avoid it.



Stage staircases offer the big boss. They look like those staircases that David Byrne used to play.



THE BOB

A long time ago, in a galaxy just over the road, an alien and his family were on holiday. Then disaster struck! The kids got separated from their dad, and wandered off round a rather pathetic planet filled with crumbling ancient buildings and diesel fumes.

You guessed it - Earth is that woody planet. But before you start getting completely terrified at the idea of aliens attacking, settle down, take a sip of hot milky tea and get this - Bob is completely harmless. He isn't planning to invade at all. So he hasn't brought any weapons. In fact, the worst he can do is jump on people, which, to the jumper, feels like someone dropping a large marshmallow on you.



A big statue collides with Bob, and he dies, deflated instantly by the sharp pointy bits of the stonework.

Anyway, you must control Bob as he looks for the mini-Bobs, who have stashed got themselves into the worst positions on each level. Well, it's supposed it's not stupid at all really. I mean, if they were close to the beginning it wouldn't be much of a game, would it?

Because Bob is an alien, he's got the ability to travel through time. As everybody knows, all aliens have this power. Some just don't choose to use it. That's all. Anyway, the three time zones that Bob visits are handy in that they make up the three huge levels of the game.

To make things more fun, I'll go through them in no particular order. There's the Eighteenth-Century Castle. I'll save time in describing this by asking you to think about any National Trust stately home or castle your parents might have dragged you round on a moonless, overcast day last summer. A

drawbridge, the exit out of almost a few big staircases and a crowd of excited French kids, all with fluorescent sock-stacks - does this sound familiar? Well, you'll find it all in *The Bob Squad* (except for the French kids, who Zeppelin's have carefully avoided including).

And, of course, there are plenty of platforms. What would a platform game be without platforms? Pretty darn boring, that's what. Anyway, Bob not only has the ability to jump large-distances from platform to platform, but he can also do a super-jump, which gets him across unobtainably large-gaps. We carry it out, all you have to do is simply pull down on the joystick before you push up. Simple and effective.

What's more, if you're thorough you can help Bob find various useful devices to get him around the levels more generously. Bob is the hero. For those not keenly enough to know, a beam is a baseball cap with a propeller on the top.

In the game, this propeller allows Bob to float up and down the screens with ease, forgetting about platforms, needles and anything else. Trouble is, the beam's propeller only lasts for 20 seconds, so you really can't afford to waste it.



He can jump on people which feels like someone dropping a large marshmallow on you



In the top right, there's a switch Rod needs to reach if he's going to rescue that poor little mummy-bird victim over to the right of him.

Right. Where was I? Yes, another level is set in Ancient Egypt. Rod must search those yellow polity things in the desert (pyramids - Rod. He must contend with mummies, ancient Egyptian goddesses and, like the other levels, some rather nasty plants.

Finally, there's a Victorian Haunted House. It's packed with ghosts, ghouls and other scary things that begin with 'G'. Conversely, possibly being the last level, it's bigger and tougher than the others, as you'd expect, and has more of those hard-to-reach switches.

The switches are found dotted around over each level. You wander along and activate them, and they do all sorts of weird and rather useful things, such as opening up floors, walls and ceilings. This has got to be done. But some of the switches have to be reset if you want to get back. Very puzzlematic, indeed, and it's worth making a mental note of all the switches that you have triggered with, otherwise you'll get stuck.

The God Squad is a very neat game. It's got to be said, it has marvellous animation and rather spiky graphics. The levels are big and taxing, too. Thus, you might not be amazingly enthralled because it's yet another reality (and we've seen a lot of these recently). But you can't deny that it does quality. For the meagre sum of £3.99 (unless you're Roger) you're getting an impressive game indeed. In fact, the only thing that's stopping The God Squad from being a Cuban is there are only three levels. This would be almost perfect!

JAMES LEACH

SQUAD



Rod bounces out of his tank (just ripped off him [R who at all] and into the pyramid (just ripped off from the Egyptians at all).

Nevertheless, there's a mini-boss waiting for him, so don't being around. You've only got 10 minutes to get the lightning.



But temples with a difference, double ramp-up-down drop in the pyramid's, as underground car-park level. Don't mess about with the Ancient Egyptians, just to see they cure you or something. But then again, they might not, see it's just a computer game, not real life.

Game	The God Squad
Publisher	Ziggapole
Cassette	£3.99
Release	Out now
Content	001 288 7739

POWER RATING

THE DOWNERS...

- Three levels isn't enough.
- Rod bounces off the walls in a most haunting manner.

100

86%

- Excellent animation. Rod really seems to have weight and mass.
- Loads of puzzles, all carefully painted into each level.
- Sound effects, although few, are suitably spooky.
- Detail, such as the volcano destruction, is superb.
- The rain approach each level is a different way. It's not just a sideways cascade.
- It's easy to get into, but tougher as you play later on.
- You actually have to think about how to solve many of the puzzles.

...AND THE UPSERS



IAN CYCLOPEDIA GIVES YOU THE TRUTH ABOUT ALIENS

The Universe contains 100,000,000,000 stars, of which the Sun is just one. Assuming half of these have four planets orbiting them (we have nine planets orbiting ours), that makes 200 billion planets in our solar system, one out of nine planets has life on it. Assuming this to be an average, 200 billion divided by nine is 22,222,222,222 planets with life on them.

Therefore, there must be some serious intergalactic wars going on, maybe involving the following creatures:



The Rod People of Zook. Known as fearless killers, the Rod People have over-populated their planet, and consequently it's been on the market here for over a year. They're looking to move somewhere quiet but central, ideally with pleasant views over the horse-dwell Nebula.



The Spangly Regeneration. This alien was the only survivor of his race, after he played a practical joke involving nuclear weapons which unfortunately went disastrously wrong. He's believed to be rather good still by the whole thing, and doesn't talk much to outsiders.



King Spidren of the Third Moon. Not a king at all, Spidren is in fact a petrol pump attendant. His cousin is the real king, and Spidren borrows his official outfit for fancy dress parties and to impress female Spidrens in winter-bars.



Dread CR 117. Known as CR to his friends, this dread patrols the stone beaches of the outer Sumatras. The temperatures reach 330°C, so CR's job is to carry any sun-bathers with heatstroke to the nearest Bush-Poppy outlet.



The Mighty Brain. Although some would say he's pretty smart (with an IQ of -5), he's actually imrogic, stupid, and generally undesirable. This might be because he has no hands, legs or external limbs of any kind, and thus cannot even ride a mountain bike.

CAN YOU KICK IT? YES YOU CAN!

NEW



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RELEASES

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Commodore

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This weeks
hi-score pts

All - time record pts

All - comers
record pts

**ONLY
USE A
FELT TIP
PEN!**



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