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GAMES

- 16 WWF EUROPEAN RAMPAGE OCEAN
- 55 SCEPTRE OF BAGHDAD ATLANTIS
- 56 PLAYDATS ALTERNATIVE
- 57 MAGIC RUFUS ALTERNATIVE
- 58 DALEK ATTACK ALTERNATIVE
- 60 STREET FIGHTER 2 MEGA GOLD
- 63 SUPERSTAR SEYMOUR CODEMASTERS
- 64 LETHAL WEAPON OCEAN
- 65 ALL-AMERICAN BASKETBALL SUPPLIW
- 65 WRESTLING SUPERSTARS CODEMASTERS

OF SPECIAL

- 36 LET'S MAKE A MONSTER
Aren't colour splits the very heaven? What do you mean, what's a colour split? They'll help make Mayhem in Manhattan one of the greatest looking games ever seen on the C64, that's what. See p.38 for tips from the team.
- 39 FACE TO FACE
You've heard of the Darling Buds of May, well this month we talk to... uh, David Darling - well that's a real link there! Anyway see p.39 for the answers to the questions you wanted to ask CodeMasters' top gun.
- 47 BUT I WANTED A BIKE
Remember our Christmas comps, when we asked you to tell us what motor or tri? shows you wanted to see in the C64? The results of our impromptu poll are on page 47.
- 59 WHO DOES HE THINK HE IS?
With Dalek Attack in its review we invited down Sylvester 'Revolver' Doctor McCoy for an expert analysis of the game, the credits and some curious queries on 'revs (C) on p.58.

POWER PACK PAGES
The Power Pack explained

REGULARS

- 13 CHARTS
The best of the best
- 19 GAMESTERS
If you want to get ahead get bustled!
- 40 INSIDE INFO
Our little hit-men 'spies' your problems.
- 64 LETTERS
TMB does his fully correspondent thing!
- 69 BUDGET GAMES
Good games at knockdown prices.
- 82 MAIL ORDER /BURN
A real-life 'Road to 3 Stars' of C64 stuff.
- 86 NEXT MONTH!
Warning instructions - Commodore style!

It may be Valentine's Day but even com

POWER

C64 RUMBLE BONANZA!

It was bound to happen sooner or later - it was inevitable! WWF2 and Street Fighter 2 have hit the shelves at exactly the same time! This stage is set for a battle royal to see who's the toughest game in town.

WWF - European Rampage has to be one of the biggest names to have appeared for some. It follows hard on the heels of last year's Darker-winning effort. Does the new game have the same mix of make-up, fight and gameplay that made the first outing a classic?

In Street Fighter 2's corner, the major question mark must concern the 'completeness' of the game. It's not just so big and so complex in the arenas that surely it

must have lost something in its translation to the C64 - or have the Goblins done the damage impossible?

We've put these two into a direct comparison, to find out which is the nicest, and I know you'll be surprised at the results - but you'll have to read the review to find out who's left standing and who's had to visit Hobby Hospital's emergency ward.

On top of that there's 10 pages of sheets, the Robotzoids Boys, Inside Info, TMB, Roger, a Doctor Who interview, a Street Fighter 2 intro and stacks of reviews. It all looks kind of fun.



16 WWF EUROPEAN

RAMPAGE
OCEAN

Last time the gaudy grapplers came to Commodoreville they were awarded a Curlew. Has the wrestling 'gameplay' finally turned to flat or can the Day-Glo busters still do a flying double super pile-drive with their eyes closed? Is the game a grunter or a growler? Tonight's contest for the C64 Heavyweight Championship begins on p.16!

47 BUT I WANTED
A BIKE!

As a like-biker to our Christmas comp we asked you which Tri shows and films would make great games. The suggestions in and there were loads of interesting, intriguing and plain odd ideas! We just had to print the results.

56 SCEPTRE OF
BAGHDAD
ATLANTIS

Of all the items, in all of the Middle East, they had to make this one. This is probably the most unfortunately-timed title for ages. Anyway, you've seen the show, you've read the reviews, now play the game. Whistle-up you magic Carpet on page 56.



CARNAGE

Zeppelin

Sunday driving will never be the same again — or Monday, or even Tuesday driving for that matter — since you've played Carnage, a fast little car racer from Zeppelin. It's an eight-lap dash to the finish. Rev up and burn off (as it tends to say on Scalextric boxes).

▶ Instructions on p.6.

DEMO

entire fight to see what's been...

TESTED!

58 DALEK ATTACK

ALTERNATIVE

The hood features monitors this side of the glass to the DM ball on. Can the Doc's classified enemies make the Booth TV show a computer classic? Do the sets enable when there's an explosion? Do the Dalek's guns finally look like they could hurt someone or are they still egg attacks with attitude? Can you still spot props from other Booth shows pointed aside? To find out just save the universe and plot your TARDIS to p.66.



59 WHO DOES HE THINK HE IS?

On our mission to explore strange new games, to seek out new stories and to boldly go where no man has gone before, CP's jumped time-streams to Parliament for a chat with Doctor Who. Well, we mattered to Sylvester McCoy, actually (but don't tell Dave, he thinks it's ready in a Time Lord) about Gallifrey, games and Gekks. (Daleks didn't reveal right)



It's exciting even, but you can get a sneak preview of Carnage by loading up our Power Pack.

HEROBOTIX

Prize Leisure

A lone robot wanders an alien-infested planet. Can you guide him to safety? Or do you just want to ring about shooting everything that dares to show itself? I'll take the mega-death please, Bob.

▶ Instructions on p.7.

BATTLESHIPS

Prize Leisure

"YOU GAME MY BATTLESHIPS!" This one phrase used to even

beside around living rooms up and down the land before someone else invented the belly and ruled the art of shouting. Families used to laugh and joke and argue as they played this pen and paper classic. Now you can start those rows all over again with this excellent CD-ROM version.

▶ Instructions on p.8.

HIGHWAY ENCOUNTER

Prize Leisure

It could have been a Pickford's removal license, but instead it became a pretty gaily color-simulator where you have to lead a dangerous thing somewhere where it can hurt someone. It may sound dangerously irresponsible, but like everything else in that category it can sure be fun. Quite possibly the game that Dated A Rank should have been.

▶ Instructions on p.7.

EXCLUSIVE
STREET FIGHTER 2
COMPO!

An exclusive set of Street Fighter 2 pin-backs courtesy of US Gold, more on p.6.

Is it an everyday tale of hard talk who fight words or a conversation of the most brilliantly brutal words game this century? The Gobbler.

SOA. The sensible choice and word for the coin option. How did they do? Well, um, well it ain't! Check out THE review of THE game EVERYONE'S been talking about on p.66.



(Well Our mentioned it to Dave last month.)

60 STREET FIGHTER 2

US GOLD



OCEAN

Mal may have been real as Max but he's completely off his trolley as Martin Floggs. In Lethal Weapon. At long last this stunning series of action movie movies has been given game form. Now you can make merry movie mayhem with Martin and Martin in this dip-sporting platform-ender. Your every question is answered via pull-a-woogie. "What else could a non-Lethal Weapon have?"

29

tape
to
disk

Are you a disk drive kind of peep? Then get yourself a Power Pack 2847. For all the details, just read p.8.

QUICK START

DEMO

CARNAGE

Try to get past the winning flag first after eight hectic laps. Avoid the oil and water unless you want to go spinning into oblivion (which really isn't a very good idea). Joystick Port 2.

Tape count: side one - 800

- Left - Steer left
- Right - Steer right
- Fire - Accelerate

FULL GAMES

HEROBOTIX

Explore the maze and destroy anything heretic-looking that gets in your way, bossboy. Link up with the computer terminals to view a map of the area and deactivate the forcefields. Joystick Port 2.

Tape count: side one - 990

- Up - Move up
- Down - Move down
- Left - Move left
- Right - Move right
- Fire - Shoot or activate a terminal

BATTLESHIPS

Destroy your opponent's fleet with a bit of strategic bombing. OK, come on, you must know how to play Battleships. Joystick Port 2.

Tape count: side two - 000

- Up - Move cursor up
- Down - Move cursor down
- Left - Move cursor left
- Right - Move cursor right
- Fire - Select option

HIGHWAY ENCOUNTER

Clear obstacles and hurdles out of the way so that your Auto-Woltons can push the mighty Supertron bumble to the end of the highway and destroy the evil invaders. Joystick Port 2 or Keyboard. Tape count: side two - 042

- Up, I - Accelerate
- Down, O - Brake
- Left, J - Turn left
- Right, P - Turn right
- Fire, Space - Shoot

ALL these games and demos are loaded using

POWER 20 PACK

Robots, fast cars, gunships and more robots. Sounds like a great recipe for a really tasty Power Pack. Let your datassette chew on this.

CARNAGE DEMO

Joystick Port 2

Exclusively from those nine people at Zappeln Games comes a demo of their latest driving game, Carnage. It takes the form of an over-the-hill-but-the-other-cars-are-much-better-you-can't-lose! Control the yellow car in the demo with simple left and right steering controls. It's a lot like riding around in a dogbox, except you don't

get some brake clanging off your dentel - it's a lot faster and there's less chance of terminal whiplash from the collisions.

The main difference between this and your bog standard wheel-around-a-track game is the importance of the damage factor. In the bottom left hand corner there's a small spawner slide. This is a measure of how badly your mean, banana-coloured machine is tearing up to the wheel and tear of crashing into the other cars or



Get out of the way ROAD RAGE! These and many other great racing experiences can be yours. Just load Carnage!

the walls of the side of the track if you haven't got used to the controls. If the scale comes closer to maximum capacity, then pull into the pits.

Once parked your trusty engineer's will, in a matter of seconds, transform your vehicle into a thing of beauty and speed once more (and they don't even charge for labour). Coming out of the pits after a service you'll notice a considerable increase in performance - if not, ask your support team.

The clock next to the damage meter is a measure of your speed. Basically, spin it, and whizz about at top speed and by its crash as little as possible, it's the only way to win (and it's more fun that being a pitstop Sunday driver or one of those annoying twins who take consumms at 30 mph).

The full version of Carnage should be available very soon, so when this is your datassette and decide for yourself whether or not to part with your hard-earned dough for the full price. You know it makes sense.



Right! Turn to all you have to do, right? Turn round the circuit. Sounds easy? Well you may think so now, but you will still be seven when the damage starts to mount.



HEROBOTIX **FULL GAME**



Herobotix's energy indicator is a rough approximation.

joystick Port 2

WARNING - you'll need an enormous, and I mean huge, sheet of paper to map this one.

You're a hero (how come you ever get to play the villain, they're much more fun - edged in this case a minute one, and you'll feel in a stereotypically endless system of mazes and puzzles. And guess what? There are some killer robots out to get you, although whether they can actually kill you when you're just a pile of electronic circuits, processors, microchips and old Heinz Spaghetti™ name is debatable.

The feel is controlled using the standard direction controls on the joystick; no fire to

blast an enemy with some of your unlimited fire power. If you touch any of the mazes your feel loses energy. Your energy status is indicated by four indicators at the side of the screen that bob up and down like equaliser bars on a classie stereo; if one of them stops moving that's a quarter of your energy gone; two non-movers and your battery is about frozen, and so on. Walk into a white electrical terminal and you're top metal for good.



If your life looks terminal, then find one of those little computer things that charge your feel's power. One handy.

There is, however, a solution to your energy loss problems, nothing to do with glasses (links or foul-tasting 'power bars' (yuck, even the chocolate flavour is disgusting). Scattered around the maze are energy replenishment platforms. Stand on one of these for a few seconds and your feel'll feel better than if he'd just got 520 for a season in a Rotator tank.

(Wouldn't that make him greedy? - JG)

Other platforms can be boomer or computer terminals. Boomer are transportation points - enter the name of another boomer that you've visited and you'll be instantly transported there -

'As if by magic' as Mr Ben would say. Link up to a computer terminal and you're presented with a map of the section of the maze that you're currently in.

joystick Port 2 or Keyboard

Don't worry - this has got nothing to do with Harry Beacom. There isn't an arrow, a watch male, video club or a church service late in sight.

Alert have reached your point and it's the only way to finding them is will, a devastatingly powerful weapon called the laserion (it's the unpronounced it's the yellow pony thing).

Unfortunately, this particular bomb will only detonate in a place called the 2048 2180 which just happens to be at the end of a very long and horrendous highway. (Don't you hate some cancer? Well, I suppose Main Road Encounter doesn't sound as good.)

Remote-controlled robots named Vortons will push the laserion along the highway for you, but they need very clear instructions from the boss (that's you, that it's). To begin with you have five robots (yeah, I know, they're strangely similar to a certain enemy of a very famous doctor), a Main Vorton and four Auto-Vortons (sounds like a German car - lol). You control only the Main Vorton; the Auto push the las-

HIGHWAY ENCOUNTER **FULL GAME**

er when it's a straight line until they hit a obstacle, if anything untoward should happen to the Main Cal... sorry, Vorton, then one of the Autos gets instant promotion in other words you've got five lives to play with.)

Your Vorton is even less contributable than a supermarket trolley; it can only travel forwards and turn in 45 degree steps. In other words, fluid movement is a pipe dream that means as little to a Vorton as 'don't do that' means to a cat.

Your journey isn't made any easier by a string of mazes and obstacles that block your way. The Main Vorton can blast the mazes - but he can also damage the Autos, so don't go about shooting wiv wit

standon - and also be used to push the obstacle out of the way to clear a path for the pre-programmed auto-vortons.

In fact, you know how when you get stuck in a traffic jam and you wish you had a tank so that you could just plough your way through? Well, this is probably the nearest you'll ever get.



'A little bit my way, no, no, stop! Look you take all the weight your end...' Isn't making fun!

BATTLE SHIPS

Submarine barely missed, sunk mine, enemy moved forward and that sinking feeling.



Joystick Port 2

Battleships is one of the all-time great combat games. Originally played in the days of pencil and paper, it was then lovingly converted into one of the best electronic board games that has ever graced the shelves of WH Smith's. The game brings back memories of rainy afternoon days spent trying to remember the thing after I'd accidentally thrown it down the stairs (no, it had nothing to do with a temper tantrum after losing against my younger brother. I'm 37, it was a Younger Brother).

In case you don't know Battleships is strategic war game, played on a grid of squares that repre-

sents an area of the ocean. You have a fleet of five ships of varying size, each of which can fire four shots every turn if the nerve-firing option is left on. Without nerve firing each player takes it in turn to take one shot at each other. The grid in this version of the game is huge, so be warned, playing with nerve fire switched off can turn into a mammoth all-night session.

There are options for one-, two- and multiple-players, the multi-player option working like a championship with first prize of total world domination. Well, ultimate power over all the sea-water you can drink. In one-player mode your opponent is the computer but don't worry, it doesn't cheat — well it does, it cheats badly!

The first thing you've got to do is deploy your fleet. You have five different sized ships and they are pictured down the side of the screen. Each is represented on the grid by its own particular pattern of dots. Rotate the ship by first clicking on the bottom icon to change it to "ROTATE ON" then click on the picture of the ship to rotate their patterned, 45 degree counterparts by increments of 45 degrees. Move your ship around the grid by turning rotation off and clicking on a picture. The relevant pattern on the grid will turn green, move it where you want using the joystick.

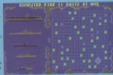
When you've finished positioning your armada, click an EMO. Now it's time to get on with bombing the "BARE" (look, don't blame me, that's what it says in the game). You start off with 20 shots, four for each of your five ships, which makes some oddly kind of sense. Aim by positioning an on-screen cross hair with the joystick, then hit fire to prime a

FULL GAME

missile. An X will appear on the grid to mark the spot. If you make a mistake

simply hit fire once more over that square and erase the X. When all 20 missiles have been primed, the screen switches to an animated firing sequence and you get to see if you've hit any thing. Now this doesn't actually add much to the battle in terms of gameplay, but it does add a lot of atmosphere. You no longer have to make the robot yourself — now you let the C&M do the "Kaboom, zoomies, zoom-zoom-zoom!" (I'm her captain!)

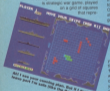
Now you have to sit back and see how your opponent does. From then on you take turns to blast away until all his (or all your) ships have met their watery end. (Clag,



The map. Use it to plot shots, plan your tactics and to work out how to get to Hutton on the A&E.



"YOU SUNK MY SUBMARINE!" Why do we keep saying that? Blame us early TV's ad campaign!



NO LOAD ZONE!

If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw. Still no good? Okay, it's probably the tape itself, then, in which case just pop it into a padded envelope along with an RRR, send it up and send it to:

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To get the CDS9 Power Peak on disk simply cut out the coupon from the inside of the tape reply card. Write your name and address on a piece of paper and send it with a cheque (payable to Alpha Audio Video) or Postal Order for £1.50 (which covers the cost of duplication, postage and packaging) to: CDS9 Tape To Disk, Alpha Audio Video Ltd, Harcourt, Halesfield 15, Telford, Shropshire TF7 1QQ. You know it makes sense (if, unless you don't have a disk drive).

No secrets are safe from Agent Kittyhawk – *Spy For Hire*. Rumour has it she even knows who shot JFK. So when it came to finding someone who could sneak into the softies' HQs in the dead of night and bring us back all the confidential details of the hottest games in production, she was the only choice. And this month Kitty's uncovered some real gameplay gems...



It's not like she's trying to jump a lot higher than normal. The trick is in that you can only change your hair colour by logging a bonus balloon – and these always seem to be very thin on the ground where you need them.

Troly is a surprising snail. He sooner had my heart recovered from the encounter with the family's big brother, than the game started to push my pulse rate up.

The sudden appearance of a rather funny-looking guard dog forced me to abandon the game, which is a real shame because the only thing I could grab were unfortunately some Amiga screenshots (the ones shown here). But believe my me, these *Flair* chips are reworked when it comes to squeezing the most out

TROLLS

Sneaking around in the dark is one of the parasites (easy for flexible waking hours. The downside of it is that you're particularly prone to sudden noises. Normally I have nerves of steel, but I was so stressed during my last venture at *Flair HQ*, that I dropped my torch and nearly tripped the pressure pad alarm.

Why the night? Well, I'd been told to go and check out *Flair* for some sneak into an free label game, which has been receiving every formal the game's been released on. The game in question is *Trolls*. Now I'd seen these 'cute' little things on sale in card shops, and thought that they were quite grotesque.

So imagine my surprise when, at *Flair HQ*, I turned round to see one of the biggest *Trolls* ever made! The little devil was

wearing red and he fell out of a cupboard – I thought for a minute I was in *Don't Get Me*, and expected the little leecher to start swinging a meat cleaver.

Strangely enough, I was again less keen on the ugly little member of the

gens. But I'm a professional!

Hey, so I took a look at the game anyway. Now what I saw was worth it: progress, laughs, not freaked stuff, but it looked brilliant. The little folk with the funny coloured hair really made me want to get stuck in.

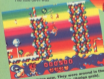
Once again, this released game takes the platform approach, with the

Trolls living in some kind of psychedelic wonderland. During the course of the game you get to take the *Trolls* to Candy Land, TV Land and the like. You take them on solo missions, helping them to reap around save their own necks and change their hair colour. These two factors are invariably linked as you'll only get to the end of a level if you change the hue of your format at the right time.

A *Troll's* hair colour, it seems, dictates its powers. Red hair, for example, means that it has a shock, while



The C64 graphics promise to be well up on the new standard.



Trolls are nothing new. They were around in the 70s, but called *Smiles* then (judging from).



This *Trolls* game is shaping up to be a real hair-raising experience. (Judge, please).

The C64 (they did *Demmo Blue* and the *Stunt* adventures), so our version looks pretty spiffy too! And the good news is that it will be ready in the next few weeks. (See *CR32* for the full review, hopefully –) Oh, how I wonder where the nearest card shop with a sky light is? I've decided, I quite like *Trolls*.



WOLFE

PLATE

SEE THE
PROOF YOUR

011 740 5755

GLADIATORS

Club is as safe as... and that's as well and good, but after a while doesn't it start to get you down? I mean, for weeks now I've been playing an racing games, football games and cube platforms. Now they may well all turn out to be very good games, but a girl needs herself wanting a little more action in her life every now and again. You can imagine how chuffed I was when I opened the briefing envelope and saw that my next mission was to scope-out Gladiators, one of their very latest games.

The journey to Alternative's HQ in Portofract was fraught - it seems that the police still want me to help them with their enquiries about a little diamond 'paste' I played recently - but since I got to Yokohama, things became a lot quieter. Getting in to the office was easy (for a lady of my talents) and I found Gladiators running on a machine in the corner of the test department.

The latest instructions and plans for Alternative's HQ that Traction sent me hadn't mentioned what kind of game Gladiators would be, although I had an inkling - call it an intuitive intuition if you will - that it might just, at an outside chance involve a lot of mega-death. Boy, was I ever right!

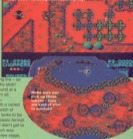
Gladiators is a violent, fast-sonically-scoring shoot-'em-up and not a TV format. (Although that's one game you'd obviously like to see, judging by your answers to our *Domino* compo. See p.47 for full details - Ed.) It sets you up as a shopper pilot who simply has to blast their way across an enemy island.

Normally I only like shoot-outs for a few minutes. Unless it's something like *5000* or *St Dragon*, I just lose interest. Thankfully, Gladiators feels like I could be in this for... As your shopper rings across the island it has a light, soft feel and you can easily dodge the incoming fire - as long as you're quick enough on the stick!

The enemy ships swoosh around at a fair pace too, and they attack from all directions as they try to catch you unaware, and they often do. With a varied bunch of enemies and a varied batch of weapons, there still looks to be days of life in this classic format.

I must admit I didn't get to play Gladiators, which was approaching the review stage, as much as I would have liked to give you a full report. So I left one of my little calling cards with a note instructing Alternative to send a copy to 'Glas' at CF the second it was ready. It seems to have done the trick, as my mate in Yokohama-land informs me that he has received orders to send a copy today. As you can be sure that as I have a full review of this ball-blee in the very fine CPD1 for there.

Destroy the enemies and win a cool 10000 points. You could be getting even more enemies!



When your ship runs out of fuel, you will be forced to land in the nearest base.

GLADIATORS

ALTERNATIVE

100,0000
000000

0077 707777



Go for it, Al! You're needed in the service for Choppers...

GLADIATORS
ALTERNATIVE

SPELLING FAIR

Spelling Fair, the second of Eurogress Software's entries for the Fun School series is nearing completion. Word has it that the program is every bit as good as the *Compressed Point and Create* (CP201). I must admit I couldn't check the Eurogress building (I had no time to case the place) in time for this issue, but Clur assures me that they'll get her a copy ASAP.

This looks like fortunate timing as the company has just celebrated selling over half a million, yes that's 500,000 copies of the Fun School series. Congrats Fun School team!

What's that? How did I feel all this stuff? Oh, a, erm, confidential memo fell into my pocket during one of my less successful visits! You know how it is.



P1 - 10000
CHOPPERS

P2 - 00000
CHOPPERS

GAME
OVER

CARNAGE

That bit at Zappelin must be work-related. Their offices never seem to be empty, which created a problem when Trent said he'd to take out rumors of a new racing game from the company. So I resorted to one of my tried and trusted tricks: I sat all day in a stamper. A minute later the whole building was empty, everyone standing out in the cold and wet (ho). Or while they gossiped about what a ridiculous time it was to have a fire drill I rummaged a little through the disk boxes.

What I found was the cubed little, full-finished program of the most adorable 3D for racing game that I've seen for ages. Cars are three smaller than a Mini Machine when at great speeds around a selection of miniature tracks. These things are really small. I mean the smallest cars you could possibly imagine, smaller than... (OOP, we got the idea - Boy's Not Big - Ed.)

Carnage gives you a choice of four cars to drive through eight levels of mayhem. It should be multi-player at best, but when I was in Zappelin's last room they only had the one player mode up and running.

The game's viewed from overhead and the control system operates as if you were operating a remote-controlled car. Left on the joystick steers left; it doesn't necessarily mean that the car will move to the left of the screen. It

depends on the direction the car's pointing. At first this is a tad confusing, especially if you're not a driver of a real full-size car's joystick. But you'll soon get used to the idea.

It's not just staying on the right track and going in the right direction that's the problem. Avoiding the oil slicks and car puddles takes skill too. The oil can send you spinning in completely the opposite direction and water often sends you crashing into



Don't corner just try to beat them!

the barriers. If you do hit the walls, or other cars for that matter, your vehicle will suffer. There's a scale at the bottom that tells you how damaged you are (but the black smoke is a good indication of a car about to crash). If

the car needs repairs, the solution's simple: just pull into the pits. Service is there and after a couple of seconds you'll be able to speed on your way, in a much speedier car.

After a few minutes play I had to bring myself away from the joystick, as the work-force soon found out that the ringing in their ears was a false alarm. Unfortunately, I left it just a bit too late. I saw a corner and bailed straight into Zappelin too fast. Darren Joking. Quite how I got out of this mess, I can't reveal. Let's just say that I used my feminine wiles, and even managed to come away with a demo of the game!

HOT RODS

What would each member of the team like to smile down the boulevard to?

■ Trent admits to having a penchant for an elderly red-head named Christine. "A '57 Plymouth Fury in terraple red - wow, dream machine"

■ "A shiny green Beetle would suit me down to the ground," mumbles Dave between mouthfuls, "because it would be stupid and sound like me."

■ Carrying on the 50s theme Cille would love a Maria Trevellor. You know, the ones that look like real-beamed houses that have been buried inside out.

■ Lisa loves to drive her white MG Midget.

"There's only enough room for two people. Me and a bodyguard"

■ Clor just loves her VW beach buggy

"Summer when it rains though"



This isn't fair! The other cars can all steer around the obstacles and I can't!



So that'll be the bit of the screen that tells the exactly how badly I'm doing. Why, yes, thanks god!



So that'll be the bit of the screen that tells the exactly how badly I'm doing. Why, yes, thanks god!



■ A Two-Lite Triumph Roadster. Yep, that's what I'd love to drive. We're not sure why.

■ Roger can't drive yet, so with his parents' consent he'd like to have a new Raleigh Chopper, "as long as it's free"

■ Killy's not really keen on cars, but the like she'd love to speed to work on in a sleek black Yamaha Moped II. There's only

one in existence so we don't reckon she should hold her breath.

California dreamin'. This is Clor's dream car, a Suzuki yellow Beach Buggy



See that yellow car. That's you that'll be C. Brennan and Bobbie 1995.



Watch out for that oil! Otherwise you'll find yourself slipping all over the place, which results in massive damage.

The CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE



1 Straight is an honour and a Street Fighter 2 strategy is an honour from Elmsa (number 1). It's a straight forward on last month's number one is changed back three places.



3 Another new entry at number three as the only new who can fight a real underdog and not be mistaken for game clones go as a European Rampage.



6 One of three (okay games) in the Top 10 and one of seven in the Top 50. Will it possibly never end? Lotus Turbo is in the usual but the egg remains on the table.



8 Hey you gamers, Dizzy's latest is the way you found, very convenient mode, Dizzy Down the Rapids is in the Top 10. Obviously this game is not still.



21 Guess what you'll have been spending those Christmas weeks on? - Congratulations. There are eight of 'em in the charts, with The Ocean Team coming tops.

CF'S TOP 80 GAMES

1	STREET FIGHTER 2 NEW	US Gold £12.99	CF92 80%
2	STREETFIGHTER NEW	Klaxx £3.99	Refreshed
3	WWF EUROPEAN RAMPAGE NEW	Ocean £10.99	CF92 85%
4	GOLDEN AXE ▼	Tronix £3.99	CF92 80%
5	DIZZY PRINCE OF THE TOLKPOLE ▲	CodeMasters £3.99	CF92 91%
6	CRYSTAL KINGDOM DIZZY NEW	CodeMasters £9.99	CF92 72%
7	AMERICAN TAG TEAM WRESTLING NEW	Zeppelin £3.99	CF92 75%
8	DI PUFF ▲	CodeMasters £3.99	CF92 88%
9	LOTUS TURBO CHALLENGE ▼	GBH £3.99	CF91 90%
10	DIZZY DOWN THE RAPIDS ▲	CodeMasters £3.99	CF92 91%

11	Axis	Zeppelin	£3.99	48	Expansion	Zeppelin	£10.99
12	Adventure Island	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
13	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
14	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
15	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
16	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
17	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
18	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
19	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
20	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
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24	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
25	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
26	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
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49	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
50	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
51	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
52	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
53	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
54	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
55	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
56	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
57	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
58	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
59	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
60	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
61	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
62	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
63	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
64	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
65	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
66	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
67	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
68	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
69	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
70	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
71	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
72	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
73	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
74	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
75	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
76	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
77	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
78	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
79	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99
80	Blade Runner	Zeppelin	£3.99	49	Expansion	Zeppelin	£3.99

THE KEY

DOWN UP ▲ DOWN DOWN ▼ NEW ENTRY NEW STILL ▶



24 Some games just never go away. New Zealand Story proves you can't bring a classic down, but so much over the top, to see the other side of the world.



43 Also over a few dozen titles in Capital Operator, the world's still well equipped, who cross up below in the chart, 'New York' also featured on Super Hit Stars (17).



46 More in number 46 is Superior Operator - get another complete look Super's especially pleased to see that you're reading one of these exciting packs.



50 Most ratings are obviously the order of the month but the mentioned (Puff) makes a rather less impressive entry than the street fighting crowd.



74 The charts tell us exactly to compare the 80 charts. They might go higher next month, but the old comparisons don't understand for our standing artists.

I'LL BE BACK!

We took you. You bought a bad game before, but after a short hiatus it's returned. Check out this month's *Sally Wendling* feature for the games that should hit the shelves soon.

SLEEPWALKER

Color

It had to happen! (No, it didn't — E.J.) What a fun, creepy! *Sleepwalker*'s the official *Conis* board game, lying in wait that *How Day* on March 15th.

ALVIN AND THE CHIPMUNKS

Discovery

Loads of you voted for Alvin and his phoned-in, daily over-embellished yams in the top-breaker question of our Bar! I wanted A three-comp (see p.47). *Alternative* had the same idea.

LEMMINGS

Progress

You can't beat a lemming in water and it'll inevitably try to drown itself. So put on your *Greenpeace* badge and indulge in a spot of violent recycling.



EARLY WARNING! SCANNER



Not available in some areas. This information on the numbers and dates is for reference only. It is not intended to be used as a guide for purchase. The numbers and dates are for reference only. It is not intended to be used as a guide for purchase. The numbers and dates are for reference only. It is not intended to be used as a guide for purchase.



CARNAGE

Dark

Do you have a test drive? Just when this month's *Power Park* in your classroom and test up *Carnage* for some super-dead, *can-wrecking* action. The full game should be in the shops any time now.

TROLLS

Fair

Can you still find trolls in those ugly, hairy legs that were hidden in the 70s and are still visible now. Just when they'll have their own game, too. Let's hope it's a *best* one.



While you're all lazing about in front of your cosy fires, the CF crew is off to Norway for an action-packed winter sports holiday. Trenton reckons it'll do 'em all good after the excesses of the festive season, but not everybody is quite entering into the athletic spirit...

POWERPLAY

TRENTON WEBB



Skier skiing is the sport for our beloved Ed. "I can imagine myself speeding down the slopes hot on the tail of Ingermar Isenhardt. He's said to be the greatest skier ever. And when I hit the piste I'll knock the Swedish teeny into historical oblivion."

By "Clur" reckons Trent would be better in the ice relay. "He's very good at passing the stick."

OLLIE ALDERTON



"Snowboarding has a definite appeal, but football on ice could be even better. 'Wow, what a game that would be.' Clur

burked an about five-a-side on skis and record-breaking sliding tactics for three hours until Dave reminded him that mixing footballs with extremely sharp bootsoles would not be a very good idea.

'CLUR' HODGSON



"Ern, let me say - what do I expect in? What are my talents? Violence, behaviour, hatred of most earthly life forms and being completely devoid of a conscience... I know, ice hockey. 'Yep, ice hockey, I'd enjoy that, a sport with

a nasty vicious competitive edge. Too much gambling for my liking, though."

LISA NICHOLLS



"Being an art connoisseur and having a loathing of anything violent or overly competitive, my favourite winter sport is, without doubt, ice ballet. Of course, I wouldn't actually take part, I would just hire the best skaters in the world, and do a lot of photography

ing. Then watch from the sidelines, wearing a lovely, warm coat (not real fur, though)."

ROGER FRAMES



The only writer who says any team has been Roger's favourite in a bit of time has to be the Red Devils. "Mum wasn't very happy, so I had to buy her a new hat with the money I got from selling it out. Debt! made a great rebound. It's just a pity I don't have any

home to strap to his head - at 1'10" he'd need a couple of stainless steel forks."

DAVE GOLDER



"Sports aren't really my thing, especially anything that involves being cold. (You'll never see Ollie) But I forced I might be one of the middle men in a bottleigh team - they don't seem to do much, and I could stick a packed lunch under the seat and eat it on the way down. Well you need to build up an extra layer of blubber in winter."

ANDY ROBERTS



Andy reckons figure skating sounds right up his sleeve but we think he's got the wrong end of the stick. "Yes, I've always been into figures. Numbers hold a certain fascination for me. So to be able to combine the beauty of

applied mathematics with the elegance of skating sounds very exciting." Ern, yes, Andy.

THE MIGHTY BRAIN



"Snow? Interesting subject. Did you know that no two snowflakes look the same under a microscope, and that the deepest snow fall ever recorded was 375 T in. And that snow is formed by...? On that up. What we want to know is what winter sport you plan to take part in? 'Sport, me? You must be joking' (It was a long shot - Ed.)"

Bits'n'Bobs

Okay, so CF's review system isn't complicated. But, just for the record, here's how it works (in case you've suddenly lost your senses, or are in doubt on the last Wednesday before a new copy of CF and you've read everything else in the old one).

We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slippery log.



CF RATINGS

Also dead simple are these less-picky things. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

Good to it is a percentage rating mark. 90 per cent or more means that the game is officially a Golden, and we don't give that prize away to any old trash.

It also means that if you don't rush out down to your local software store and hand over your cash immediately, all your friends will talk about you in the most uncompromising terms behind your back. Back to life.



GAME ICONS

Weird things these. We inherited them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?



FACE - Number of players. One face - one player, two faces - multiplayer. See, very pretty.



KEYBOARD/JOYSTICK - Control mechanisms. Important to know if you don't have a joystick.



MOUNTAINS - She'll be coming round the difficulty levels when she comes.



OCTOPUS - Eight-legged equally things with multiple signals a dreaded multi-task.



DOLLAR'S WORTH - What do games do? 'Eg, a shirt means there's a **game option**.



MUDRICKS - Not the blocks that baby's always stuck in their mouths but an indication of a **feature-rich** title ship.



PAWS - Paws made. This just has to be the most useful pan in the universe.

WWF EUROPEAN RAMPAGE

In the red corner, it's the spangly-tights brigade's latest outing on the C64. In the blue corner, Dave Golder. And they're ready to come out fighting.



The lights dim. The music begins. The stars of the evening's entertainment appear in the spotlights, respectively in costume make-up and brightly coloured tights. Now all they've got to do is remember all those carefully rehearsed moves.

Well, that's enough! About that stage belt! Has anyone seen the other evening? What about WWF European Rampage?

Apparently some time last year that "wer" got come to Europe and went on a rampage, although the only real damage they inflicted was on our ears by releasing that awful Dooh-wooo-wah-wah-wah-hah record. And so, to cash-in on, erm, commemorating this momentous event we have WWF European Rampage.

If your favourite WWF wrestler is either Hulk Hogan, The Ultimate Warrior, Bret "The Hitman" Hart or Randy "Macho Man" Ryan, too, these are the ones you can play.

Also in

"The ultimate WWF experience... the only thing... that's actually... it's worth watching you fight."



the game are Topk, Sage and Topkron. And they're all computer-controlled and only pop up in one-player mode, the play options being two-player practice or one-player tournament. Two-player mode can be used either to have a tussle about with a mate or practice your moves, which is something you need to do when you first play the game if you don't want to be up against a foe so well set against.



Deliciously the one-player competition mode is just a series of bouts against the computer-operated wrestlers. You play them in one country, then as long as you haven't lost all three of your medals you move on to another. There's an impressive range of moves you can attempt, both offensive and defensive, which you investigate by using various combinations of joystick movements and the button jiggling. For a lot of the moves you need to be timing first, and you can even rebound off the ropes.

Both contenders have a status bar which decreases as they're hit (or when they lunge at an opponent, miss and land badly). But the game isn't set when one of them hits you. You have to either pin your opponent to the floor for a count of three - which is easier when their energy is significantly lower than yours - or keep them out of the ring for a count of nine.

Now, the original game was quite a jolly little affair. As best you can get it, supposed the hearing, hurting, bumping, pounding, crunching goods served up with a healthy dose of burlesque in keeping with the over-the-top



style of the sport. One of its best points was that little score

appeared at the bottom of the screen telling you what to do with your joystick if you got yourself into a (slam) jam.

European Rampage has done away with this silly control system, along with just about everything else that raised the original above your average best 'em-up. And it's replaced them with, erm, well nothing really. What's left can be described as average at best. While it's all very competently coded, with some snazzy animation and great graphics, it's got all the gameplay of those executive toys with metal balls that hit each other.

It simply isn't very exciting. In competition mode you get paid from one bout to another, and they're all pretty much the same. You can use the same tactics in each because there's no difference in the way the opponents attack. Two-player mode is unimproved by the fact that there's no scoring system and consequently no high score table, so you can't keep track of which states you've debuffed the most.

There are also some niggly faults with the actual fights. Your opponent loses more



Randy Savage gives Sage to the ground after lying about one of constant buttons jiggling left.



The Topkron isn't as stiff as Sage, but will start enough to fall for the same trick.



Hulk's confused because Hiroshi has seemingly displaced himself as a competitor.

strong if you punch and kick him than if you knock him down or throw him, which hardly seems in the spirit of wrestling. Surely the more impressive moves should be awarded later all, wrestling is more about style than actually hurting anybody. The bouts become wars of attrition, in which you just mangle and punch the fire-button as much and as fast as possible and hope that your opponent wears out before either your exit or your job-stick does. There's little point in attempting anything more flashy because you've all recovered by 4.

Another problem is that both wrestlers have to be on the exact same horizontal plane to make contact with each other. But in the middle of a bout you haven't got time to get your ruler and set

square-out, so you often make a lunge only to go flying past your opponent and lose energy when you crash to the ground. A faint grid on the floor of the ring would have been very welcome.

But the drawbacks in the control and fighting system aren't terminal in themselves - they aren't perfect, but there is a lot worse around. The overriding problem with *European Rampage* is its almost complete lack of fills and variety. Whether you move to a different corner, for example, the only on-screen difference is that the flags in the background change.

Hiroshi-as-they-say-pse! The opponents do become harder to beat, sure, but only in that they take more hits to deplete their energy; you don't have to learn any new skills or adapt your moves.



Okay, so the sprites look pretty funny (Linda's a lady, you can almost tell which wrestler they're supposed to be) and some of the moves almost look impressive - when you can get them to work, that is. But the game hasn't got any character, which is a shame when the characters it's based on are so over-the-top they make

The Rocky Horror Picture Show look like *The Sound of Music*. Surely it wouldn't have been too difficult to inject a bit of humour into



They sting. They act. They do creative things with words of course. They come across as a bit of overacting, too.

the game? Even something as simple as giving Flair a tiny great-chunk of wood to wave around would have helped.

It seems distinctly odd to have a sequel that actually offers less than the original game. There's only so much that can be done with the actual fighting systems in local 'em-ups of this type, so it's the aesthetics and the structure of the competition that make the crucial difference in the playability. *European Rampage* sadly fails the fitness test on both counts, which is a shame, because the actual fights, while there's a room for improvement, are reasonably entertaining in the short run. But there's nothing to keep you going back for more.

The WWF may have definitely been knocked down for the count by that *Street Fighter* bunch this time around.



MEET THE WWF STARS



HULK HOGAN - A true multi-media megastar. Hulk's also a famous fire star. Favourite line: "Eize, where's the script gone?" Special move: The job drive. Best defensive move: Shoving opponents' visors of *Suburban Commando* just before a fight - it leaves them totally brain dead.



MEAN MAMA MABEL - The only woman in WWF, 'cos everyone was too scared to tell her women weren't allowed. Favourite line: "But your greens or I'll have you for drinks." Special move: Looking at opponents. Best defensive move: Looking at opponents.



RICKSHAW JIM DUGGAN - James, as he's known to some in particular, has an affinity for large chunks of wood. Favourite line: "Woodawawaw!" Special move: hitting people with a large chunk of wood. Best defensive move: Carrying a large chunk of wood around with him.



THE GLAN GLAMMER - Favourite line: "I'm the Leader of the Gang, I yeh." Special move: Shoving opponents' visors using his glitter jacket to reflect the spotlights into their eyes. Best defensive move: Wearing 20-foot high platform shoes so that no-one can reach him.



THE HARDBESSES - Offensive known as Eddie Swiss Army Knife Fingers. Favourite line: "I'll cut you don't to size - but don't take it personally, because it's just sized caused by being a social outcast." Special move: The short-back-and-sides. Defensive move: The Two-fingered salute.



THE MAJOR - A strange figure who dresses entirely in grey. Favourite line: "I really don't think that's a very good idea." Special ability: turning opponents into submission. Best defensive move: Doesn't need one - everyone ignores him anyway.

WWF EUROPEAN RAMPAGE
 CDS&V or 641 833 1166 or 6433
 £19.99/TAPE £19.99 or OUT NOW

POWER RATING

100
90
80
70
65
50
40
30
20

UPPERS

- The wrestlers are well drawn and animated.
- There's a wide range of moves to try out.

DOWNERS

- There is a complete lack of fills or humour.
- The control system is very poor.
- No sense of progression - it's just one guy after another.

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WINTER CAMP

PART ONE



LEVEL 1

SKATE SCHOOL

The first race is intended purely as a practice run before the other two races, so it's vital to work out EXACTLY how to control Maximus.

For the first race, gently wiggle the joystick to keep the pointer under the ACCELERATE icon (the second from the right), then stop wiggling momentarily and try to keep the pointer between the middle two icons. Wiggle too fast and Max will stumble; wiggle too slowly and he'll stop dead – a nice, steady rhythm is essential.

The second race is a little trickier, as Max has a rather nasty opponent with which to contend. Build up speed and keep skating along as usual – but be sure to stay at the top or bottom of the lane. When the other character is mounting towards Max, stop wiggling, move to the other side of the

lane, then resume wiggling. If you do run into a trap, wiggle the joystick like crazy!

The third race is quite similar to the previous one, only this time the opponent is a ravenous eagle chimp with an irritating howl. The same tactic applies, stay at the top or bottom of the lane, moving whenever a barrier hits the ice.



LEVEL 2



Patience is a virtue when it comes to the sled. If you find yourself unable to do anything, stop wiggling, as this is a good sign!

THE ICE PATROL

This level refers quite a bit to forward thinking, and it also helps if you have a table on hand to top the screen list of object classes (listed below). It isn't essential to use or pick up every object, but it makes things much easier – especially with the later time trials. You don't need to rescue every helpless creature either, but it does make the end of

Maximus Mouse's second outing is quite a chilly challenge, so what better than an exclusive player's guide straight from the programmer, John Ferrari? (That's a rhetorical question, by the way – Ed.)



level become easier to fill. Time to get your skates on. From the start:

Move slowly towards the bottom of the screen. Pick up the SPINNO, then immediately press fire to jump to the approaching hole. Pick up the SNOWMAN, then slow down and move up to the top of the screen. Keep a lookout for the footy player. Once you check a character at his given job is on the same level, collect the flag that appears next then go around the back of the opponent and throw back the fish that jumps out of it.

Quickly move down to collect the fallen skater, then select the SPINNO and jump the controls. Switch back to SNOWBALLS and dispose of the next hockey player. Hit down and grab the skater, then switch back to SNOWBALLS to get rid of the next hockey player. Hit down for the flag, pop back up to rescue the fallen skater, then grab the UMBRELLA. Move up to avoid the skater, ignore the bear (ie, DON'T pick it up), then select the UMBRELLA and move into the middle of the screen; you'll defeat the skater that's frozen at you. Go up for the fish, then straight down again to avoid the bear. Rescue the skater, then select the UMBRELLA.

Now go up and get the BRISOLLA. MT (on which point the animals will be dropped) and go down for the flag.

Ignore the bomb again. Use the MT to defeat the two lightning skaters. If you still have the BRISOLLA, use it to defeat the skater and just dodge it. Now select the SPINNO and jump the big hole and rescue the skater – this is fairly tricky and dangerous. Move quickly around the skaters and go down for the flag. Don't straight up again for the fish. Now move very slowly between the iceholes (avoiding the hockey player), to rescue the fish. Then beat a hasty retreat.

Go down for the flag, up for another flag.



Keep up in other nearby races and you'll win in the end!



then move down and collect the bomb (it doesn't matter what object you drop).

To hit the final saddle, use the bootlegger - wait until he's level with Masha's, then fire a bomb over his head. Move left right and bump into him. He will push her into the exploding bomb. As he crosses the bomb press the space - or - and he breaks. If you've performed all the requests, the bootlegger only takes three or four hits to hit.



THE SNOW FIGHT

This one is a little different to other levels in the game, demanding faster reflexes (and it's similar to Clavin's Cabal - 200). Keep Max in the centre of the screen as much as possible - that saves you having to move the camera around too much.

Each time a bear appears, it changes colour. First they are yellow, then pink and finally red. The bears throw snowballs and rocks which you can, at the earliest opportunity, shoot pink bears before yellow bears and shoot red bears before anything else. When a bear is hit, it returns to yellow - hit it four times and the bear will drop from the tree.

Each time you collect a silver object (bomb), pick up the logs for extra time and pick up the paint brush to make all the bears yellow.



WHAT'S THE OBJECT?

Just in case you don't know what to use the objects for, here's a resume...

- SPRING** - Jump over holes.
- BROOM** - Defeats cutting stones.
- SNOWBALL** - Snowballs.
- BOMB** - Atom for the final saddle.
- UMBRELLA** - Defeats the snowballs (DNCE only).
- BASEBALL MIT** - Catches the skaters (DNCE only).
- FLAG** - Extra time.

Max can only carry three objects. If another object is collected, then it will be swapped with the item currently selected.



RIVER PATROL

From the start, go up and collect the supplies, then move down and wedge yourself behind the bump. Throw the supplies to stop the beaver at the bottom. Go around the beaver, collect the flag, move up and get the other flag, then move down for the third. Go to the top and stop the beaver. If necessary, then collect it a set of seashells (use this if you lose your life).

Go down and rescue the struggling duck. Then go up and stop the beaver with the saw-down when it's away from the island. Go up and around the island for a flag and a mouse. Go down and get the man which holds the FOOTBALL, then paddle backwards and up to get above the island - use the FOOTBALL to shoot the crate on the waterfall (pick this up). Go straight down and back for a crate containing a time bomb. Then go right for a statue.

Your path will now be blocked by a radio-controlled hovercraft. Go as far right as possible until a crate comes into sight. Shoot it with a saw-down and collect the crate as it comes by. Use the TELEPHONE inside to deal with the hovercraft.

Go up for another rescue, down for a flag then up towards the next major obstacle - the seal. Use the fishing rod to catch a fish then throw it at

the seal. When the seal has a fish it will stop firing snowballs.

Go back down and around the island, collect the second TELEPHONE then pick up a crate on the only - this traps the second telephone with the river. Go right for another rescue, use the first telephone to remove the dam at the top of the river. Then go up and collect the last flag. Now go straight down to the point



Circle one, an
unpleasant to end
off level four.

where there is a crane, a log and a crate. The crane holds every. Shoot the log and collect the crate that appears for a time bonus then pick up a crate to collect a football. You should now be holding the HONEY, a FOOTBALL and a FISHING ROD. Go up and around to the inexpressible water but just start fishing. Throw the resulting fish up to the left. The beaver at the top of the screen will water up and not through the tree which will fall and break the beaver, allowing you to pass. Go to the bottom of the screen and wedge yourself at the bottom and left of the dam. Defeat the football and shoot the crane at the top of the right of the get and continue. At the top of the screen there's a crate containing a time bonus - pick it. Carry on going right performing any actions necessary until the bear appears.

To get rid of the card complete the level, source football off the backdoor of the hovercraft so that they fall down and hit the glowing beaver at the bottom right of the screen - repeat the until it turns into a swarm of bees. Now move down and spin the bear with honey to attract the bees. Job done as they say.

WHAT'S THE OBJECT?

- And as for the objects and what to do with them, here's another handy list:
- TIME CRATE** - Hold full time bonus.
 - SARDINES** - Stops beaver.
 - BRONET** - Attacks the crane (don't collect).
 - TELEPHONE 1** - Spans river.
 - TELEPHONE 2** - Removes radio tower.
 - TELEPHONE 3** - Blow up dam.
 - FOOTBALL** - Knock crate from waterfall.
 - FISHING ROD** - Feed beaver.
 - HONEY** - Use on the final beaver.
- The last three items are essential to complete the level.

Next Month

The low-down on the final levels (and believe me, they get tougher and tougher), essential level cheats plus some rather helpful hints for POKEs.

GOT A MEGA DRIVE? THEN GET THIS!

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SPELLBOUND DIZZY

THE SOLUTION PART 2

Dizzy has freed his friends, but that isn't the end of the game. Theo has disappeared leaving behind a piece of string. This has to be combined with three other items so that Dizzy can escape. But life's never simple and these items are concealed in hidden rooms...



1 Use two rocks to get to Dylan's hats, then jump left towards a seemingly impassable wall. Don't worry, you won't end up so much



2 Take the flippers and equipping to the watery passage, and follow it all the way to the end. Now juggle up to the top left of the



3 Take the flippers and equipping to the pumping station, then go to the room at the bottom right. There's yet another false wall here, so walk through it to arrive in a boring 'screened' room. The shaded parts of the screen show the plain layout, although these aren't actually visible. At the far left (in the middle of the screen) is the CLOTH, which is hidden behind a wall game. Now combine all the items (the string, the sticks, the sticky



screened egg, you'll enter a hidden passage into a secret chamber. Collect the STICKS and return to the surface.



screen and walk through the false wall into another secret chamber. Collect the STICKY TAPE and return to the surface.



tape and the cloth) to make a kite, then fly up using the wind from the windy shaft. When you reach the top, jump right and up to get to a room containing a SPELL BITE. Now go down and left again into the windy screen, then head for the room above. Go left and use the drill bit in the strange machine. Dizzy will drill his way back home. Well done, you've finished the game!

THE STARS (AND WHERE TO FIND 'EM)

Here's a complete list of all the stars in the game, and, more importantly, where they can be found (most are visible on the map we printed month, as well).

- 1 Top of the Windy Shaft.
- 2 On the cloud directly above the starting screen.
- 3 On a cloud left of the Flaxies.
- 4 In the screen below the previous star.
- 5 In the quarry, behind some grass.
- 6 On a cloud above the quarry.
- 7 Above the lake (stand on the whale).
- 8 On the lake-side cliff-top.
- 9 In the mossy game, behind an insect-apocalypse slump of grass.
- 10 In the mossy game, hidden behind some leaves.
- 11 On the screen above (Small).
- 12 On the screen above stars 9 and 10.
- 13 At the start of the watery passage.
- 14 In a chamber in the watery passage.
- 15 Behind some soggy seaweed in the watery passage.
- 16 In the room above the boat.
- 17 Along the murky mine shaft (near to the mushroom).
- 18 In the mine shaft near the rockfall.
- 19 On the rocks near the ore crusher.
- 20 Behind the shaft of the ore crusher on the right.
- 21 Under the fence on the right-hand side of the bridge.
- 22 Under the fence on the left-hand side of the bridge.
- 23 In a room high above watery bridge.
- 24 In a room up and to the left of the watery bridge.
- 25 In a room up and to the left of the rocky bridge.
- 26 In some water in the spooky cave.
- 27 On the floor of the interior.
- 28 Behind the stack in the Beast's lair.
- 29 Hidden away behind some leaves on the Crystal tree.
- 30 Behind the left fence in Theo's garden.
- 31 At the far right of the station.
- 32 On the screen left of the reservoir tank.
- 33 At the bottom left of the substance.
- 34 Hidden on top of the oil drums.
- 35 Inside the spare ore crusher.
- 36 Next to the Luperbean.
- 37 Near to the giant's roots (behind the seaweed).
- 38 In the Resisted chamber.
- 39 Hidden behind seaweed in the Resisted chamber.
- 40 In the quarter shed.





MUNCHER

If you're fed up with getting Clewatts, try this cheat listing for infinite energy.

- 0 000 000000 0000 0 0000
- 1 P00 0-000 TO 010-0000 0-0000-0000
0-0-0000
- 2 P 00-0000 0000 0000 0000
0000-0000
- 3 0000 000 100-000 000
- 4 0000 000-000 000 000 000 000 000 000
- 5 0000 000-000 000 000 000 000 000 000
- 6 0000 000-000 000 000 000 000 000 000
- 7 0000 000-000 000 000 000 000 000 000
- 8 0000 000-000 000 000 000 000 000 000
- 9 0000 000-000 000 000 000 000 000 000

DEFLEKTOR

Infinite lives, infinite energy, no obstacles and a choice of starting level!

- 0 000 000000 0000 0 0000
- 1 000 0-000 TO 000-0000 0-0000-0-0000
0-0-0000
- 2 P 00-0000 0000 0000 0000
0000-0000
- 3 0000-000000 0000 0000-00-00
00-00-00 0000 0000 0000
- 4 0000-000000 0000 0000-00-00
00-00-00 0000 0000 0000
- 5 0000-000000 0000 0000-00-00
00-00-00 0000 0000 0000
- 6 0000-000000 0000 0000-00-00
00-00-00 0000 0000 0000
- 7 0000 000 000-000 000
- 8 0000 000-000 000 000 000 000 000 000
- 9 0000 000-000 000 000 000 000 000 000

SCEPTRE OF BAGHDAD DEMO

Can't get the hang of this old game? Here's a cheat to help you. In this listing, SAVE is the cheat code for infinite energy.

- 0 000 000000 0000 0 0000
- 1 P00 0-000 TO 000-0000 0-0000-0000
0-0-0000
- 2 P 00-0000 0000 0000 0000
0000-0000
- 3 0000 000 000-000 000
- 4 0000 000-000 000 000 000 000 000 000
- 5 0000 000-000 000 000 000 000 000 000
- 6 0000 000-000 000 000 000 000 000 000



Roger Frames cheats on budget games... 'cos he gets his mates Waz and Martin to come up with dead funky listings like these...

SUPERCARS

Disk version • Cheat Attack

If only this worked on my bank balance! (And mind - Roger, if you're not in stock supply, type in this listing and FL04 if for the option of more prize money and/or infinite money.

- 0 000 000000 0000 0 0000
- 1 P00 0-000 TO 000-0000
0-0000-0000 0-0-0000
- 2 P 00-0000 0000 0000 0000
0000-0000
- 3 0000 000 000-000 000 0-0-00
- 4 P 00-00-00 0000 000 0-0-00-00
0000-0000 0-0-00-0000
- 5 0000 0000 0000 0000 0000 0-0-00
- 6 P 00-00-00 0000 000 0-0-00-00
0000-0000 0-0-00-0000
- 7 0000 0000 0000 0000 0000 0000 0-0-00
- 8 0000 000 000-000 000 0-0-00 0000
- 9 0000 000-000 000 000 000 000 000 000
- 10 0000 000-000 000 000 000 000 000 000
- 11 0000 000-000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000

CLOUD KINGDOMS

Disk version • Cheat Attack

If infinite time and keys are your craving, here's a wacky time listing PCW6, which should satiate your appetite.

- 0 000 0000 0000 0 0000
- 1 P00 0-000 TO 000-0000 0-0000-0000
0-0-0000
- 2 P 00-0000 0000 0000 0000
0000-0000
- 3 0000 000 000-000 000 0-0-00
- 4 P 00-00-00 0000 000 0-0-00-00
0000-0000 0-0-00-0000
- 5 0000 0000 0000 0000 0000 0-0-00
- 6 P 00-00-00 0000 000 0-0-00-00
0000-0000 0-0-00-0000
- 7 0000 0000 0000 0000 0000 0000 0-0-00
- 8 0000 000 000-000 000 0-0-00 0000
- 9 0000 000-000 000 000 000 000 000 000
- 10 0000 000-000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000
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- 13 0000 000 000 000 000 000 000 000 000

- 14 0000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000
- 21 0000 000 000 000 000 000 000 000 000
- 22 0000 000 000 000 000 000 000 000 000

THE PENULTIMATE MULTIHATCH DATALINES

They just keep on coming - get more datalines for use with that splendid Multihatch listing that we printed in CPN 22, 20 and 28. Just add the dataline you want to use to the end of the listing, stick the game in your datalines, type in your cheat key.

MONTECRACCO

(infinite lives and profits)

- 00 0000 000 000 000 000 000 000 000 000
- 01 0000 000 000 000 000 000 000 000 000

ONE MAN & HIS OXCO

(infinite energy)

- 01 0000 000 000 000 000 000 000 000 000

PANTHER

(infinite lives)

- 20 0000 000 000 000 000 000 000 000 000

POD

(infinite lives)

- 20 0000 000 000 000 000 000 000 000 000

POD

(Full screen extravaganzas)

- 00 0000 000 000 000 000 000 000 000 000
- 01 0000 000 000 000 000 000 000 000 000
- 02 0000 000 000 000 000 000 000 000 000
- 03 0000 000 000 000 000 000 000 000 000
- 04 0000 000 000 000 000 000 000 000 000

RAPO FIRE

(infinite energy)

- 20 0000 000 000 000 000 000 000 000 000
- 21 0000 000 000 000 000 000 000 000 000

REVENGE 2

(infinite energy)

- 20 0000 000 000 000 000 000 000 000 000

NEXT MONTH: The PRIMA

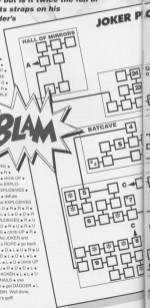
(batch of Multihatch Datalines) Make sure you don't miss out on this momentous occasion and eventually moving occasion.

BATMAN THE CAPED CRUSADER

Holy twin terrors! Two batty games for the price of one – but is it twice the fun or double the trouble? Andy Roberts straps on his utility belt and foils the Caped Crusader's two archest enemies...

From the start: R → R → D → R → get LIGHT BULB → L → L → L → L → use LIGHT BULB → get FLASHLIGHT → use GAS MASK → R → U → R → R → U → get BATWINGS → climb DOWN → use GAS MASK → use FLASHLIGHT → get BAPD → use (BAPD) → R → D → L → D → L → get TOILET ROLL → R → R → U → get FOM → D → R → U → L → climb DOWN → get SHAVED → L → L → D → L → get FALSE TEETH → use FALSE TEETH → R → D → R → U → R → D → R → R → U → get COCA → R → U → L → climb UP → R → D → L → get WIFE CUTTER → D → R → U → get CLODS → R → R → R → U → get

MONEY → D → L → L → U → U → L → use MONEY in FRUIT MACHINES until you win the JOKER CARD → R → D → D → R → R → R → U → use SHACED → L → climb UP → R → U → L → L → get CASPER → use CAMERA → R → D → L → D → L → climb DOWN → R → U → R → U → get PIST OF MILK (secretly) → D → R → get HARMONICA → L → L → D → L → U → get ELEPHANT → U → R → U → climb UP → D → L → L → U → L → L → D → climb DOWN → climb DOWN → U → R → defuse EXPLOSIVES → use WIRE CUTTERS → R → defuse EXPLOSIVES → R → defuse EXPLOSIVES → R → climb UP → R → D → D → L → U → defuse EXPLOSIVES → D → L → defuse EXPLOSIVES → L → U → R → U → L → D → defuse EXPLOSIVES → U → defuse EXPLOSIVES → D → R → U → R → D → D → R → R → U → L → climb down → L → L → D → D → R → U → R → D → defuse EXPLOSIVES → R → U → defuse EXPLOSIVES → D → R → U → L → defuse EXPLOSIVES → climb UP → R → D → L → D → R → U → feed the JOKER and repeatedly rock him to get a POPE → go back to the background entrance → D → L → U → R → U → L → climb DOWN → R → D → L → D → L → L → U → L → D → L → U → L → L → D → climb UP → use JOKER CARD → U → R → D → D → L → D → R → R → get CHECKER → L → L → U → R → get HAMMER & NAILS → use HAMMER & NAILS → U → get DAGGER → L → use ROPE to free ROOM. Well done, you've blown the Joker's gift!



APED CRUSADER

PL OT: A FETE WORSE THAN DEATH



OUCH!

Flip over your Batman The Caped Crusader cassette and there's another adventure awaiting the dynamic duo (and, and you as well, as perhaps we'd better make that the Turbo-Terrific Trio, though it doesn't have quite the same ring to it, does it?). This time you're up against that foul feathered fiend the Penguin, so you're going to need all the help you can get. And you're in the right place for that...

From the start: L = get FALSE NOSE • D = L = get BATAKARD • R = R = get LOOKBOOK • R = R = get HAND GREENADE • L = U = L = get CONTROL DISK • U = get SET OF TOOLS • D = L = use SET OF TOOLS • use CONTROL DISK • R = U = U = L = L = get DOOR KEY • R = R = R = R = R = get SWEET • R = get TRAMPER • L = L = climb UP • get HOPS • R = R = use LOOKBOOK • go through door • use

DOOR KEY • go through door • R = U = R = R = get LEFT KEY • L = L = D = stand on R = use LEFT KEY • U = R = R = D = L = D = L = get TOAST • get DART • R = R = R = R = get GAMES DISK • U = L = U = L = get FREED EGGS • use ROPE • climb UP • get MANSION • use DART • get PASS CARD • (P = R = D = R = D = L = L = L = U = R = U = L = L = D = stand on R = use LEFT KEY • U = R = R = D = R = R = R = D = L = L = L = D = L = L = climb DOWN • L = L = L = L = L = L = L = L = climb UP • R = R = get LEMONADE • R = R = get FLASHLIGHT • L = L = L = L = climb DOWN • R = R = use PASS CARD • U = use FLASHLIGHT • L = L = get VIDEO TAPE • R = R = R = R = U = L = L = use VIDEO TAPE • U = L = L = U = get CUP GAME • R = R = R = D = L = D = L = get DAGGER • R = R = R = U = R = U = R = get BANANA • L = D = R = U = L = U = get TRAMPER • R = use GAME DISK to finish the game.

Excellent! done, you've rumbled the Penguin's plot and saved Gotham City! Again. You're beginning to make a habit of this. But if you pride yourself on a job well done and you want to achieve a full percentage rating in either of the games, try to use every object at some point. If you're still struggling then check out the listings we printed in COPS and OPS - they give you infinite supplies of everything in both plots. Talk about making things easy for you!



MANSION



HOLY RIDICULOUS EXCLAMATIONS

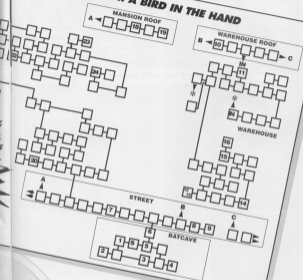
During the course of the five Batman TV series (the one with Adam West, Burt Ward and the "Shine-shine-shine-shine-there's mine") Robin made over 300 utterances "Holy something-or-other" exclamations, and here are just a few of the more bizarre ones (they really were all used, honest).

- Holy priceless collection of Elvishan Swords.
- Holy one-track Batcomputer mind.
- Holy hardest metal in the world.
- Holy known-unknown flying objects.
- Holy uncanny photographic mental processes.
- Holy journey to the centre of the earth.
- Holy contributing to the delinquency of the minors.
- Holy interplanetary parasites.
- Holy underwritten Metropolis.
- Holy bouncing roller disks.
- Holy satirized gonads fruit.

And while we're at it here are some genuine, one-hundred per cent real, kosher, true, honest, definitely-used-in-the-programme faggy words that flashed up on the screen: AYKOKOKOKO KEK-SPL-DOOSH! QUINQOOO! THWACK! WACK-ETH! CUCH-ETH! FLURBBB! and, indeed, BOW!



PENGUIN PLOT: A BIRD IN THE HAND



MAP KEY

- | | |
|-----------------------------------|----------------------------------|
| 1 - FALSE HOSE (disguise) | 15 - GARY (opens safe) |
| 2 - BETA-RAMM (weapon) | 16 - GAMES DISK (steals Penguin) |
| 3 - LOCK PICK (opens doors) | 17 - FRIED EGG (energy) |
| 4 - HAND GRENADE (weapon) | 18 - MARMAL (steals robots) |
| 5 - CONTROL DISK (bot computer) | 19 - PASS CARD (opens mansion) |
| 6 - SET OF TOOLS (fixes computer) | 20 - LEBRONADE (energy) |
| 7 - DOOR KEY (opens doors) | 21 - FLASHLIGHT (illuminates) |
| 8 - SHEET (energy) | 22 - VIDEO TAPE (use in video) |
| 9 - TRAINERS (extra notes) | 23 - CLIP CARE (energy) |
| 10 - ROPE (climb up to) | 24 - DANCER (weapon) |
| 11 - LEFT KEY (moves left) | 25 - BANANA (energy) |
| 12 - TUNST (energy) | 26 - TRUMPET (blows, blows) |

SAMMARTAN'S CORNER

Don't chew those nails. Don't pull that hair out. If you just can't go on, write to Sam's Corner. It's cheaper

than a wig and a session at the manicurist.

LAST NINJA

System 3
 Activision
 Instead of Compton is having a bit of trouble finding the mushrooms on level one (which is not surprising, as there's seemingly none). From the start screen, go top right, top right, top right, top left, top right, top right and top right - you'll come across a block lying on the ground. Use the "pick-up" motion on its bolt to get the mushrooms.

LAST NINJA 2

System 3/MS-DOS
 In the Williams version, you keep getting fired by the status at the end of level two (read this second advice: stop where on the level is a bag of things) which is hidden in some bushes. When you pick up this magic, the things will flash - you now have limited time to get past the status because the magic protects you. If the magic wears off before you get to the status, go back and try again, and get a move on this level!

KNIGHTMARE

Activision/Fluoride
 Quite a few people are having problems getting out of the first temple at Hades, including such notables as Gary Whelan and Colin Cook. Here's how: From the start, TAKE FOOD + DRINK FOOD + GIVE WATER + ASK OLD MAN + TAKE SPADE + OPEN DOOR + SO RIGHT + DRG GROUND and you will magically appear in the next room (but DO NOT go back through the door to your left. Right, that should have got you started, but the Knightmare is just beginning!) (Gregory Charles 1987).

SIX SIMPLE STEPS TO ULTIMATE BUSS

- 1 Find a postcard or stack-of-cards envelope.
- 2 On the back (in the case of the game) you're stuck on (and include the name of the publisher).
- 3 Specify the type of cheat you'd prefer.
- 4 Include your name and address.
- 5 Stick a stamp on the front and post it to Sammartan's Corner, Commodore Format, 10 Warwick Street, Bath, Avon BA1 2BN.
- 6 Merry Showen Store (optional).

WIZBALL

Hi Speed
 Lloyd Halsey (Brian Jones, James Burgoin and Ross Wilson all credit in for a cheat - and what a color this one is. Not only does it give you infinite lives AND permanent invincibility, but you can also press RUN/STOP and then 'O' at any time to fill up all your jumpshot! Note: this listing works on the Hi Speed version only.)

- 1 RUN WIZBALL CHEAT IN H PAK
- 1 FOR 3-521 TO 535-8880 YOUNG-Y-PURE 3-Y-8887
- 2 IF C=7129 THEN PRINT "WIZBALL-CHEAT"
- 3 GOTO "SAPPHIRE LINDS VTR-LADUP 45-49" THEN GOTO 578,142
- 4 GOTO "SAPPHIRE LINDS VTR-LADUP 45-49" THEN GOTO 578,142
- 5 GOTO "000 YELLOW VTR-CHEAT 05-77" THEN GOTO 546,48
- 6 GOTO 557,124+558 537
- 10 GOTO 550,588, 549,548, 532,542,598, 563
- 11 GOTO 549,563, 541,558, 528,578, 577
- 12 GOTO 568,577, 549,558, 541, 517,509,529
- 13 GOTO 560,541, 538,568, 548,573,550,558
- 14 GOTO 568,563, 533, 539,577, 563 537,550
- 15 GOTO 538,550, 588,597, 550,594, 573,543
- 16 GOTO 538,550, 588,597, 550,594, 573,543
- 17 GOTO 538,550, 588,597, 550,594, 573,543
- 18 GOTO 577,542,548, 577,578

RAINBOW ISLANDS

- Commodore/Hi Speed
 Paul Denton, Y Joppe, David Jones, Steven Gordon, Jason Moulton, Alan Boyle, Ryan West, Ian Wright, Michael Klotzberg, D N Goffman, James Simpson, Sean Toney, Kim Houghton, Geoff Cross, Robert Marlowe, Lee Craven, Scott West, Joel Wyatt, Keith Donnan, Matthew Neuman, Richard Daniels, Ben Poyce, S Humphries, Paul Peabody, Marilyn and Darren Robson, Peter Reynolds, Brian Thomas, Robert Smith, Stuart Dent, David McKenzie, Gregory Woodhead, Michael and Steven Higgins, J Butler, Janet and Robert Madden, Michael Henderson, A Denny, Sarah Davidson, Christopher Darnley and Robert Davidson are just a few of the hundreds stuck on the game. For infinite lives, type in the cheat below, SAVE it, then RUN it.
- 1 RUN WIZBALL CHEAT
 - 1 FOR 3-521 TO 535-8880 YOUNG-Y-PURE 3-Y-8887
 - 2 IF C=7129 THEN PRINT "WIZBALL-CHEAT"
 - 3 GOTO 557,124+558 537

- 4 GOTO 550,588, 549, 548,548, 541, 547,550
- 5 GOTO 549,563, 541, 558,558, 528,542,543
- 6 GOTO 568,577, 549, 548, 541, 517,509,529
- 7 GOTO 560,541, 538,568, 548,573,550

SLAP FIGHT

ImagineThat
 An excellent Master which has recently appeared on budget. It has Alan McCarthy, Ray Butler, Thomas Flynn, Steven McFarlane and Chris Morgan, you'd be infinite lives, simply type in the listing and RUN it.

- 1 RUN SLAP FIGHT CHEAT
- 1 FOR 3-521 TO 535-8880 YOUNG-Y-PURE 3-Y-8887
- 2 FOR 3-509 TO 537-8880 YOUNG-Y-PURE 3-Y-8887
- 3 IF C=7129 THEN PRINT "WIZBALL-CHEAT"
- 4 GOTO 557,124+558 537
- 5 GOTO 550,588, 549, 548,548, 541, 547,550
- 6 GOTO 549,563, 541, 558,558, 528,542,543
- 7 GOTO 568,577, 549, 548, 541, 517,509,529
- 8 GOTO 560,541, 538,568, 548,573,550

RED HEAT

- Commodore/Hi Speed
 Printed on budget and back by popular demand, here's a listing for infinite lives, as requested by Joel Wyatt, David Davies, Ian Kay, Mark Dering, Richard Marlowe, Barry and Ron Tjapke, S Hardie and Neil Woodhouse.
- 1 RUN WIZBALL CHEAT
 - 1 FOR 3-521 TO 535-8880 YOUNG-Y-PURE 3-Y-8887
 - 2 IF C=7129 THEN PRINT "WIZBALL-CHEAT"
 - 3 GOTO 557,124+558 537
 - 4 GOTO 550,588, 549, 548,548, 541, 547,550
 - 5 GOTO 549,563, 541, 558,558, 528,542,543
 - 6 GOTO 568,577, 549, 548, 541, 517,509,529
 - 7 GOTO 560,541, 538,568, 548,573,550
 - 8 GOTO 577,542,548, 577,578





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Fibre 4

Included with issue two you'll find an immensely pleasing and very high quality 3D feature. There's a prize, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's true, it really is. And look at how much has been committed into this already over a year magazine. All the news from the video industry, as well as the best in reviews, previews and of course numerous opportunities for our staff to get ahead of the game, the GamesMaster. There's so much going on, it'll make your nose bleed.

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...have a go at

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...Master have both
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...importance of the
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...of 'media saturation'
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...this is not the
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...of the C&A. I
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Let's make a MONSTER

Mayhem gets a few new moves, Monsterland grows by another level and the Apex Boys lig out at the Future

Entertainment Show. John and Steve Rowlands relive last November in part four of the

continuing genesis of the game that's gonna be the game of '93, Mayhem in Monsterland.

The major alteration to the game this month is Mayhem's control method (the user interface), which has been modified to give him a greater range of movements. Although he can already walk, run and jump, we felt that such a small repertoire of actions would limit the playability. Being the said game would be less playable, you had to make it less fun. GED, Vix, Wred, Wad and, indeed, Contumacious Vixen. (Translations on a postcard please.)

These extra moves will not only make Mayhem more flexible but will also allow us to design extra features for each level. This gives Mayhem a greater interaction with the background graphics (ie, the graphics aren't just aesthetic - they're functional).

HIFTY NOVEMBER WEEK 1

When had to cease on the game this week to make way for (you fortunate) the Future Entertainment Show. This consisted of walking around the stands for 15 to 20 minutes, then frequenting the bar and dogpenns (we even got a free-go). We also spent many an hour on the better states which adorned the Ocean stand. Thank-booming those rooms for Andy 'Silver' Roberts, Andy 'Live Long and Prosper' Smith, Rob 'Not Until Christmas Eve' Ellis, Françoise 'Marie-Cam King' Monk, Andrew 'Quintess' Davis, Vicky 'WIP', Robinson, Dave 'I Will Not Drink' Clark, Jonathan 'GJ' Smith (that's enough self-indulgence - it's) and anybody else we bumped into.

WEEK 2

JOHN Before I get carried away and start incorporating new moves for Mayhem, I'm going to tweak the ones he can do already. For those of you who have played Creatures, you may have noticed that if Clyde jumps at the top of the screen he bounces back down again. If you didn't notice you know now. I've proven with this is that it's often difficult to jump over gaps because you rebound off the top of the screen before you've jumped far enough, whereas with

enough height you would normally be able to make make it (assuming your game skills are good enough, that is).

In Creatures 2 Clyde could jump off the top of the screen (and into the top border) so this problem didn't occur. Now I've modified the jump routine again so that when Mayhem reaches the top of the screen he stays airborne (yep, airborne) for the duration of the jump. Now he can't create large gaps as if there were no over field obstacles.

While I'm adjusting the jump routine I've decided to put in a little re-bounce routine that forces the player to push up every time he wants to jump. In other words, you can't hold the joystick in the up position and jump repeatedly. While I'm on a roll, I also further modified the jump routine to check how long the joystick is pushed up - the longer you push up the higher he jumps.

LOOK, these modifications might seem trivial to you but they actually enhance the gameplay. Do you think I'd go to all this trouble just for the fun of it?

STEVE The level I've called Pipeland is coming along rather well. Just to give you some idea of how I go about designing a level here

are the basic design stages:

First I need some sort of theme for the level, which can be something as simple as a tree or a platform. Once I've worked out this first element, then the multi-colours I've chosen for that will remain the same for everything else

in that level. (Using an a minute-what's all this multi-coloured nonsense? - Ed)

Oh, right. Let me fill you in. Each character (eight pixels by eight pixel block) can be made one of three colour (four if you include

the background colour, but I won't have 'got it just confused matters). Two of these colours are multi-colours - which I choose when I start to design a level and have remain the same throughout - while the other is the character colour, which can only be changed in one of the first eight colours of the CGA's palette. Although this is rather limiting at first, if you persevere you can get some rather scummy results (well we think Retrograde,

Creatures and Creatures 2 look pretty darned good).

So, for example, Pipeland has dark grey and pink multi-colours with a cyan background. For the pipes the characters use (ranging from left to right) the following

colours: dark grey, purple, pink, yellow, pink, purple, dark grey and black (take a look at fig 1), the character colours in the case being purple, yellow and black.

In the background all of this are some slowly-designed mountains which have three layers. In order to get three different colours for these mountains I mixed green and cyan to get the colour for the closest ones, light green for the intermediate hills and green and pink (which makes a sort of pale beige) for the ones furthest away.

WEEK 3

JOHN I'm all trying to enhance Mayhem's movement. Instead of him simply sliding to a halt, after he's been charging around the landscape, he now plants leaving a trail of smoke behind him. Obviously the faster he's running, the longer the slide. I was testing this routine up and down the slopes and I realised it looks pretty cool when you get a trail of smoke going over them.

The end of this week was spent creating a small collection of star routines. This started with star printing made them appear on the screen (which does help matters a bit, but then I added some rotation code to make them spin). The idea is that they'll spin at different speeds, remaining at the fastest speed for the shortest amount of time, and the slowest (which'll actually be not spinning at all - you can't get much slower than that) for the

Fig 1



The pipes in Pipeland consist of two different sets of colours - multi-colours and character colours.



Pipkin's almost complete now, but there's still work to do on making little adjustments.

most time. This is because the points you'll gain for collecting a star will depend on the speed at which it's spinning. The faster it spins the more points you'll get.

STEVE The first part of this week involved the stars John's been talking about. I designed the first frame using characters (2x2 squares) but for the rotation animations I moved to sprites because to design a 15x15 grid look of stars in characters is just too much hassle (you have to work on it a quarter at a time). Also, sprites can be animated more easily, which is handy as this star will have a nice pretty face rotating through 20 frames.

Now it's back to making Interland - I've got a new level in mind. I started with the idea of creating a platform with a checkered diamond pattern on it. This level began with the multi-colours set to brown and pink with a cyan background. The pattern uses yellow and brown diamonds with pink to red stars (rather the edges, so that they don't look so sharp) with black across the bottom so that I can get the dark colours I need.

The next stage is to design a load of graphics on paper that could be used, and would be suited to, the platform I've just designed. I've come up with some weed-looking plants and platforms and have already put a few bits on to the CD, some of which look just like giant chesses on steel stalks - well, I did say they were weird. This level has been given a working title of Cherryland (and why not?).

WEEK 4

JOHN At this week was spent finishing the star routines. First I did the collision between Mayhem and an on-screen star, then I eventually got the stars to rub off (John Mayhem collects them they vanish). This took a couple of days as not only did I have to rub the stars off the visible screen, but the hidden screen (used by the spinner) as well. Once I had these routines working I had to rub the stars off the map. If I hadn't, you could repeatedly return to the same point and pick up the same star ad infinitum.

As I can now physically pick a star up I thought I might as well increase the player's star count (that appears in the status area) and add the points to the score. As I've already modified the stars have different score values. There are five different rotation speeds, with the least number of points awarded for the slowest speed. At the moment the scores you get are 0, 5, 10, 20 and 50.

Finally this week I put in the code that will

let us modify the colour splits that change the 8th character multi-colours. These splits are spread over the screen and basically give Steve more colours for his graphics (see box). The code I've just added lets us change the colours that are displayed on the screen as Mayhem runs through Interland. This will enable us to, for example, have dark gloomy colours for caves and, as Mayhem moves out of them, brighter colours for daylight. Obviously, any such changes will be done invisibly as having half the on-screen colours changing in front of your eyes isn't the most professional way of doing things (check out Golden Axe for example).

STEVE Now I have a few levels started I can work on any one I want whenever I like. This makes designing a lot more enjoyable because if something on one level becomes as interesting as being stuck in a 15 with



The mountains use different colours depending on how far away they're supposed to be.

Ken Barlow I can load up another level and start something new. Using this philosophy I have now left Cherryland and I'm back to playing about with Pipkin.

While playtesting the game I came up with the idea of letting Mayhem jump up through platforms and not landing on them when he falls back down. Also, to make him even more flexible, John could modify Mayhem's control system so that at the top of the joystick you could drag through these platforms, improving the playability even more.

This type of platform would be included in each level along with the standard platforms that you can't go through. I love coming up with ideas that give John more work to do!



What we see and hear on Steve's (and Pipkin's) while about you play and how you play it is John's right, but that there isn't any, um, creative content.

SPLITTING UP IS HARD TO DO (DOO BEE DOO)

You may recall Steve talking about using the same character multi-colours over the entire screen. This doesn't have to be the case, however. Every game we've written has incorporated what we call 'Colour Splits'. This entails making use of something known as an IRQ raster interrupt to change the on-screen multi-colours.

Because the screen is made up of hundreds of horizontal lines (which the raster scans from top to bottom 60 times a second), splits can therefore only be horizontal. If you set up a series of the splits down the screen, you'll see the several different bands across it (see below). However, what we can't split is each character's colour. To illustrate this, look again at the pictures below and you'll notice (hopefully) that the yellow, purple and black remain the same down the screen.



The IRQ raster allows Steve to introduce a bit more colour to a level by changing the multi-colours in a level but the effect only works to horizontal strips. Character colours aren't affected, that's why the yellow, purple and black in the right-hand grid remain the same all the way down, while green and pink can be changed. (Steve would like to point out that he knows the colour scheme is broken, but it is for demonstration purposes.)

EUROPE'S BIGGEST SUPER NINTENDO MAGAZINE!

You may remember last month, when we told you that Super Play was Britain's biggest selling Super Nintendo magazine. Well, sorry. We were wrong. What we really meant to say is it's Europe's biggest selling Super Nintendo magazine. Indeed, we suspect it might actually be the world's biggest selling monthly Super Nintendo mag (if you conveniently forget any islands you might find floating in the Pacific Ocean east of China, that is). And the reasons why, we would suggest, are simple. We have more (and better) reviews every month than our rivals, more news, more features, more from America and Japan - more, in fact, of everything you buy a Super Nintendo mag for. If you really want to know about the world's number one game console, there's only one place to come.



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INDEPENDENT SUPER NINTENDO MAGAZINE
**SUPER
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Because the world's best games
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Supernaturally successful software siblings — these days they're as common as Coke Slices. But the originals, the duo that started the trend were the Darlings, David and Richard, who set up CodeMasters in 1986. Now they're both directors of the company and mega-rich. David took time out from accumulating his fortune to answer your questions.



Grilled by CF readers this month is David Darling, founder and now director of CodeMasters and one of the original teenage coding brat pack.



How did you and your brother split up the coding chores when you wrote games?
Warren Whyte-Fleming, Dicky.
 I always used to be involved in the more creative elements of the game — such as the design, how the gameplay should work, what graphics style to use. I used to get Richard to work out all the complicated mathematics of the game programming.

How important is Dizzy to CodeMasters?
Dave Myrds, Chester.
 Dizzy's been the most popular character we've ever launched into the games market. To be honest, I don't think he'll grow at all popular at the time of launch. That was back in 1987 when we were concentrating on sports and action games more. We did it as an experiment into cartoon characters and since then we've never looked back. It's funny to see other companies creating similar characters now when we've had Dizzy for so long.

What do you actually do now? How much time do you have for games writing?
Phillip Hull, Crawley.
 Sadly, I don't have the time to code anymore but I do review the games as they are being developed making sure they're all of the right quality. Most of my time now is spent making sure the company is going in the right direction and keeping checks on all the new technology. And having meetings. I end up in a lot of meetings.

Is it true that Seymour plots are just elevated Dizzy episodes?
Darren Carlson, Lytham St Annes.
 Yes and no. It stems back to Seymour Goes to Hollywood. It was originally created for a Dizzy in Hollywood-type game but if you look at the Dizzy games we've always placed him in fantasy landscapes, never a real

world area. So we decided to create a new character which would feature exclusively in real world scenarios. Hence, Seymour. All the games Seymour has starred in since then have been designed especially for Seymour and that has really developed him as a character.

How do you find your games testers?
Dave Miller, Colchester.
 Games testing is very important area but thankfully one in which there are a lot of qualified people. What qualifications? Well, being able to play games to death and to keep abreast of what other computer games are like. If we need another games tester we normally advertise the position (so don't send me the details of yourself) but we've not started at the moment. It's also a good job as games testing can lead to becoming a project manager. The problem is finding your break!

Do you look at unsubmitted games that are sent to you?
Paula Griffin, Deal.
 Personally, no. Project managers take care of scouting programmers or buying publishing rights in action games. We get quite a bit every day so there's often a backlog. If anyone is thinking of sending a demo there are a few important points to follow:
 ● Be original. Don't show us something that can be found somewhere else, or show off how you can improve an existing game.
 ● Write a simple instruction sheet. Don't worry about storylines or a game life just yet.
 ● Write your name and address on every-

thing you send, including the disk!
 ● Remember, it's a job application so sell yourself — don't just bring a tape in the post with a scribbled message.

What's the best thing you've got coming up for release on the C64?
Sam White, Chesham.
 We had a surge of 66 games over the Christmas period — Crystal Kingdom Dizzy, Snow, Super Star Seymour — all great games. We're going a bit quieter on the C64 front over the next few months. But don't worry, we're not abandoning it. It remains one of our main development formats, outstripping the Spectrum, Amstrad and

The C64 remains one of our main development formats, outstripping even the ST.

What's the biggest selling CodeMasters game of all time?
Martin Morley, Rugby.
 Treasure Island Dizzy. It's sold over half-a-million copies! And it still sells, years after release.

Who is the elder, you or your brother?
Martin and Tim Johnson, Milton Keynes.
 I am. I'm 26 and Richard's 25.

Where'd you most like to go on holiday?
Jean-Luc Delilleux, Brussels.
 Venezuela for the rain forests. I quite fancy all that jungle stuff. Plus seafood — or trees (and not on boardroom tables).

Three more victims to grill? If you have a question for Kelly Sumner (MS), Commodore UK, Ken Laxley (Public Relations Executive, Ocean) or Jeff Blower (Blamsoft) send it to us at the Face to Face address above.



Running CodeMasters is a serious business, left, but it's not all work, work, work, you know (below).



You realize that CDs are a bit pricey? Well, '93 \$60 and '94? arrive on the market.

loader so it'll give you both, 'cos I'm in a generous mood. But you won't be able to execute the larger programs if you don't have an assembler. Once you've assembled the code or PUM the program, enter the **LN12** to make the copy of the character set - don't think of you'll miss it - and then run **LN17**, **LN18** to change it. Each double height character is made up of the original character and the reversed character beneath it. Right, here we go with that mammoth Assembly listing first:

LN00	*	= 00000	
LN01	REORGANISE	= 001	
LN02	REORGANISE	= 00000	
LN03	REORGANISE	= 00000	
LN04			
LN05	LN0	+ REORGANISE	
LN06	LN0	+ REORGANISE	
LN07	LN0	+ REORGANISE	
LN08	070	0A0	
LN09	070	0A0	
LN10	070	0A0	
LN11			
LN12	LN0	4500	
LN13	070	0A0	
LN14	070	0A0	
LN15	070	0A0	
LN16	070	0A0	
LN17			
LN18	LN0	4500	
LN19	070	0A0	
LN20	070	0A0	
LN21	070	0A0	
LN22			
LN23	000		
LN24	LN0	4500	
LN25	070	0A0	
LN26	070	0A0	
LN27	070	0A0	
LN28	070	0A0	
LN29	070	0A0	
LN30	070	0A0	
LN31	070	0A0	
LN32	070	0A0	
LN33	070	0A0	
LN34	070	0A0	
LN35	070	0A0	
LN36	070	0A0	
LN37	070	0A0	
LN38	070	0A0	
LN39	070	0A0	
LN40	070	0A0	
LN41	070	0A0	
LN42	070	0A0	
LN43	070	0A0	
LN44	070	0A0	
LN45	070	0A0	
LN46	070	0A0	
LN47	070	0A0	
LN48	070	0A0	
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LN51	070	0A0	
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LN93	070	0A0	
LN94	070	0A0	
LN95	070	0A0	
LN96	070	0A0	
LN97	070	0A0	
LN98	070	0A0	
LN99	070	0A0	
LN100	070	0A0	

you can still get a sampler. I know Datal did one, but is it still available?
 2) What leads do I need to plug my CD into a stereo system?
 3) Is it possible to change my rear CD4C's S/D chip with an old S/D chip because the samples don't come out on certain games and loads of PD doesn't play? Tabbout, Leicester.

1) If you're very quick you should be able to get the Datal sound sampler you mention. They only have seven left in stock and they're all for disk only. When they're gone, Datal won't get any more in.
 2) The CD4 doesn't produce a stereo output and there's no standard lead available that will connect your CD4 directly to a stereo system, so far as I'm aware. The other possibility is to connect your CD4 to a stereo recorder, and then connect the video to the stereo system (if it has the capability). For information on how to connect your CD4 to a video recorder, see the letter titled **VIDEO NASTY**.
 3) Yes, but only with a lot of supplementary work. To cope with the new S/D chip, the layout and values of the capacitors on the circuit board have also been altered. So, if you just replaced your new chip with an old chip (assuming you could find one) it still wouldn't work unless you replaced a number of capacitors as well, which involves a lot of work.



ASSEMBLER 'ASSLES

Dear Inside Info,
 I'd like to start by saying how excellent your section is. Keep up the good work and try

to encourage yet another page as its by far the best bit of GI!
 1) Having read the reply to 'Doubting Up' in CD8, I've been trying to write a piece of machine code to do the same task, without any luck. Could you please help me out?
 2) How can you generate random numbers within Assembler language? How about within a certain range? Please enlighten me. Anthony Smith, Essex.

1) You didn't specify whether you're after an Assembly language listing or a BASIC disk

England's never forget their way to the north. Know why? 'Cos they've got maps.



MEMORY GUIDANCE

Dear Inside Info,
 Could you please print the memory map of the CD4 in Inside Info? I really need it and I don't own a Programmer's Reference Guide - and I can't get one because the CD4 is extinct down here! P Wanda, Sydney, Australia.

Editor: That doesn't sound too good, does it? Loads of memory maps have been published for the CD4 over the years, but just up there it bit is one that I've laboured over for hours especially for you.



...INFORMATION BANK...INFORMATION BANK...

What's this then? Something new? Sure is. This is a new regular bit where I get to show off my programming knowledge and you get some dead-fish coding tips. What a team we make!

DATA SAVER

If you're trying to save some machine code data but you don't have a machine language monitor or similar programming tool, it can be awkward. The following short program allows you to give the command

```
001 070, F0, 0007, 0, 00, 00, 0
```

so that you can save code between memory locations 0x and 0x to device number 0x (flags 0, disabled) with the name 0x. So if you had some data at 0x150 to 0x001 you could give the following command:

```
070 070, "0000", 0, 0, 0000, 0000
```

The computer would then save the information to tape with the filename 0000.

```
1 000 0000 0000 0 0 F000
2 000 0000 00 00 000000 0000000000
X, 0, 0007 0
3 07 000000 0000 00007 0000
000007 0000
4 000007 0000(077) 000000 000
070, F0, 0007, 0, 00, 00, 0
50 0000 000, 000, 000, 000, 000, 000, 000
51 0000 000, 000, 000, 000, 000, 000, 000, 000
52 0000 000, 000, 000, 000, 000, 000, 000, 000, 000
53 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
54 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
55 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
56 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
```

FOR...NEXT PROBLEMS

All the programming reference books I've read say something to the effect of "The programmer should ensure that loops are complete before he

breaks out of them." The only trouble is, they never tell you how to do it. Imagine you have the following program:

```
10 FOR T=1 TO 10
20 IF A(T)=0 THEN T=T+1 GOTO 10
30 NEXT
40 PRINT "END PROGRAM" GOTO
50 ...END OF PROGRAM
```

The problem here is that the loop will never end properly. When A(T) is "END" then the program will loop to line 20 missing out lines 30 and 40. This leaves the loop "hanging" forever because the NEXT statement is never executed. What you need to do is use a flag (F), which is a bit like a switch - you only ever set it on or off. You tell it to switch over when A(T) is "END", and check it again when you're outside the loop. Using flags saves memory, makes detecting bugs easier and lets you close loops properly. Here's how to sort out the mess above.

```
10 FOR T=1 TO 10
20 IF A(T)=0 THEN T=T+1 GOTO 10
30 NEXT
40 IF A(T) THEN F=1 GOTO 50
50 PRINT "END PROGRAM" GOTO
60 ...END OF PROGRAM
```

```
1100 POKER:
1110 CONTINUE:
1120
1130
1140
1150 RANDOMLY:
1160
1170
1180
1190
1200
1210
1220
```

All you then need to do is call GETVALUE and RANDOMITY will be given a value between 0x and your chosen maximum. If you want a range with a different lower limit, say 20 to 100, first find a number between 0 and 79 and then add 20 to get it in the range you want.



POKING AROUND

Dear Inside Info,
I recently bought a Commodore and, being new to the game, I wonder if it's any easier to read the manual bookcases.

- 1) Do I have to switch the Commodore all every time I want to change games and wait 15 seconds before I load another one?
2) What does POKER mean?
3) Do you enter that word in or simply poke with your finger?
Ray (Hullbrook, South Devon)

- 1) This is a tricky one to answer because a lot of people will recommend that you should wait some time between switching your computer off and switching it back on again. For eight years I've been constantly flicking my switch off then on again practically instantaneously and not having had some of it. Basically between games you will have to switch your computer off, but whether you give yourself time to make a cup of tea before switching it back on is just a matter of taste. (Mark Gray? ...Eh)
- 2) Imagine that your Commodore's memory is made up of 65,536 "pigeon holes". Each pigeon hole is labelled with something like "background colour" or "volume level" or just plain ordinary RAM. Inside each hole is a piece of card on which is written a number from 0 to 255. When you POKER it's like removing an old card and sticking in a new one with a different number (or 0). This new number would instruct the computer to do something different. For example, try typing `POKER 00000` when you switch on your machine. Pigeon hole number 00000 is labelled with "border colour" (and the number that you have written on that imaginary card (the number 0) is the code for white).
- 3) You deal with your finger four times - hitting the keys F, C, R, and then E.



You can poke about more easily than the old way but it's not the Information Bank.

changes randomly. Here's an assembly listing that does just that:

```
1000
1010 RANDOM:
1020
1030
1040
1050
1060
1070
1080
1090
1100
1110
1120
1130
1140
1150
1160
1170
1180
1190
1200
```

To obtain a random number between zero and some other value, just keep subtracting the number you want to be the maximum value from the result until the result is within your chosen range.

```
1070
1080
1090
1100 CHANGE?
1110
1120
```

The Basic data loader for the same piece of code gives quite a lot like this (hey):

```
1 000 00000 000007 0000 0 0 F000
2 000 00000 00 00 000000 0000000000
7 00 000000 0000 X, 0, 0007 0
3 07 000000 0000 00007 0000
000007 0000
30 0000 000, 000, 000, 000, 000, 000, 000
31 0000 000, 000, 000, 000, 000, 000, 000, 000
32 0000 000, 000, 000, 000, 000, 000, 000, 000, 000
33 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
34 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
35 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
36 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
37 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
38 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
39 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
40 0000 000, 000, 000, 000, 000, 000, 000, 000, 000, 000
```

3) There are various methods you can use to generate random numbers in machine language. One is to use the system clock which

HORROR BEYOND BELIEF!

The Mighty Brain

Somewhere in the cosmos a great **CLUB X** intelligence stirs. It seeks knowledge, enlightenment and a vending machine that serves a decent cup of tea. This is the Mighty Brain, the universe's greatest cerebral athlete. To get him doing somersaults for you write to **TMB C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW - NOW!**

POLE TO POLE

Dear The Massive Blob,

I have recently moved to Canada and I am in the UK on holiday. While I'm here I have a couple of questions for overland visitors/readers.

1) In Canada we get a number of British computer magazines, but we don't get yours.

Please tell me why because I don't have enough money to subscribe from Canada?

2) I have sent away to a mail order company for the game *Beavers*. A couple of days later I received a reply saying it wasn't released yet. Yet on the Early Warning (Summer 88) CD90, 21, 22 and 23 it said it was just one month away. Please tell me why because I have been waiting for four months and it still hasn't come!

3) Any chance of getting CP15 (with tape)?
4) You are always saying that Roger Pines is real. I believe for it, but some people apparently don't. So could you print a real photo of him on your pages.

5) On page 36 of CP17 "Claw" said that she would like a signed baseball bat for Christmas. Well I can't get her that but I can get a signed baseball for her (if she's good, Neil MacDonald, Fife (and Canada).

6) I had a brief word/rite with our circulation peeps and they assured me that some

copies of CF do reach Canada. However, Canada is what's known as a very big place and these copies are spread very thinly. I know it's a little difficult to you, Neil, but the only sure way to get an overseas copy is to subscribe. Alternatively you could always ask a relative or friend still in the UK to get your copies and then post them over!

7) *Beavers* is on its way. The reason for the delay is simply that the guys who were coding it were needed to help out on some of the other Granddram projects, so soon as they get the chance they've promised to get *Beavers* finished ASAP.

8) They're still out I'm afraid. All our available back issues (see page 52) do come complete with tapes though!
9) You're quite right, Roger does exist - no imagination, no matter how fervent, could conjure up that nightmare! We've agreed with Mr and Mrs Pines, though, never to print a picture of the lad for a few reasons:
a) If I did know exactly what Roger looked like, he would be the target for fanclubs mail (quite an application).
b) The anonymity aids his work.
c) He's REAL ugly!

10) They're still out I'm afraid. All our available back issues (see page 52) do come complete with tapes though!
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a) If I did know exactly what Roger looked like, he would be the target for fanclubs mail (quite an application).
b) The anonymity aids his work.
c) He's REAL ugly!

Answers are strange things. You might, for example, have spotted that there is an engraving of Brian but sadly, Mighty isn't one of Prince's.



2) Two things.

First, did you notice that she wanted a baseball bat signed by a baseball team (the Chicago Cubs)? Well! Secondly she is not been good! Why just the other day she... (What? - Clap).

TMB

MAD AS A BALLOON!

Dear Mighty Brain... I mean Brain. I've got you sucked near! You ain't no brain, so you are a helium-filled novelty balloon. Wanna know how I know? 'Yes, I'm intrigued - TMB! Please wait. If you are a huge novel magazine, innocent being you wouldn't be within two light years of a class like James Lash or answering questions from snail mail (like me). Pleaseeeee in CP90 you said, and I quote, "One pole with a sharp edge and it's deflated" Have heard of a bean deflator? Not! Ever heard of a balloon deflator? Me too!

Answer the following questions or I'll tell the CF staff (oh, you already have!) - TMBs and you'll never hear the end of it. Just think of the jokes. It's blackmail - how it:
1) Christmas approaches (and has swiftly passed - TMB) and I'm looking for some good games. Is the original *Streetfighter* really worth the cash?
2) Will *Leisure* be much cop?
3) Why didn't you frame a section for selling old games? I'm desperately seeking *Granddram 2*. I'll do anything to get it Andy Duxton, Wadhwa.

Now try, but no cigar! You have heard your commentators of some rather bizarre evidence I'm afraid. Pleaseeeee. Don't your attention fall.



down on the grounds that it is too subjective. Namely you are putting yourself in my 'shoes'. My motives for what I do and where I work are mine alone - your actions if you had my powers would almost surely be different. Besides, clowns are always fun to have around and I see no evidence of either nasal mucus or immaturity in your letter!

Reason two: working with a maximum of 50 words we have to be terse. I did intend use that phrase, but it was intended to convey the dangers of a punctuation wound to a creature largely composed of fluid. Besides, many other things define (summons, eggs, etc) - state your preference not also imply I use these too?

- 1) I hated Streetfighter 1. Don't know why, just did!
- 2) The 'game' itself is perfectly sound. It just depends on the skill of the programmer in the conversion process. It should be good though!
- 3) I'm glad you asked. Check out the end of the letters page this month for full details of our new email ads service!

TMB

ROD KICKS PLUGS

Dear Mighty Dean (Dear),

- Why do you spell my surname wrong in *CF2*? It's Properly - only one Y you daughtin'!
- (When Laramie is released on the CD4 will there be the same number of lemmings on screen as the Amiga version (180) or just 10 like the MS-DOS version?)
- 2) Which is better, *Creatures 1* or *2*?
 - 3) Is there a singular game based on the TV cartoon *Vinter and Hugo*?
 - 4) What game on the CD4 (console) has the best graphics?
 - 5) What's the capital of Honduras? Margaret (Pinky/Sepp, sorry!) TMB; Penguin, Plymouth.

Sorry about the name, but I'm afraid I couldn't read your writing very clearly!

- 1) The 64 version of Laramie should have 180 of the suicidal rodents on screen at once. It's the problem of displaying them all that has caused the long loading delay.
- 2) *Creatures 1* is more of a slow platformer but only costs £3.99. *Creatures 2* has better puzzle elements and costs £18.99. Both are very good, but I prefer *Creatures 2* - in my opinion it's got the 64 best graphics yet. Ah, that was question four, wasn't it?
- 3) Not yet, but if the entries for our 'But I Wanted A Biker' campaign are anything to go by there certainly should be one. If you remember, we asked entrants to name the film-TV show which they thought would make a really good game, and *Vinter and Hugo* got a surprisingly large number of votes. For the full results check out pages 47 and 48.
- 4) Ah! See answer two.
- 5) Tegucigalpa, population 540,000. The birth rate is 4.20 per cent, while death rate is 0.6 per cent. The city is 87 per cent Catholic.



Could it beaver? Think with play by an. We stand one to last. We are full and Oh no. That can't be too long making letters to us.

and the official language is Spanish (although the historic Castilian, Mexican and English Creoles are used in certain areas).

TMB

JUNG AGAIN!

Dear Clever Contact Cortex,

Answer my questions or I'll teach Roger Frimoes to perform split-brain surgery (hat).

- 1) Oh no, I've forgotten!
- 2) Oh, that was it? I thought it was an egg, is Seymour a potato?
- 3) Why does Roger Frimoes hate all girls? Lots of us are really nice. It could be a psychological disorder stemming from early childhood (according to Freud).
- 4) How can you answer questions when you're just and appendageless brain?
- 5) Sorry about the long sentences, I'm an 'N' level English student. 6) I am also doing psychology and we sometimes study creeped up brains - sorry!
- 7) Most of my games are over three years old. Any chance of a vintage game slot, like *The Chair Show*?
- 8) Roger gives you any trouble at all in my sister fancies him because she thinks he looks like Mark Curry.

Scott's Cat Ear:
PS: Tell the music lovers in the team that Nirvana, Guns 'n' Roses, the Cure and Atlantic 202 are pretty hot in Montreal.
PPS: You can edit this letter as you like because I know it's too long.

- 1) Yeah, it's about 2000!
- 2) Ms. Seymour is a wobbly lump of what can only be described as goat! Maybe if you

- left a spot alone for a really long time, though... if I disagree, I reckon he's a potato, but perhaps going a bit to smooth - (Cur.)
- 3) If you want to know a secret, I think that it may all be a bit of a put on. He's recently been spotted chatting to Veronica BOCCALI in (Least) Least! (Least) - Roger!
- 4) How can you write them if you're just the ear of a guitarist? You looked great in the wedding photos by the way!
- 5) Sorry about the long reply. I'm a student of life myself!
- 6) If it's necessary for your education, I suppose I can live with the idea.
- 7) Nice idea! A veritable handlinger no less! We'll give it a shot!

Are we talking about the same Mark Curry here? Not Mark 'Treasure House' Curry? If so, quality in psychology quickly and help your poor sister!

TMB

PS: Why are they hot? Has somebody stolen them?
PPS: I already have!

WHOPPERS!

Dear Tiny Mousty Bismars,

I have been a subscriber to *CF* since issue one and as I have been so faithful I think the treat you could do is put pen to paper (or mind to computer or whatever you do) to answer these simple questions:

- 1) Have Virgin ever considered publishing a game called *Roger King Lear*?
 - 2) Will Peter Reed ever make it to the CD4?
 - 3) If you could drive (or run) you what kind of Earth transportation would you use?
Cheers,
Jamie Aldrich, Taunton
- PS: In *CF2* you printed a picture on p.40 entitled 'Clock'. Unfortunately you didn't print my name along with it. So to unravel the mystery, see under 'Cheers'.

1) No. However, there was once a game called *Mr Whopper!* It was awful, especially as the Amiga conversion looked good but didn't have the same magic as the console versions. This, I think, will stop its translation to other formats.

- 2) It would be a treat up between those different vehicles: a Triumph Herald 5.0 (license convertible), a Ferrari Dino or the 217 between Hounslow and Richmond.

TMB

PS: Do you admit it Nancy sending in an entry with your name and address attached. No wonder I confused our simple-minded Bill. Are you getting the picture (hat)? (That's the worst attempt at sarcasm I've ever heard - hat)

YOU BIT

Dear TMB,

- 1) Will there ever be a Tarcant 2?
- 2) Why was there no two-player option on *Next Drive 2: The Duel*?



BUT I WANTED A BIKE RESULTS

Without doubt it's been the most popular compo we've ever run. It probably had something to do with the prize - over 130 games. And you came up with some stonking suggestions for which TV shows and films would make great C64 games.

Competitions, eh? Don'tcha just love 'em? Well, obviously you do because we've been amazed and/or by your entries to our But I Wanted A C64 Compo (C717). Normally we just whack out a list of winners and stick 'em on the Next Month page but some of your answers were so smart that we just had to print them.

Up for grabs were over 130 different games from Alternative, and all you had to do

with them was answer three dead-easy questions they give as a tie-breaker. The questions were simple, despite the fact that our beloved C64 was suffering from a bad case of miscompoitis - the sort you thought that Duckula's maid was

Waaaaaahhh! Race Down Tokyo through a futuristic Tokyo.

called Plunder and not Flaming - so loads of you pointed out! (The other correct answers were Burke and Pentafid, just in case you were wondering, not that many of you got them wrong.)

The truly brilliant responses, though, came in the form of your tie-breaker suggestions. We asked you to suggest a previously ignored TV show or film that would have made a classic computer game. We thought it'd be easy to sort the wheat from the chaff. But no - it was nigh on impossible! You came up with an amazing range and variety of pruggies and movies, loads of which would have made massively brilliant games.

Views were aired, shoulders held, voices raised and bits of furniture thrown via fanly around the office as we argued... erm, weighed up the merits of each and every suggestion - well, we had the entire CF crew here so available and vibrant in our views. So here for your amusement and amazement we proudly present the best (and worst) of YOUR suggestions...

WEIRD JOB, HOW WOULD YOU MAKE A GAME OF THAT?
THE BILLY HILL SHOW (Andrew

Boothroyd) - You have to race a heavy of bikini-clad women from a starting station? Hmm, maybe not. **EVERY SHAKESPEARE PLAY!** (Brian Buckley) - The

ULTIMATE! multi-task nightmare! **DEPARTMENT 5!** FEATURING JASON KING (Mark Fildes) - Is this their? **TWIN PEAKS!** (Kevin Duffell) - A classic idea, but would anybody be able to understand the instructions?

CHRISTOPHER BIGGINS! (Alex Kirkland) - Too tedious to contemplate. Anyway he's a person, not a programme, so he's disqualified (thank heavens).

BEH HUR! (A Rogers) - A charity race game that runs for 3.60 hours! **CONDOMINIUM STREET!** (Chris Nelson, Adrian Sharkey, Ben Davies, Daniel Hatcher, Dean Gallagher, Thomas Gallagher, Stefan Hatcher, Alison Clark and Rebecca Clark) - A fantastic graphic adventure about discovering who killed the cat in the title sequence, perhaps?

BARBELL AND HOPKINS: DECEASED! (CG Stanton) - His death speaks there's a ghost of chance in this making a good game.

NEW STATESMAN! (Russell Peckham) - The TV series or the magazine?

THE TOMORROW PEOPLE! (J Davies) - Which series? The '70s one

would be OK, the fapping films and those series to some great animation, but the '80s version? No way!

SURE FIRE STARS
(JOB, WHY DIDN'T WE THINK OF THAT ONE?)

HIGH NOON! (Andrew Walker) - An C64 Mid-style night spectacular.

KEYNOTES! (The infant with no name) - The super-tacky

multi-page. Certainly, it's so fast I could be good and exploit the 64's soundchip to the full.

IMPOSSIBLE! (Alex Kirkland) - The best movie of '80. It has to be done, and done well.

THE POSEIDON ADVENTURE! (Matthew Archer) - A top-quality arcade adventure with a great Christmas tree-climbing bit (and) bonuses points for spotting well-known faces.

POINT BREAK! (Matthew Simmons) - A no-fucks-barred parachuting and surfing thriller with some mindless violence thrown in for good measure.

CITYES - THE BEAT-EM-UP! (James Newson) - Generic street game!

AKIRA! (Tim Preston) - Japanese bike-racing, city-busting Manga fun.

THE TEXAS CHAINSAW MASSACRE! (Paul Wilson) - One for the hackers.



Chatterboxes, the only drawback to our performers - in 'em up.



I would have loved to see the C64 version of the game.



I have done the games - Michael and Markie (Preston).



I've wanted to see your magazine for years. The game, Chatterbox! Maxime's got my absolute favorite movie.

BEEN THERE, DONE THAT!

[GAMES THAT HAVE ACTUALLY BEEN DONE BEFORE, BUT WERE GENERALLY PRETTY AWFUL]

TRANSFORMERS (Andrew Robinson) – Robots in disguise, as an appalling game.

BLADDERBURNER (Bryar Mower & Nicola Schellard) – A poor rip-off of the film. Let's hope for a director's cut.

SO FEARING (John Ellingsen) – Not strictly already converted, but later merged with Jack Charlton's match-fixing which apparently wasn't that bad.

TAXI-MANIA (Daniel Spaly) – Great cartoon, great game, but only out on Sega.



Putting together a Top Ten was a spin-off and never even considered until we started sorting out the entries. Then we noticed that certain shows and films were obvious favourites. So we've gathered them all together, counted the cards and can now announce the results.

■ **SLAZERTONS** – A show begging to be converted to computer. Its use of combat, star 'villains' and stage-by-stage structure make it a must. There's already a PC game based on the US version of the



show. Surely it can only be a matter of hours before some smart wily snags up the UK license.

■ **CRYSTAL MAZE** – A long-time CF favourite, this show could be turned into the ultimate puzzle game, with players choosing their own mental fate. The island of quick thinking and

THE THREE STOOGES (Arncliffe Crockett) – About as good as Larry, Moe and the other one are funny. Only on the Amiga. **MONDRUMMER** (Y. Akkas) – A smart US Gold game since 123 BC.

GUESS WHAT I SAW TELLY LAST NIGHT?

CF readers are active media hounds – well you read Commissioner Forman for a start – and this was proved with a strong series of te-breaker suggestions all of which had obviously been inspired by something that had been on TV just days before the entries were sent in. The most popular was: **Danteo, Who Framed Roger Rabbit and Delta Force. David Bates the crystal buster!**

Shuttlecock gets the thumbs up from you lot so the game you'd most like to see,

physical dexterity would offer a long term challenge, while the number of players in a team could be your lives. Could life 0'Brien be computerised, though? Erm, probably not. ■ **QUANTUM LEAP** – Nice prog, but what about the game? The time-

hopping body-snatcher could easily and effectively become a great arcade adventure challenge. Based on say five or six episodes, you'd have to keep playing it change the course of history so that some nastiness never takes place. Smart stuff as long as they don't just the episode where he becomes a heavy hunter! ■ **GERRY ANDERSON** – Okay, so Gerry isn't a programme in his own right,

but we had stacks of entries that suggested Thunderbirds, Stingray and all manner of other super-motivated adventures.

(Soundie delicious – Dave) I said motorised, not marinated! Anyway, as we like these shows, we decided to fix the result so that their accumulated total got them a placing. Hey! We make the rules round here! One thing to note, however – Thunderbirds has already been a game, and a really rather good one at that.

■ **HOME ALONE** – Item! Now we know that young master McCallum (or whatever) is innocent, and the film itself successful, but I mean to say... well, they're a bit too cute, a tad too teen, surely? The slapstick antics of the films seem to be begging for the best/silliest arcade treatment. Yet it was the game based on the movie – it has appeared on some less fortunate formats – they choose the adventure route (good) and the result was a bit lame!

■ **KRYPTON FACTOR** – How the film for this would be hell – six or seven different styles of game all funnelled into one rather smart package. It would have to keep adapting the challenges though – the general

86, 88, 90, 92, 94, 96, 98, 100, 102, 104, 106, 108, 110, 112, 114, 116, 118, 120, 122, 124, 126, 128, 130, 132, 134, 136, 138, 140, 142, 144, 146, 148, 150, 152, 154, 156, 158, 160, 162, 164, 166, 168, 170, 172, 174, 176, 178, 180, 182, 184, 186, 188, 190, 192, 194, 196, 198, 200, 202, 204, 206, 208, 210, 212, 214, 216, 218, 220, 222, 224, 226, 228, 230, 232, 234, 236, 238, 240, 242, 244, 246, 248, 250, 252, 254, 256, 258, 260, 262, 264, 266, 268, 270, 272, 274, 276, 278, 280, 282, 284, 286, 288, 290, 292, 294, 296, 298, 300, 302, 304, 306, 308, 310, 312, 314, 316, 318, 320, 322, 324, 326, 328, 330, 332, 334, 336, 338, 340, 342, 344, 346, 348, 350, 352, 354, 356, 358, 360, 362, 364, 366, 368, 370, 372, 374, 376, 378, 380, 382, 384, 386, 388, 390, 392, 394, 396, 398, 400, 402, 404, 406, 408, 410, 412, 414, 416, 418, 420, 422, 424, 426, 428, 430, 432, 434, 436, 438, 440, 442, 444, 446, 448, 450, 452, 454, 456, 458, 460, 462, 464, 466, 468, 470, 472, 474, 476, 478, 480, 482, 484, 486, 488, 490, 492, 494, 496, 498, 500, 502, 504, 506, 508, 510, 512, 514, 516, 518, 520, 522, 524, 526, 528, 530, 532, 534, 536, 538, 540, 542, 544, 546, 548, 550, 552, 554, 556, 558, 560, 562, 564, 566, 568, 570, 572, 574, 576, 578, 580, 582, 584, 586, 588, 590, 592, 594, 596, 598, 600, 602, 604, 606, 608, 610, 612, 614, 616, 618, 620, 622, 624, 626, 628, 630, 632, 634, 636, 638, 640, 642, 644, 646, 648, 650, 652, 654, 656, 658, 660, 662, 664, 666, 668, 670, 672, 674, 676, 678, 680, 682, 684, 686, 688, 690, 692, 694, 696, 698, 700, 702, 704, 706, 708, 710, 712, 714, 716, 718, 720, 722, 724, 726, 728, 730, 732, 734, 736, 738, 740, 742, 744, 746, 748, 750, 752, 754, 756, 758, 760, 762, 764, 766, 768, 770, 772, 774, 776, 778, 780, 782, 784, 786, 788, 790, 792, 794, 796, 798, 800, 802, 804, 806, 808, 810, 812, 814, 816, 818, 820, 822, 824, 826, 828, 830, 832, 834, 836, 838, 840, 842, 844, 846, 848, 850, 852, 854, 856, 858, 860, 862, 864, 866, 868, 870, 872, 874, 876, 878, 880, 882, 884, 886, 888, 890, 892, 894, 896, 898, 900, 902, 904, 906, 908, 910, 912, 914, 916, 918, 920, 922, 924, 926, 928, 930, 932, 934, 936, 938, 940, 942, 944, 946, 948, 950, 952, 954, 956, 958, 960, 962, 964, 966, 968, 970, 972, 974, 976, 978, 980, 982, 984, 986, 988, 990, 992, 994, 996, 998, 1000.

AND THE WINNER IS...

We hushed tones time as we reveal the winner of all 138 different Alternative games. The winning card answered all three questions correctly and the inspired te-breaker suggestion it bore was the **Beetles movie, YELLOW SUBMARINE**. And the winner's name is, well for it, well for it, **RAMMUS TRIFLON** from Oxford in Cheshire. Congratulations, have fun!



Just Rammus Triflon steps into the Winner's Top Ten game.

knowledge section, for example, would be too easy if the game questions kept coming up time and time again.

■ **WORLDWARRIOR** – This wander-in-the-dark-tear-up is a doozy of a TV show. It's so popular, in fact, that there have already been two games based on it. One was a traditional adventure on the C64, the other a slightly tough action romp on some other format. Neither captured the feel of the show so why doesn't some wily dev make another attempt?

■ **VICTOR AND HUGO** – This show is a real poser for us here at CF. Yes, we're generally so busy putting the mag together we've never seen it! On the other hand, a game based on Les Misérables, a work by the classical French poet Victor Hugo (1802-85) would be... erm, pretty dull, probably.

■ **WHO FRAMED ROGER RABBIT** – (a) Maroon's Teacoman would have made a splendid setting for a game. There could be knockout humour, great graphics, a stupidly silly plot and, of course, the 'man' (robot, actually – 1988) himself, Roger Rabbit! They could have done the game at anytime, but I suppose they had to wait until it was PALMER! (In fact, there was an Amiga game based on Roger Rabbit, but it was so poor we'll positively ignore it – 1991).

■ **TO HIGHLANDER** – Old Chevy Chase's finest moment would have been great game fodder. It's got swords, horns, doozy hard violence, a warring sub-game and some spectacular special effects. There can be only one! (How come they made a sequel, then? – Dave.)



ROGER FRAMES

buys
Budget Games



There's pipe problems in the Frames' household. The plumbing's gone up the spout 'cos the glue's down the kitchen plughole. Roger reckons that with all the experience he's gained from playing Pipemania this month he can save his Dad having to call in the plumber and earn himself some dosh...

PIPE MANIA

Touchdown £3.99 or £6.98 04 1128
Grry if this month's budget stuff seems a bit ruffled but Pipe Mania is so addictive that I ended up playing it at the time and then only had two minutes and thirty-three seconds to play and write every-freaking-thing else. That's about... (see divided by three and times fifty from add... um... not very much time per page at all.

Pipe Mania is an all-consuming that you forget to do other things such as putting on your clothes before going to school. You know that dream when you turn up in class with your pants on (to be honest, no - it's not). Well, it almost really did happen to me last Friday. The only reason it didn't was because I forgot to go to school as well. And all because I have sticking bendy pipes together to direct the flow of yellow ooze.

Yes, that's all there is to it. You have a selection of pipes of different shapes that you have to connect together to stop the liquid flowing out all over the place. You have a lot of a head start, but you have to place the pieces in the random order that



what would be really impressive would be if you could lay down the pieces of pipe so that the yellow ooze spills out your ears.

they are given to you. Sometimes, more often than not in fact, the next piece is not one that you need but you have to stick it somewhere. But don't just stick it down willy nilly 'cos a bit of forward planning can do wonders. You also get to see what the next three pieces are, which helps.

Just when you think you've got the game licked it gets harder. On later levels there are pieces where you can't place pipes (which you have to

build around instead), pieces of pipe that only let ooze flow one way and tighter time limits.

It's two-player mode the game takes on a whole new dimension, one not yet over. Bought it, let alone explored, in Star Trek. You're supposed to work together, but can end up enemies for life when you keep sticking down the wrong pieces or ruining your mate's carefully laid plans.

Some people might say that playing Pipe Mania is a totally pointless exercise. Well so is painting behind the radiators when you're decorating (or so dad tells me). But it just has to be done, doesn't it? There isn't a word (well not one that I know) that can describe the fairness of this classic puzzle so I won't even start to try. Well buy it, play it and see for yourself.

PIPE MANIA

Puzzle games are usually for geeks (or fan Cygnetics) but Pipe Mania's a great game whichever way you look at it... even if it's through four planes of treated glass while wearing out-of-prescription glasses, with all that god you get when you've just woken up still in your eyes. An essential game.

FRAME RATE 95%



HUDSON HAWK

The Hit Squad £5.99
or £8.98 04 088

We all know by now that Bruce Willis has been in quite a few cheap films and Hudson Hawk is probably one of the budgetest. I now haven't seen Blind Date, but P - Ed. Fortunately, unlike most low-cost these days, Hudson Hawk the game is great.

It's a shoot-'em-up puzzle-'em-up platformer with a dandy, but fairly, shade-wearing sprite as the main character - it's probably supposed to be the Bruce Willis himself but as it doesn't reproduce consistently or give him a compelling profile it's difficult to tell. However he is, the player's job is to destroy an alchemy machine using a mirrored crystal

How wise I supposed to know that you couldn't wash super glue down the sink? But regardless of blame, it's a pity to examine it from frequent results probably in the dental regimen. Its white dust was removing from plumber-quality this (also games is in the game, you know) it decided to surprise him (and make a quick buck) by mapping into the kitchen and introducing the sink. It would be a delight! For the High Wycombe Pipemania Map (well, I hear Harry last Tuesday).





Brace
yourself
to
a
bit. Now,
will
you
use
that
mighty
hammer
to
drive
the
whole
place
up
in
a
bit
of
glory?

That's better.

somewhere in Leonardo da Vinci's home.

There's loads of eags in the game so steer clear if you're a canine phobic (like my little cousin Derek - he was bitten by a poodle when he was and has never been able to watch *EastEnders* since). (And if he doesn't get his *How-How-Crow* for eleven-year-olds it's impossible - Derek's mum.)

I wouldn't say it's the best game in its genre - *Rick Dangerous* just puts it at the top - but it's well worth taking a look at. Smart backgrounds and a groove-along soundtrack underlie its appeal. In fact, if I was feeling fairly fit, I might probably buy it for my own private collection. (The effects of these goods that visited Roger last month obviously haven't completely worn off - Ed.)



Look at that square jaw, those cool muscles, that bear paw, that elegant walk... yep, it's Bruce.

precipice, it's got clear, bold graphics, so you can actually see what you're doing, and enough moves to keep it interesting, but not so many that the thing's impossible to play.

Which brings us to: *The Last Ninja*. This was the first in the successful series of oriental punch-'em-ups that blew up a storm in the late 80s, though it's hard to understand why now. You, dressed in black like all good Ninjas (and bad Ninjas come in that), wander around loads of screens and meet an awful lot of enemies.

Actually, the reason you wander so much is because you can't work out how to turn your oriental hero around, when something as simple as that is so darned difficult you can guess how near-impossible actually engaging in combat is. A real nightmare of a control system. Still, at least you must get an enormous sense of achievement once you've mastered it, if you can be bothered. *Last Ninja* is pale on Subject in a lot better.

It's a real talk' pack, loads of reference and damn good value for money, unless you already have one of the games of course.

Now it's not saying climbing is tougher than it looks, but it looks like five whole minutes to start you're wondering - I was mistaken. The problem was the timing, you see. It was enough to like *Banjo* and not return value. So with care, precision and a little help from me I encouraged it from [see how, in fact, I had to challenge it all back together].

It's not to just climb, I can see the top and think everything worked, and apart from a strange high-pitched whistling, everything seemed to be fine to me.

You should have seen my Bear's face - he was real for words when I told him what he'd done. To express his gratitude, he ran up and tried to shake me by the hand, but missed and accidentally grabbed my throat. The shame and so and so!

Obviously, the high pitched whistling in the kitchen, had become a bit of a mess.

There was breaking...



SPITFIRE 40 & STRIKE FORCE HARRIER

Again Again 04-09 or 0977 797777
The second release from Again Again (obas that make it a case of Again Again Again?) - it's this month is a right old companion (now, don't get too excited). So, are they high then or should they be grounded?

First off, an aside but not really very glibly Spitfire 40. It's been out on budget for a while and hasn't done all that well on its own. Linking it up with *Strike Force Harrier*, which isn't that much better, isn't likely to get it into many more classrooms. In both games the controls feel clunky, the response time is slow and graphically they're



Flying at the speed of arm, your gravity isn't a bit.

HUDSON HAWK

If you streaked through the fire doors of your local cinema to see the film then what you'd been caught and thrown out, don't let that put you off the game. It's all-action fun that needs a bit of brain power to solve.

FRAME RATE 85%



BANGKOK KNIGHTS & THE LAST NINJA

Again Again 04-09 or 0977 797777
Two classic beat-'em-ups together as one. This is the first release on a new label from Alternative software is here. Again Again are planning to release a series of double packs containing classic games from the 84's distinguished past.

Bangkok Knights comes to you as the Thai boxing equivalent of *WWF* except that instead of knocking your opponents out of the ring you have to kick him off a nasty-looking



BANGKOK KNIGHTS & THE LAST NINJA

Two for the price of, um, one and a quarter. *Bangkok Knights* is a great forgotten classic, while *Last Ninja* is not quite the slammer I remembered but still pretty good (and certainly worth paying the extra quid for if you buy this two-pack for *Knights*).

FRAME RATE 83%



less than hot. They feel more like you're flying a joystick jet through jelly than nippy little Madden war planes.

Both give you the view from the cockpit, although fitting space will give you a temporary outside view (which isn't really much use, unless you're the type that enjoys a nice view of the countryside).

They're a bit dull but if you desperately need to fit at least they're cheap. But that anyone I know could ever be described as the pilot type. I'll hat to James' brother? — **OUT**. Off years, but he doesn't really count, 'cos all he does is fly around with passengers, he isn't allowed to actually shoot down enemy things.

SPITFIRE 40 & STRIKE FORCE HARRIER

If it wasn't for the fact that you can't see the runway you'd swear you were spending the whole game killing about on the runway. Flight sim? Maybe, but only if you want to experience what it's like to sit in a glider on a very calm day.

FRAME RATE 56%



SMASH TV

The Hit Squad £3.99 @ 081 832 862



Now this is definitely my cup of choosy milkshakes — loads and loads of violence. It was a huge hit in the arcades, not that I ever played an arcade game; I just used to sit and watch other kids playing while my mum was trying to win at things and wondering that they'd be so good they'd walk away leaving a few credits available. (It never happens — Ed.)

You play a contestant in the ultimate TV game show. As well as winning holidays in Majorca, ten-tooth strawberries, ferrous sets and fluffy toys the aim of the game is simply to stay alive! To do this you have to wander around and kill anything that comes into the arena before it kills you. You can pick up lethal weapons along the way including bombs, missiles, three-way spiky guns and a killing machine that surrounds you in a protective barrier of electronic situations.

At the end of each of the three massive levels there's an end-of-level nasty to blast



The African star suddenly found space and all this as we decided to re-examine our favourite scenes from the Madden Adventure (without the big Christmas tree and sports-loving bits).

It's always nice falling to see your favourite scene in a certain situation. Most only made modifications when you already immediately take things. (Ed: I'm afraid and Oswald (Ed: Oswald's amazing-looking graphics) saw his chance and made a dash for freedom and the deepest reaches of the North Atlantic gulf stream. But was doing a first-rate impression of the dogpound from Star Wars — you know, the snake thingy that lives in the garbage chutes. And isn't that I decided it would be a good idea to have him? I could have my breath — or at least enjoy the ability to breathe water. But seemed very eager to give me his long hand.

sim?) Imagine my disappointment when it turned out to be a two-player beat-'em-up based on some dodgy American sport.

As long-thumpers go PitFigher isn't bad.

There's a pretty impressive selection of moves, you can strike talk about the best with furniture and the successful fighter wins lovely piles of cash. But the weird graphics and punny scrolling make the later stages of the game virtually unplayable. And the multi-level, spreadsheet Mum had finished in the bathroom by the time round one had started (What does she do in there?)

Strictly beat-'em-up only for this game I'm afraid. Everybody else (and especially technicians) ought to cheer well too.

into nothingness. These are much bigger, much heavier and much tougher than the little motorised Ninja machines you meet in the rest of the game — pretty much about end-of-level guardians should be, in fact.

Loads of missiles and tons of fire-power add up to the most violent game ever (except Monopoly when you're being — Ed, I love it)

SMASH TV

Not the sort of game that Mary Whitehouse would appreciate which must be a point in its favour. Another point in its favour is that it's absolutely fabulous (which was a great programme by the way). Buy it and be thankful that Bob Merrifield or Bruce Forsyth aren't the hosts — though they'd be good as commentators.

FRAME RATE 95%



PIT-FIGHTER

The Hit Squad £3.99 @ 081 832 862

Don't you just love games about Vikings? I do, so I was particularly pleased to get a copy of Pit-Fighter through the post. You see, me and Barry did all about this stuff in history a few weeks ago. The Pits were a race of ancient Britons, who fought alongside the Elfs to defeat the invading Vikings.

So I stopped the game in my 64 and got ready for some foamed helmet, sea-working, but with a few guest appearances from the coolest Gods of the sea. (I reckon Thor could have Vulcan anyway and Odin makes Zeus look a right

PIT-FIGHTER

On an island somewhere in the Pacific, hundreds of miles from anywhere, there's a tribe of natives that still think coconut milk tastes really nice. They'd probably be really impressed with Pit-Fighter but then they'd probably think semi-skimmed UHT milk was delicious if they tried some. It's all comparative, you see.

FRAME RATE 61%



Smash TV — you could also be taking part, but it's still preferable to being on StarShip2000.



More British battles. Looks like the Vikings cross the sea from Britain Lake this time.

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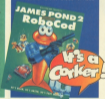
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SCEPTRE OF BAGHDAD

Travellers are more trouble than they're worth. They cause all kinds of daff situations. Up and down the country in early May, hordes of pupils are forced to dance embarrassingly round the Maypole. Why? Because it's traditional. Crown men go to bits in their knees, call it folk dancing and we aren't allowed to laugh. And why? Because it's traditional.

The Caliph of Baghdad is a victim of tradition too. Every year he has to display the royal sceptre of power to his people. If he shows up with the sceptre and he steps in power but it's fallen down the back of the sofa and he can't produce it, then he's deposed and the person who finds it gets to be king.

The problem is that this year, on the night before the sceptre-showing ceremony, an evil wizard magically strikes the Caliph. As well as putting a major zap on his head this



and a wizard, **See away novel**

also makes getting hold of the sceptre more than a little difficult. At this point you take map and have to guide the Dig-O - well

the Gate Little G now, actually - around the palace in a bid to recover the sceptre before lunch. Cue a running-around, object collecting arcade adventure very much in the Dixie mould. Free from the shackles of the egg-it-own-rate trappings, though, Sceptre has the chance to bring the

mysterious world of the Arabian Nights to the Commodore 64.

The Caliph's first major problem is coming to terms with his new side. Firstly his pockets have shrunk along with him which means you can only carry two objects at any one time - a real problem as there's the inevitable temptation to nab everything you find lying around. And judging by the amount of fluff you can find, the palace cleaner has

The genie is the key to the game. So rub that lamp!

been slacking. This forces you to do the old Dixie routine of running from location to location, strategically dropping kit for use, later use.

The most important item you can collect is the traditional Arabian lamp. Now this is pretty useless on its own but when used in conjunction with the traditional Arabian lamp repulse with genie. When the lamp is rubbed, the smoking one pops out and gives you a clue about the next puzzle.

The genie, the puzzles and the number of objects you can collect make Sceptre a real challenge and one that's well worth getting stuck into - or even getting stuck on! Based on an old Dixie classic, both the plot and the game have been re-worked for the 64's so the plot and the mechanics of the game have been suitably updated.

Sceptre is a little special. There's a save game function for starters. It isn't a permanent save and only operates once per game, but if you want to try something particularly dangerous it means you can chance your arm without the risk of a re-start. There are even two graphics modes and more music than your sound chips checked out for ages.

Sceptre of Baghdad could never be called exciting, but it does hold the attention. The smallest puzzles come in rapid succession rather than just blocking you with one insurmountable problem. The music, graphics and sound effects help you to forget that you're actually playing an adventure. The flick-screen scrolling does its best to break down this illusion, but you soon learn to ignore it, when the problem-solving gets under-



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IAN CYCLOPEDIA SLEEPS THROUGH THE ARABIAN NIGHTS

Everybody knows about the Arabian Nights, but few realise the real tale behind the legend. Historical rumour has it that a young Sultanahade was married to the mad Sultan Schaharishah, who wanted to strangle her in the morning! To avoid this fate she told him a different tale for 1,000 consecutive nights. He then saw sense and decided not to top her. The tales were first translated from the original Arabic to English by R Harms in 1786, and if it weren't a Word Processor it must have taken ages.



Don't believe everything you read (unless it's 64). That isn't a wish, it's a fact!

POWER RATING



UPPERS

- A huge map combined with subtle connections
- Loads of options.
- Great music.
- Rapid fire power.

- Not exactly thrilling in its own right.
- Some puzzles are too hangaround for their own good.

DOWNERS



This game tests recognition of pictures that you've seen before in that season.



A simple yet no-nonsense will require mental stimulus to come of the games.



PLAYDAYS

Today's trip for the Playdays' Play Bus is the CD4. Yep, the programme that replaced the original Play School just fits — there will be a whole new generation that will never understand the cultural significance of Big Ted, and talking through the square window has arrived in digital form. To any average four-year-old learning stuff like names and spelling isn't a welcome pastime on a sad Wednesday afternoon (or any afternoon, or any morning, or any time, in fact) especially when they could be playing *Cyberdome Warrior* instead. So the decent thing to do with anything vaguely educative

is not the answer I had thought of and "hearsy, by again". Correct answers are rewarded with a cheery "Well done!" from the bird, and she waves her wings in the air and like she just don't care. Playdays is dead simple to use. Once loaded, a young child could easily sit at the console with their computer to be entertained by the Playdays crew. The first thing the player is asked for is their name, and they're referred to by that name throughout the game, a personal touch that adds to the friendly feel to the program.

Each time the child plays they will be greeted with different combinations of games to play and they have to choose a letter to concentrate on in the word games; all the letters of the alphabet are far game except X, Select X, and you play the three games: insights and crosses, hunt the treasure and match the shapes (learned good ways of fooling a kid that they're not learning after all, they're just playing a computer game).

The game is either joystick or keyboard controlled, in which case only the cursor keys are used. On-screen numbers are big and bold and all the instruction text is in

large clear print. The package includes a set of small flash-cards featuring numbers up to 20 and simple words that add an extra dimension of mental stimulus to some of the games.

Playdays is a well thought-out, efficiently executed educational program. The tie-in with the TV show, unlike most licenses, is a great bonus that should stop even the most hyperactive four-year-old bearing up his little sister for a couple of minutes.



CLB



Sometimes if you want your kids to show any interest in to make it fun, with a capital F.

Alternative have worked closely with the producers of the BBC educational programme to produce this package for pre-school children and it features all the characters from the TV program (well it had to really, otherwise there was little point in Alternative acquiring the license). Why Bird is the main character in the game, accompanying the child through the program and offering hints and tips if they seem to be having trouble.

One of the main teaching problems is having to constantly encourage the child and not to make them feel stupid if they make a mistake. In Playdays if a question is answered incorrectly Why Bird responds with by saying things which don't give out ideas that are too negative, like, "That



PLAY TITLES

First there was *Play School*. Then there was *Playdays* and *Play Bus* which got added into *Play Days*. But there were some suggestions for preschool education programmes that never quite made it to the screen.

- *Play Dough*
- *Play Mindfield*
- *Play Mummies and Daddies*
- *Playing With Fire*
- *Play Junction 13 on the M20*
- *Home and A-Play*
- *Learn The Kit Or You Don't Get To Go Out To Play*
- *Play Computing Latin Verbs*

PLAYDAYS

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POWER RATING

100
90
80
70
60
50
40
30
20

UPPERS

- Simple, clear on-screen instructions.
- Random game selection stops it from becoming predictable.
- Good use of both the TV characters.
- Covers a lot of ground.

DOWNERS

- The program doesn't allow for much creativity or individuality.

Just a small section of the level forest. There's loads more to explore deeper down, across the branches of the earth.

MAGIC RUFUS

You might have thought that the hat is related to a large startled hairy in West Virginia, but the author's returned to the platform-adventure sequel to *Melinda Rufus*. The green mouse-like cat has managed to escape from the dangerous planet he was trapped on, and has been training as a wizard for the past few months. Now he's on another strange land where witches abound and magic mushrooms grow.

Ye side plot goes something like this: a brace of witches yearn for more power and have imprisoned everyone on the planet *Melody* in small uncomfortable cages. Rufus has managed to squeeze through the bars of his and is now on a quest to free everyone else from their shackles.

Thankfully for Rufus the witches use a scatty-minded pair and have left an awful lot of their precious spells just lying around waiting to be collected by passing heroes. Also scattered about are wicker chests housing gold coins and magic mushrooms which Rufus can consume to boost his energy level.

The eight levels are all fairly huge and are designed similarly to the ones in *Clay* games. Luckily, though, you won't through

these extensive playfields of stone platforms – none of that flipping from one screen to the next here. Instead, being ground-in-death (awkward phrase, really) is done your enemy. Your spells will debilitate them but only temporarily; stay in one place too long and you're heading for the great green in the sky.

There are six different spells to collect in the underground chambers, the most important being a key spell that unlocks the cages that contain

Rufus' best buddies. All the spells have different effects and most can be used as weapons. The only spell that can't is the air spell, which you use when Rufus has to traverse the lakes of *Melody*.

The weapon spells have different ranges as well as varying hit points. The weakest weapon is the key, which makes perfect sense as it really wasn't designed to injure or maim (although after my old defence classes I know that anything can be a weapon if used correctly). The strongest, with five hit points, but only a short range, is the flame, perfect for lighting the cold dragon plants. The various enemies all have different energy values, as well. For example, a blue demon may take three spells to destroy, while a witch takes five or six spells to obliterate.

The graphics are admittedly a tad drab; everything seems to be either kind green or a dingy brown. But at least they're clear and the collision detection is pretty good – there's no standing in mid-air by the side of a platform. The sound effects are basic, but at least there's no annoying music.

The difficulty levels are set about right for this style of game. If

you've completed a level once it's not too tough to repeat your success – a pretty good job as there are no start points and no level codes. The only way to give yourself another chance is to spend a lot of money buying some energy if it's running a bit low. Either that or find a stash of magic mushrooms that were being saved for a damn day.

For a company known mainly for their *Science Adventure* series to be having much

more success in creating good games based on their own characters these days. Let's hope that they learn that good coding is ten times more important than signing on the dotted line for a big name.

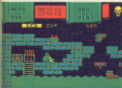
CEW

I am the Wizard that Rufus, proper to the real world.



CP'S SPELLING TEST

MELBA – It's linked to the Doctor Who story *Barfield*, that the *Box* and *Martin* are one and the same. Spooky, huh?
THE THREE WITCHES FROM MACBETH – "Hubbub, bubble toil and trouble, fire burn and cauldron bubble." all.
RAIL, BARNBILLS – One minute he had hair, the next he didn't. That's magic.
SANDWICH – If you're reading the books, don't worry – he survives the battle with the Biting in the *Two Towers*.



MAGIC RUFUS

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POWER RATING



UPPERS

- It helps to edit it, but it is rather cute.
- Large levels and sight of them too.
- Smart enemies' sounds.
- Loads of weapons.

- Maybe a little too easy to complete.
- Buggy graphics.

DOWNERS

Free your pals with the key spell. There are 18 cages left to open before you get through the door to level 8.

Let's be honest, Doctor Who was always lousy. With a budget the size of a student grant it had wobbly sets, jerky effects and squawky bottle speeches. Take the Daleks, for example. Their creator, Terry Nation, claims they were inspired by the Georgian State Demons prancing about in long skirts. It looks more like they were the result of a BBC designer

imitations and often some inventive and original ideas. Dalek Attack, um, wasn't.

The game involves the Daleks trying to destroy the Earth's crime layer using pods hidden in major cities - London, Tokyo, Paris and New York. There are six levels, the first two in London, one each in the other three cities, and a final one on Skaris where Davros must be captured. You play the Doctor - the Sylvester McCoy version - while in two-player mode the second player controls Ace. It's a platform shoot-'em-up after all with some fairly large



Mean, tricky situation, I know - does the ventilation shaft fit, those lefties.



Dalek Attack has the usual anti-local question: ever - affix!

enemies a student. That'll stick the egg attack and the six plunger on the side of that wing like," he must have thought, "it'd have a monster that'll have kids hiding behind the sofa for three decades - And he was almost right - as it needed was the addition of a few dozen seven-a-half balloons, a ping pong ball and a pair of letters: Traveler indicators.

Dalek Attack certainly remains true to its badly-thrown-together philosophy - it looks and plays like it was programmed in a mad rush to get it completed before the electricity meter ran out. However, the television series also had a sense of fun, a self-mocking awareness of its own

It's a Croaker!



in which the Doctor has to rescue hostages, collect weapons and blast away at Daleks, Cygons, Paternon and anything else that moves. Blasting? (When 'em up?) Weapons? This wasn't second-rate Doctor Who. You're right, it isn't. In the television series the Doctor would solve problems using his vast intellect. Dalek Attack, however, is a formulaic numbers. The Doctor Who elements have been grafted on to a lag standard platform. With a few minor changes to the graphics, it could just as easily have been a Blake's Seven, Star Wars or even Last of the Mohicans game.

The graphics are pretty fine, with a profusion of stagnant green and brown, the levels of look pretty much the same and the Daleks tip around like they're made

of cardboard. The backgrounds are so poor that you spend the first few minutes on each level working out what's supposed to be solid and what's just shading, while the collision detection is so bad often you don't know whether you've found a secret platform or if it's a 'hidden' feature.

The game also has a weird sense of geography. In the Paris level, for example, you go up the Notre Dame, go in through (what I think is) a window go up a few flights of

stairs... and emerge at street level. This is just downright annoying when you're trying to find your way around.

Dalek Attack isn't easy. Even with the lives in Time Lord actually has 13, but I suppose that would be a few too many) you'll soon become very familiar with the Game Over message. It doesn't help that you can walk through a door straight into the path of a Dalek and be chat. There's no way you can check beforehand.

You want progression? You ain't got it. Apart from the first level - a fairly easy fight through the sewers on hover pods - all the others play exactly the same, requiring the same level of skill (and luck). It's a case of play one and you've played 'em all.

This is a sticky one for the die-hard fans only, and they deserve better than this. Bleek, even if Conrade fans deserve better than this.

DAVE



DALEK ATTACK

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POWER RATING



UPPERS

- It's cheap and lousy (just like the genre).
- Nearly all the levels look and play exactly the same.
- The Daleks seem to be made from cardboard.
- The controls are mindbogglingly stupid.
- Frankly, a Space of the Year Card wouldn't be more fitting.

DOWNERS

WHAT THOSE DR WHO CLICHÉS REALLY MEAN

- **Simulation shift** - Handy escape route.
- **Reverse the polarity of the neutron flow** - general all-purpose phrase when someone needs to sound like they know how to fix anything vaguely electronic-looking.
- **They only have one weakness** - and guess what the Doctor's going to discover first of later in the episode?
- **Nothing can stop us now** - except the Doctor armed with a packet of Chewstake biscuits, or whatever the monster's particular weakness is in this world.
- **It's in the TARDIS where it's safe** - safe, that is, except when someone slows way in the TARDIS in which case this week's monster can 'penetrate the outer shell'.
- **Doctor, I can't go on** - if we run too fast we'll really return this week's astounding monster, and where's the drama in that?
- **It only had my name somewhere** - then the this ally would flesh a lot sooner.



COMMODORE FOREMAN February 1993

WHO DOES HE THINK HE IS?

At no expense spared* Commodore Format tracked down TV's famous Doctor Who, alias Sylvester McCoy to found out what he thought of his portrayal in Dalek Attack.

Sylvester McCoy is not a happy chappie. "I think it's rather rude," he says in a voice that sounds far more serious than it ever did when he was saying things like, "it could mean the end of the world as we know it."

What's got television's seventh Doctor (who's goal (or should that be cybernetic, or perhaps even 'Yaff') is the way his Doctor, perhaps the least violent incarnation of the lot, is represented in the new Dalek Attack game. On the 8-bit version of the game he's the only Doctor you can play, and Sylvester's

more than a mile miffed he was never consulted about the game.

"The first I heard about it was when my son said that he had seen it somewhere. Then other people told me about it. Nobody's asked me anything about it."

He's also not very happy at the way his character is portrayed in the game — and he's not just talking about the graphics (although he was less than impressed with his wanky ears on the intro sequence portrait — well, wouldn't you be?). Nope it's the amount of violence in the game that he's worried about.

"When I got the job as Doctor Who I didn't want to be violent in the role. I didn't want to beat the monsters to death. I wanted the Doctor — because he comes from another world — to be much more intelligent than humanity and he would know that violence is not the answer. If my Doctor is doing anything violent I'm really saddened by that."

Sylvester's doctor, more than any other, is (well?) the BBC still hasn't said whether he will ever return to the role) the one that talked his enemies into submission. The Black Dalek in particular received the sharp end of his tongue. But it's not just the actor who spotted that the digital Doctor is acting distinctly out of character. Everyone at Future Towers who has reviewed the game — even ones who weren't fans (such people sadly do exist) — have noted that the shoot-'em-up action goes totally against the spirit of the series.

"Although I have a very likeable brain personality," continues Sylvester modestly, "the character I was playing had a very big brain, and I wanted to see that to good effect. I really strongly believe that we should have superheroes not with underpants outside their trousers but with their brains inside their heads."

The Doctor is a role for which Sylvester obviously has a great fondness. "It was a great role to play as an actor. It's got me invited all over the world. I've met scientists,



The Doctor bleeds away at a superior Dalek, just the way he never did in the series.



astronomers and cosmologists. I've also met the cast of Star Trek who I met great fans of and who are now friends."

He admits that he was never too sure what was going on. "I just got the script I wanted the lines and tried not to bump into the monsters. My one criticism of those lines is that some of the stories weren't very clear. But I understand why. The BBC never gave us enough time or money. It was called a Time Lord but one thing we don't have was time to make it properly. But while that we produced some very good episodes."



Sylvester McCoy — from Human Bomb to Time Lord via T-shirts, T-shirts (in) and some ridiculous stunts with ferrets.

THE REAL MCCOY?

- Sylvester McCoy is five feet six inches tall and of Irish Catholic, Scottish Christian heritage.
- When he was a wee nipper he wanted to join the navy or be a priest.
- Sylvester McCoy isn't his real name. He changed it to that when he did his one-man show An Evening With Sylvester McCoy, The Human Bomb.
- One of the stunts he did in the show was to break the world record for keeping a ferret down his trousers as long as possible.
- Suddenly stuffing ferrets down your trousers came very much into vogue.
- "There never was such a world record," says Fyfe. "I just invented it."
- Sylvester uses the joke, "I'm the real McCoy," an average once every 30 minutes.

Within 8 pico-seconds of release *Street Fighter 2* hit number one! Can it back up the hype with good gaming? The only way to find out was to take it on in a game-play scrap. So we fed Trenton, CF's office thug, some red meat, bunged him a joystick and phoned for an ambulance.

Would you swap two of your boring old beat-'em-ups for one new exciting *Street Fighter* 2? No way! Few people dared to dream that the 32-bit convention of the ultimate combat game could capture the feel of Capcom's arcade classic, and it would offer the same depth of gameplay. But it could possibly deliver as much fun punching, grunting and kicking fun as the coin-op. But it does... well, almost.

SF 2 is no pixel-perfect clone, let's get that straight. The controls aren't big enough and with only one fire button — the original machine had six! — some of the fighting moves just had to go. But that's all you're missing. The rest — and don't ask

the how — has been squeezed, shrunk, shoe-horned and otherwise crammed on to the 32-bit.

SF 2 is a battle between 10 warriors — not all at the same time, though, but in a series of one-to-one bouts — also all think they're pretty hard and fancy finding out who's the most insanely hostile person on the planet. As a player you can choose from any one of eight characters while the computer controls four 'villains'. The result is a globe-trotting eleven-match big bout.

You take 'yer man' (or woman if you choose Chun Li) around the world and fight each of the other contenders in the *Street Fighter* throne on their home turf — it's gloves-off stuff for these rounds in which you have to pummel, pound and generally pulverise them into unconsciousness. Each round is a brutal battle. Both fighters

have an energy bar which decreases as

they get hit, and the first person to zero falls over. There's also a timer which ticks steadily towards zero, and if it gets there before a knockout then

the healthiest warrior wins. That's the mechanics, now let's talk about the fighting. [About time that... CF]

SF 2's edge comes from the fact that you can do more than kick, punch and butt-fist-fight. Each fighter has different skills, which are derived from their character. There are quick,

lightweight buttons and slow-but-strong big boys. Each has a wide range of attacks which are initiated

by specific joystick commands. You have to sit, wait and then set the move in motion at the right moment to make the best use of each fighter's special skills.

Many moves take a second or two to complete, so you have to be aware of what you're starting and where you'll end up. (Particularly potent blows can leave you breathless when you've thrown them, so you don't want to leave yourself vulnerable.) This

STREET FIGHTER 2



You need to quickly see through the enemy US address. This is brutal stuff!



SF 2 is a brutal one-on-one for travel fans. You face each warrior on their home turf, the numbers show where thanks to the green grid fought each opponent.

strength is the key to SF2? You need to have had practice to make the most of your chances and you need to wait until your opponent is in a position in which he can't defend himself before you strike. The majority of play isn't the bashing but the waiting to bash, in-gunfight style.

Best 'em-ups are also notoriously low on options. Not Street Fighter 2: here you can choose between one-player tournaments and two-player head-to-head matches. You can set the difficulty level of each bout, and the strength of human players can be altered (effectively a handicap system to even up the dull characters with the dead good ones).

On reflection, the two-player slug-out is the one feature that absolutely had to be included because the one-player game, while exciting and tense, is far too easy, even on the top difficulty setting. I finished it far too soon on setting three, without being a single round. Two-player battles, though, give you the chance to doubt the seven bells out of a friend. An added bonus is that they can serve as a practice arena: too your opponent won't fight back.

Going head-to-head causes a strange reaction. You'll notice that you're paying so much attention to the other guy's joystick movements as you are to the screen, because if you know which move they're about to launch then you stand a chance of avoiding it.

There are problems with SF2. It's not graphically stunning, the machine chugs on occasions, the manual's pretty hopeless and the one-player mode is too easy. But played against a mate this series of knock-about comic book bouts is excellent entertainment. I'll say it less, like a boss: 'em up and move the chess - although it would be chess with brass knuckles, baseball bats and semi-automatic weapons!

TERRY O'NEILL

STREET FIGHTER 2

US \$69.95 / £31.95 / £39.95 / £49.95 / £59.95 / £69.95 / £79.95 / £89.95 / £99.95 / £109.95 / £119.95 / £129.95 / £139.95 / £149.95 / £159.95 / £169.95 / £179.95 / £189.95 / £199.95 / £209.95 / £219.95 / £229.95 / £239.95 / £249.95 / £259.95 / £269.95 / £279.95 / £289.95 / £299.95 / £309.95 / £319.95 / £329.95 / £339.95 / £349.95 / £359.95 / £369.95 / £379.95 / £389.95 / £399.95 / £409.95 / £419.95 / £429.95 / £439.95 / £449.95 / £459.95 / £469.95 / £479.95 / £489.95 / £499.95 / £509.95 / £519.95 / £529.95 / £539.95 / £549.95 / £559.95 / £569.95 / £579.95 / £589.95 / £599.95 / £609.95 / £619.95 / £629.95 / £639.95 / £649.95 / £659.95 / £669.95 / £679.95 / £689.95 / £699.95 / £709.95 / £719.95 / £729.95 / £739.95 / £749.95 / £759.95 / £769.95 / £779.95 / £789.95 / £799.95 / £809.95 / £819.95 / £829.95 / £839.95 / £849.95 / £859.95 / £869.95 / £879.95 / £889.95 / £899.95 / £909.95 / £919.95 / £929.95 / £939.95 / £949.95 / £959.95 / £969.95 / £979.95 / £989.95 / £999.95



Who takes, who and how fast. An issue where you get a pretty, well, relaxed, blowing in face!



the correct combination of moves, which means

forethought and planning - a factor so unusual in best 'em-ups that now it's finally featured, you feel cheated by the slug-fests you've played before.

Curiously there's an incidental bonus with O&A SF2 - the manual's wrong. Nope I haven't gone bonkers - they aren't as stupid as it sounds. Yes, for most of the special moves the manual tells you the wrong way of getting them started. Normally this would be news, but here it encourages you to sit down and play through all of the characters, testing combinations and watching the results. This means that you get a real feel for the game you don't and really get to know how to milk their talents.

Becoming familiar with each character's skills and

Guide 'em' to a death's late tip with a final bonus. Watch out for Dynamite - this boss!



FIGHTER 2

is not so much a thinking man's best 'em-up as a fighting man's third 'em-up.

The stars of this fist-fuffs show, though, are the specials. They mean the early O&A bits (like the early O&A) are, no. Each fighter has two or three special moves, effectively a super power. Chun-Li spins her legs like a helicopter; the Indian rubber man breathes yogi fire; and the Sumo wrestler hops across the screen like an unstoppable clubber-mutt. To start such an attack, you need to move the joystick through



10 POWER RATING

100
90
80
70
60
50
40
30
20
10
0

UPPERS

- A well-matching range of fighting moves
- Incorporates a best-'em-up with depth
- Brightly amusing violence - in the best possible taste
- Expresses the spirit of the Capcom original

DOWNERS

- Some empty reflexes
- The one-player mode is too easy

COPIATIONS
100%
100%



Not as much fun as *My Wife and Her Best Friend*.

SUPERSTAR SEYMOUR

Y ou want Seymour? You want five games? You want hotlips and extra rays in that?

You get it! When it comes to cute characters, CodeMasters team up with the Trips production line, and they've struck again with a collection of games starring the King of Lizards of potatoes, Seymour. Five Seymour games come at you all at once, and, as usual with

these simple-but-not-simple graphics or sound-byte games, it's immensely playable.

Seymour Goes To Hollywood is a Dixie game without the egg and that's without. Check out this month's *Five To Five* on page 42 for the full story — *Big*. It's all familiar stuff — lots of running around the scenery, picking up objects and solving puzzles. Seymour's been chosen to star in a new hot-shit movie and, as usual, everything has gone awfully wrong. The director's displeased at it. He aims with his secretary and holds the film reels in his safe. Taroov's been discovered taking education lessons and, worst of all, the life has broken down.

The gameplay is pretty much up to down left) the usual Dixie standard (you, that full) and the control system is downright annoying — you have to watch the space bar to jump up steps and things, which is darned difficult if you're playing with a flag or similar joystick. (I dare I have mentioned that the Dog is a really funny "kick, by-the-way") When's a gut supposed to get into the space bar with his feet?

Seymour Stammers is your basic platformer (and full) and the remembrance of New Zealand's *Stacy* with lots of little obstacles running around platforms. It's not as fun as *Singapore Seymour* but is still dead good.

Graphically it's the best of the five games in the pack, with lots of bright colours and a huge variety of sprites to lead into non-existent. And it's the perfect game for pacifists. You see, no one actually gets killed — all the characters are stuntmen, you see, and there are loads

of mattresses conveniently hidden behind bits of scenery. But if it's real damage you want, *Super Seymour Saves The Planet* serves up the splatter action. But don't worry about mind-boggling endless blasting, coz the every good L3 screen, the game does have a conscience and a heart-warming message. In this case it's great news: Lads and lasses and lots of seriously radioactive waste has been dumped on Seymour's planet and the eco-aware squad has got to get rid of it before eventually mutates into hideous killing things.

Inc. in Seymour's case, into a human being — *Big*. The graphics aren't that hot but the sheer playability of *Super Seymour* more than compensates. After all, you can always close your eyes and turn the sound right down (though this does make the game a tad more difficult).

WOT MIST
Seymour's another egg-inspired rip-off — just look at the screen shot to see the similarity. Blank backgrounds, mundane puzzles and boring gameplay most of the time. If you like Dixie adventures you'll probably think this is the best's knees, but what's so great about being 'knees, anyway? Surely they've just black, shiny and a bit hairy. Not very interesting at all, really.

CLASS

WHAT'S IN THE BOX?

<i>Seymour Seymour Returns</i>	£110
<i>Seymour Goes To Hollywood</i>	£110
<i>Seymour Stammers</i>	£110
<i>Super Seymour Saves The Planet</i>	£110
<i>WOT! Wot! Seymour</i>	£110

SUPERSTAR SEYMOUR

CODEMASTERS LTD 0026 8141 02

CAS £ 113.99 • OUT NOW

POWER RATING

100
90
87
70
60
50
40
30
20

UPPERS

- *Wot! Five* games for that price! *Wot! a bang!*
- *Seymour Seymour* is an excellent game.
- Four styles of gameplay to suit your mood.

- The Dixie stories run things a bit.
- Some of the graphics are left unexplained.

DOWNERS



Seymour Seymour armed with his long arm at the bar.



Where the Dog heads Seymour was in the great business.



The game that started it all — *Wot! Five*! When the world is Seymour and his big brother in Hollywood. It star was born.

STREET FIGHTER 2 COMPO!!!

There are only 30 sets of these spiffy Street Fighter 2 badges in the world - and you could win one of them!



The most eagerly-awaited game ever is here! The smash hit Capcom arcade best-seller has been converted to the CD-i by US Gold. Now you can take on 11 of the world's most vicious fighters in a series of deadly duels. No doubt you've already checked out the review on page 60 (if you haven't ignore the rest of this issue - you'll just spoil the ending for yourself) and know that SF 2 is the coolest beat-'em-up ever to be shoved in a database (okay, stickers can start reading again, so get a load of the price tag! US Gold has given us for this best Street Fighter 2 compo.

Up for grabs are a set of 10 pin badges, each featuring a different character from the stunning beat-'em-up. Only 30 complete sets were ever made and these have been distributed among the likes of Radio One, GameMaster (the program that is) and Commodore Format. This limited edition is sure to become an instant collector's item... and what's more the badges'll make any junkie look dead smart.

So what do you have to do to win this rare collection? It



might not surprise you to learn that it involves answering a question. We want you to name the 12 winners (that's the right 'them') character names and the four 'bad' villains who slug it out in the big boss! That's it! That's all you have to do! The referee will hold a few clues, give some names, but the rest you're going to have to work out for yourself!

Jet down the deadly oblate's FULL names on a postcard (or sealed-down envelope) along with your name and address. Then send your entry to: UK GOLD COMP. Commodore Format, 20 Hornmouth Street, Barn S41 2BS, by the 31st March 1993. The first correct entry down out of the red circle on that day (see us very short on hats you see) will win this exclusive collector's set of pin badges!



RULES AND THINGS

The winner's database is free and no correspondence will be entered into. Bad guys who work for future UK Gold stuff can't enter - which is pity because most of 'em would love to win the grand AND NO ONE WOULD BE HURT! WE HAVE TO tell any we discover will be taken to the recycling bin (because the CD-i case is environmentally friendly like that, you see).

LETHAL WEAPON

It was kind of quiet in the warehouse when I broke. And dark. And you know what happens in quiet dark warehouses... surprise parties!

There doesn't seem to be an attention rule in softwareville that says: "If it's a film license then it must be a platform shoot-'em-up." Well you try coming up with more than a couple of exceptions to the rule. And guess what? With *Lethal Weapon* we have yet another platform-based shoot-'em-up. At least this is more suited to the genre than some licenses (did someone mention *Cool World*?). So, there's shooting, leaping, falling and some of the least effective collision

detection I've seen for many a fancy cycle. Take some advice for free, don't pause *Lethal Weapon* while you're standing on a moving platform - you'll die!

But what of the rest of this unrelentingly big game? Well, as you'd expect from Disney, it's competent. Graphically, it works very well on the "Car Blunder" track, that's Riggs! And look, there's Blunderbug! And I can definitely recognize a Puma over there. And look! Look! A power-up

in the shape of a tallcop! Ooooh-oo, it's a magnifying glass. What a sniffer I am! I said - - - eg, the graphics hold no surprises at all but equally, they don't let the game play down either.

Talking of the gameplay, that's reasonably exciting, too. You get to choose which of the two heroes you want to play (Danny Glover has a far better haircut in my humble opinion - - - Melvin Gibson looks like a Dividers Two fullback from 1983, so Gary's pipe is), and each of the detectives has his own special ability as well. Riggs can

jump high and is an expert of unarmored combat; Murtaugh is better with weapons. So choose your hero and set off around the five missions you have to track before you can get your joystick done and have a cup of tea. (That's not in the rules by the way.)

Having played *Lethal Weapon* on Commodore's other machine, the one thing that you can rely about the C64 version is that it certainly doesn't let you down. Despite the fact that you have to wait and wait for the multi-heads (at least there's plenty of time to rest your fee-button finger I suppose), the pace of the game itself is enough to keep you interested. Everything (aside from the continually amusing collision detection on some of the platforms) works smoothly and without any real problems.

Basically, you have to keep your eyes open at all times because there's plenty going on, and you have to keep going because you're playing against the clock. Luckily, there are Continues, as well as energy power-ups to pick up as you go.

As for the film tie-in element of the game, if you screw up your

eyes and put your hands over your ears while humming the theme to the film, then you might be fooled into thinking that the game is something to do with the smash hit movies. It's all very platformy with a steady-jumpy element. There are loads of people to shoot at, and loads of them to shoot at you. But essentially there is nothing about the game to rank it above the survival level.

Maybe if you could've controlled Joe Pesci...? **C64**

You have the right not to shoot me, to remain silent...

C64

You have the right not to shoot me, to remain silent...



IAN CYCLOPEDIA INVESTIGATES INVESTIGATIVE TWOSOMES

1 **Devidor Holmes and Dr. Watson** - 80 The Sherlock Holmes stories were written from Dr Watson's point of view (also was always drunk on 44 year old lightning milk).

2 **Shoggy and Stanky the** - The reason that Shoggy obtained so badly was not that he was a real floppy but because "Shoggy" had it written into Shoggy's contract, so the dog would look good.

3 **Stanley and Mabel** - Did you know that Stanley was the original owner for the Beatles? (Like Mel Gibson, "Dingo Stanley" is Australian).

4 **Capney and Lecky** - Jimmy Capney only appeared in the pilot episode of the series and was then dropped because he couldn't wear high-heels.

5 **Danger Mouse and Penelope** - Before becoming a "detective's wife" Penelope was forced to live with John Whiteford for several years. This forced him to read and forced her to take up with a mouse.



Remember what they taught at Police cadet camp, never turn your back on a floating gun.



"Why don't I look like I do on the front of the box?" Murtaugh pondered. "I'm much taller!"

LETHAL WEAPON

COMMODORE 64 1 888 64622 • C64S/64S
• £10.99/£15.99 • OUT NOW

POWER RATING



UPPERS

- Plenty of action.
- Smooth scrolling.
- Plenty of bonuses.
- Choice of character adds interest.

- The collision detection is appalling.
- Load, load, load and, er, load some more.

DOWNERS

AL - AMERICAN BASKETBALL

ALL AMERICAN BASKETBALL

Might Johnson, Michael An-Jordan, Michael Jumping Jordan, Marmaduke, Jimmy Jam, Martin Dead Dobby, Kareem Abdul-Jabbar... Hoop, we can only be talking basketball here. All American Basketball, in fact, that's the name of the game, though it could do with a nickname.

Options include being able to choose the length of each half and the colour of your shirt (most important for the fashion conscious player). AABBB is a one- or two-player game. In fact, you can take part in a single match or an entire tournament which pits you against the biggest and best teams in the US.

AABBB is a sports sim to suit two standards of players - the not very good at all and the tactical geniuses. Playing against an anti-

ball team is akin to having a one-on-one with a three-legged hamster. But treating it out with pro opponents is a different kettle of marine life all together. They whizz around the court like very elusive things, and unless you're a highly skilled professional or very lucky (or perhaps, skillful), you won't get a look in.

The control system's a bit weird, similar to a lot of battle games really. Hold the fire button down for a powerful tap and jostle it for a close

Take part in a tournament and hope you get drawn against rubbish teams.



shot at the hoop. Not overly exciting, but it works like military command systems), to an extent. AABBB isn't really a basketball game. It's a fiddle game with a couple of minor changes (mostly to the graphics). It can't beat, but it doesn't really offer anything new. So unless your fat up with green, or a team sports an allocation, strike it off the essential list.

ALL-AMERICAN BASKETBALL
SEPPHEN 'N' BOY 348 7788
CASE £3.99 • OUT NOW

POWER RATING



UPPERS

- Smooth handling.
- Good use of sound.
- A sports sim that isn't predominantly green.
- Limited range of moves - too few fancy shots on offer.
- Difficult to control where the ball is going.
- Basically a fiddle sim with different colors.

DOWNERS

SUPERSTARS



WRESTLING SUPERSTARS

WRESTLING SUPERSTARS
COMBATERS 'N' BR30 814132
CASE • £3.99 • OUT NOW

Wrestling and sports sim - they're pretty much synonymous. Personally I've never understood the attraction. Why should being able to wiggle a joystick from side to side (and feet be considered a spinning foot)? But if wiggling is your thing and you've spent years developing a good, strong and very, very fast technique Wrestling Superstars is the game for you.

There are basically five moves in the game: Pump, Kick, Throw, all on or (but not too hard) run away from your opponent. If your opponent is sitting on you or he's attempting to pick you up for the

feet. A waddle will appear in the bottom left hand corner. The scale moves down as you wiggle away more furiously to escape your opponent's grasp. Get your yellow line to the floor below his and you'll come out of the computer.

The graphics are big and bold and there's plenty of crowd encouragement displayed as a floating noise. Smash close-ups of the players grimacing as they're knocked into the middle of next week add to the amusement factor. And the release has got to be a relation of Rudy Rupp's.

POWER RATING



UPPERS

- The wiggles matter in a good way.
- The fighters are fairly impressively drawn.
- The choice of moves is a bit lightweight.
- Half second effects.
- All that wiggling gets a bit irritating, and I don't want to mess on your wrists.

DOWNERS

It Wiggles... sorry, I mean wiggles... like this. What'll give first - your opponent your wrist or your joystick?

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The magazine comes from Future Publishing, a company that's been around since 1961, but which now sells more than 100 titles. It's a company that has other excellent titles like the other

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Commodore

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COVER DESIGN:

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ABC 60,045 (Jan 90)

Rankings of the circulation of 11 magazines

NEXT MONTH

BEWARE THE IDEAS OF MARCH

Yes, look out folks, especially if your name happens to be Julius or Caesar, as mid-March can be a real killer! It's three weeks into an issue of CF, you've tried out every demo, and played every game on the Power Pack, read every word, used every cheat and implemented each tactic tip. All you want now is another issue of the world's greatest Commodore mag to hit the streets. Well, if you've made it this far, then you only have to wait until 23rd of March - a mere eight days after the idea!

If you surnamed the dreaded middle of the month blues, you can look forward to the classic CF that will be known by the number 50 (because we forgot to change it) on the cover, that is, if, well, we can promise a smart little issue, if we do say so ourselves - but then we would wouldn't we! It's about all the best in Commodore computing, packed with games, reviews and previews, free games and demos, as well as all the regular features we've come to love and love over the last 29 issues of regular fun times. See you on the 23rd February folks!



AND THE NAME IN THE GOLDEN ENVELOPE IS...

SET POPPY'S FREE

The two winners of the Best Game prize are chosen from among the titles featured in Issues 197-200. The winners will be announced in the March issue.

The 10 titles are: Amiga Answer 5 (197 Plus), Amiga Answer 4 (197 Plus), Amiga Answer 3 (197 Plus), Amiga Answer 2 (197 Plus), Amiga Answer 1 (197 Plus), Amiga Answer 0 (197 Plus), Amiga Answer -1 (197 Plus), Amiga Answer -2 (197 Plus), Amiga Answer -3 (197 Plus), Amiga Answer -4 (197 Plus).

NOW THIS ONE'S A BIT TOUGHER

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THAT'LL BE BOLF HARRIS THEN!

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AR, BUY A DIABLO'S FASTER

The winner of the Best Game prize is chosen from among the titles featured in Issues 197-200. The winners will be announced in the March issue.

MAG*SAVE

KEEP WATCHING THE SHELVES

Please Mailer (or Mailbox) management, kindly reserve my copy of Commodore Format each month, starting with the March issue, on sale from Tuesday 23rd February 1993. 0 day rates.

MY NAME

MY ADDRESS

There are also forces of work don't believe us? You will on the 23rd February, when their forces sweep on all the copies of CF, simply to deny that CF has the chance of reading the best mag in the world! Strike back at the forces of chaos! Fill in this form and send it steadily to the management (they're on our side) so that they'll save your copy.

THE BEST COMPILATION OF ALL TIME



THE SIMPSONS MEET THE STRIPPED MOB IS THE FIRST VIDEO GAME TO BE ADAPTED FROM THE ANIMATED TV SERIES. IT'S THE ONLY VIDEO GAME TO BE ADAPTED FROM THE ANIMATED TV SERIES. IT'S THE ONLY VIDEO GAME TO BE ADAPTED FROM THE ANIMATED TV SERIES.



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