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POWERPACK

With two tapes this month, Clur couldn't manage by herself. So she enlisted the help of the Hairy Happenin' himself, Simon... take it to the bridge guys.

37

Look, you read the feature stuff, so work it out for yourself, will you? You're running along in sad land, with a view to collecting ten bags of magic dust, to give to your friend a huge

gold

diamond thing. The problem being that bags of magic are hidden behind various ladders that you need to climb to get that item. Once you've collected all the bags, find your way into the shrine.

Maybe it'll get into your cartoon.

Love and hate's reward you're turning sadland into happy land — a land of milk, honey and hundreds and hundreds of gold stars for you to fill your pockets with.

We hope you enjoy the demo (as do the Apex folks), and remember to watch out for the rather ominous redies coming next month.

In the mean time, we want to send a few of CP's more prolific readers, and get their reaction. Take a minute, you now get a choice (and all the associated dangers) of:

Maybe you'll see Kluge before looking on the infamous monster.



Simon — Personally, I never had much faith in all these new imitations, however better than us but they are (B&B).

Simon — You'll have to speak to my agent about those pre-announced rumours about Mayhem being any better than me.

Clur (Simon's agent) — What do I care? I'm King! The books from the kitchen shop down the road — You want some (uh) stuff with that? A staff writer who's stuck for ideas on what to write about a game that's already been covered for about the past year — Oh sorry, I'm trying to look.

Clur — Well of course I was the original multi-media relativity. I'm indeed man, thank you kindly so I expect Mayhem to be something of a rough ride. If I had to give five one big piece of advice I'd tell him to stay off the chessboard, man. There's nothing worse than chessboard abuse, especially when you're trying to sing like Las Vegas in a city.

QUICKSTART INFO
 See also: 1 Super Control 201, 2 Apex part 2

UP	Jump
DOWN	Drop
LEFT	Oh, this is
RIGHT	Just silly
FB	Change (go for wood like the happens or with 10000 (going through water platforms))

CF VITAL STATISTICS

GAME	REVIEW IN MONSTERLAND
RELEASED	THE APEN TIMES
REASON	NEET 20000
GENRE	PLATFORMS
CONTACT: 100	0706 614882





That spacey alien looks like Jim Morrison, eh?

A real fright on the coverpage shows us a few profiles. Finney Goddard, author of the recently cutting work, claiming society for its integration of human beings, and to add, toward attitude to the brown table from the planet "Plea".

The plot is centered around a young boy from an alien, green, hairy (causing social rejection to his own kind), based in South Central (California, who starts to recognize only through the actions of others, trying to kill her.

During his time spent in the platformed world of Eggenball, he learns to jump over obstacles, pipes, and in about anything else that is needed, which is a feast (opposite from the other aspect of the story, being his first experience with exploring himself) though it still is a bit hard that can only be about, well, I'll say about the inches wide.

Due to Finney's untimely demise, the



ALIEN

FULL GAME

western world is faced with three problems. The most immediate problem is that he was supposed to be appearing on tonight's show for an exclusive interview, leaving on a whole seven hours of the show to fill someone.

Secondly, what of the many questions left unanswered about the plot? Finally, what of the way in which society and the alien cut? Was this the final answer to the important questions raised in the actual film of Alien? Questions such as: How many eggs does Sigourney Weaver have in her hair?

Thirdly, in this piece, Finney shows the daunting symbolism of his own death as almost fatal, and subsequently, the whole piece disappears into a temporal position loop if you read page 147.



The screen just one more question to be covered in conclusion - if it takes that from three days to do a whole, what will a last leaving Paddington at 2170 arrive in Edinburgh, if the driver's name begins with "Spaz"?

QUICKSTART INFO

Date: Dec 1990 • Type: Casual • 100 • Difficulty: 10/10

UP	Jump/Slide through grate.
DOWN	Slide through a grate.
LEFT	Squidge left.
RIGHT	Squidge right.
FIRE	Shoot someone.

VITAL STATISTICS

CLASS	1. ALIEN
ORIGINAL RELEASE	YES
ORIGINAL LABEL	PERM
PROGRAMMER	ADRIAN LARSEN
GENRE	SCIENCE FICTION
DIFFICULTY	MEDIUM

The alien world of the game is a world of...
 You can do it!

It's a game of...
 You can do it!

It's a game of...
 You can do it!

BLOCKIE PD GAME



The aim of Blockie is to...
 You can do it!

It's a game of...
 You can do it!

MY HERO

If you check out last month's CP's PD Powerpak you'll find it run down on the New Heroes Binary Blastor is one of their top-five games. If you want a catalogue of their stuff write to Hero Heroes Public Domain, Bielefeld, Germany, 34110 2049.



QUICKSTART INFO

Date: Dec 1990 • Type: Casual • 100 • Difficulty: 10/10

UP	No use.
DOWN	Speed up descent.
LEFT	Move blocks left.
RIGHT	Move blocks right.
FIRE	Rotate order of colours.

VITAL STATISTICS

CLASS	SCIENCE FICTION
NUMBER OF PLAYERS	1
ORIGINAL LABEL	HELL HEROES PD
GENRE	SCIENCE FICTION



QUICKSTART INFOTitle: *Trek • Type: Command • Joystick: port 2*

This is a real adventure folks, input directions via the keyboard... and just to get you started here are a few letters that the parser will understand:

- M - Move
- S - Sit
- D - Describe
- W - What

LOOK - Examine your surroundings.
EX - When some object is examined that particular item.

GET - Move some of objects... Pick up that object.
POU - Take a look at what you've got in your pack.

PLBI - (Character - Talk)

LISTEN - Stand up and see what you might hear some sounds.

REST - Take a well earned break.

HEARD - Have an (possibly a lot of) talk... (see text).

KRON



FULL GAME

anywhere, but into the cold water, which would surely lead to certain hypothermia. So you must find another way of escaping off the formation first.

All around you all that you see are rocks, sea and water and more sea. But what's this, you find hidden in a ripped up compartment of the bag you brought in is a remote Scottish village... play the game and find out. Good luck and you'll spend little time here. Oh and if you get stuck, remember to game, touch your hands around wily in the air and then give loudly. It always helps.

ROME WITH TONY

If you liked the adventure, then I hope this will be plenty more where that came from including The Argon Planet. The programmer Tony Flores is offering some help with making your ROM to a subscription to Commodore Format. Check out the details on the Floppopack directly after them for some more info in contact with 1 462 2796.

VITAL STATISTIC

GAME.....**QUEST OF ROM**
 PUBLISHER.....**GOOTE SOFTWARE**
 NUMBER OF PLAYERS.....**1**
 ORIGINAL RELEASE.....**1987**
 PROGRAMMER.....**TONY FLORES**
 GENRE.....**ADVENTURE**



Up the line of moving road of a scene. The scene is dark, the light source is bright, the road is dark, the road is dark.

Well I'm sorry, but that's the most beautiful description of the sea that I've ever heard. Right.



Personally, I've never seen the moon that big in the sky. Maybe its brightness are low.

Luna Lander would certainly win a nomination in the adventure awards. It's not an mind bending as others but I still should carry a healthy warning. The trick is that it's such a simple game to play. You're in control of a landing craft that's released from the mother ship on the top of the screen at your command (hit fire). The point of the game is to avoid the aliens and crash down on the landing pad in the centre of the bottom of the screen, pick up a complement of goods and get back up for your mother ship.

You have three control options as gravity pulls the ship down towards the surface on your descent. Your ship can go to the left, to the right, or you can't let fire for a bit if you'd to work against the gravity of the moon. If you

LUNAR LANDING PD GAME



casually land on the target your next job is to return the craft to the

mothership that vehicle it came. Hitting the starts up the engine to take you at a standard rate of ascent to the skies above. As before you can control the left and right movements of the ship but getting down will start the brakes on and hitting the fire button will shoot your laser gun

(the aliens can shoot at you too now)

The bar at the top of the screen represents the fuel in your reserves - but get a good up if you thrust or brake. If you are up at your feet, run into the walls of the mothership, crash into an alien or get that you lose a life. Lose all five and it's game over man.

Note: Commodore Format takes no responsibility for the advertisements of this game.

QUICKSTART INFOTitle: *Trek • Type: Command • Joystick: port 2*

GENRE.....**Shooter on planet**
 LEFT.....**Move left**
 RIGHT.....**Move right**
 FIRE.....**Thrust on descent, fire on ascent**

VITAL STATISTIC

GAME.....**QUEST OF ROM**
 NUMBER OF PLAYERS.....**ONE**
 PROGRAMMER.....**SMALL CHANGE**
 GENRE.....**SHOOT, THROUS AND THAT**
 ORIGINAL RELEASE.....**SEP TO 1988 AND 1989**
 ADVERTISE.....**YOU HAVE BEEN WARNED**



Just your landing screen and you'll transfer all the items into a thing with



Remember, when you're in landing of Lunar Landing.



PD GAME GAME OVER



Clear across the slightly expensive middle. This is, however, totally beside the point, as there's a game to be explained here. Well, actually, there's a notoriously difficult game to be explained here: if you get the hang of it, and manage to stay alive, good for you, but for all those who don't manage that much, the aim is to run along and shoot lots of things, with designs on finding another thing and shooting that.

So run along and shoot, then shoot some more things, and run along, climb a ladder and jump onto a platform, if not something, drop down onto a pit and shoot two more things, before finally shooting the third thing and disappearing through a door in a wall. Strongly enough, this is exactly what George Rable used to feel most

Never heard a game with a "obby" - when the single activity involved, there was a rather lengthy old warner taking up most of the page. However, certain controlling boards, doing what they've found it almost completely unprofitable, and realised that she be control up. So, there was this huge metal too painted



"No, you, use 'Blade' is here presented by the all-world simulation department."



"It's leading the scene through the Snake Blade, in search of old, ball, work, alive."



"...gently like, and in other multivalent ways things. He's got a nice control too, lovely."

PD GAME CYFORCE



Ever wanted to be a robot warrior following your planet against marauding bands of weirdly equipped robot warriors? Now's your chance in this fat chunk of Binary Zone's PD library. Apparently your boss are developing a new weapon - robots with wings. If they succeed that's the end of the world as we know it (it's the end of the world as we know it, it's a bad thing). Your mission is to destroy any signs of the Super-Robots without getting shot.



"That spins on the bottom of the screen looks like binary rain of Binary Python."

FIVE FUNKY SCI-FI FILMS

The Abyss - Funny underwater alien movie.
Aliens - The best of the things.
Doctor Who - Dames, invaders of London - Super dandy, still around, skipping.
Silent Running - The only film to ever make Hutch cry. A real tear jerker and so majestic.



"The no-protection, stick between a ball and a hand shown happens to make that best."

QUICKSTART INFO

Basic Play - Page Control 100 - JoyStick port 2

UP	Jump
DOWN	Shoots
LEFT	Run left
RIGHT	Run right
FIRE	Evade, fire

Other info: SPACE bar for second file.

VITAL STATISTICS

NAME	GAME OVER
ORIGINAL LABEL	SHARON
ORIGINAL DESIGN	GET "BT"
PROGRAMMER	STYLANE
GENRE	EXPERIENCE PLATFORM
DIFFICULTY	YES, LOTS OF IT

QUICKSTART INFO

Basic Play - Page Control 100 - JoyStick port 2

UP	Move left
DOWN	Move up
LEFT	Move left
RIGHT	Move right
FIRE	Start a wild game

VITAL STATISTICS

NAME	EXPERIENCE
NUMBER OF PLAYERS	ONE
ORIGINAL LABEL	EMERY BERRY PD
PROGRAMMER	JAY TRAVIS
GENRE	SHOOT 'EM UP
DIFFICULTY	ISSUES, IF YOU'RE GOOD AT OTHER GAMES



"Memorably of the two shooting and, from was pulling a double take with that lip."



Grod's got some smashing idea levels. He brought them down the ladder marks. How were they?



Put back a bit, because...



"You bloody Gauds! Mmmmmmm. Promised the world to old. Gave me nothing. Ah."

GROD THE PIXIE PD GAME

before you know it you'll be lighting your way through a maze of caverns lit up with flickers of shooting stars. There're loads of pick-ups for extra points all along the way, but the fun comes with the using. In the quiet of course, being visual the get your 10 to 10 as Brodoox.



Grod? Yeah, eh, even the best machines were meant to be it for more things to cut their hair best. Any way, the game has the idea of this amazing PD best work wilderness war-up.

Caverns are very unique, more around the screen with the joystick and hit the bar buttons to blast the baddies left out. The weird thing about Grod's the changing game style, one moment you're floating around a screen and killing appearing in sight (Gauds TV playing), then the setting area will open up, and you'll be in a hazardous landing shoot screen. And this.

QUICKSTART INFO

Side 1 (Tap) • Tape Count: 100 • Joystick port 2

- UP Move up.
- DOWN Move down.
- LEFT Move left.
- RIGHT Move right.
- FIRE Fire weapon.

GF VITAL STATISTICS

GAMEGROD THE PIXIE
 NUMBER OF PLAYERSONE
 ORIGINAL NAMEGROD THE PIXIE
 PROGRAMMER BYBRAD BROWN
 MADE BYPROMISED
 CODES100000 100 00
 SERVICE FYMAGICAL (NOT ADVISABLE FOR AN EAST LANE)

PD GAME VIORIS



You know the score, move the joystick left and right until the block falls in the right place. Inside the block by pressing the 3 keys, how easy do you want? Right, now we've covered the instructions, here's a small review of Vioris with Cliff Eastwood.

"Although the game of this title is a little on the slow side, the reports acting by Eastwood as an aging screen agent and John Lithgow as a psychotic assassin fill the bits. This is truly a wonderful film, light on action but engaging throughout the way. Worth watching it only for the bit where Lithgow drops out of a jet."

Billy Scarsden Interview

THAT'S YER LOT!

Frank, Bob, Gauds that's our. The world's fun time was brought to you by Coe the Publisher (producer and writer), Tomara Implications and Gauds, each (writer and programmer). Our hope (producer and writer) bring you the game called the the game and Gauds (producer and writer). You

QUICKSTART INFO

Side Two • Tape Count: 200 • Joystick port 2

- UP We're feeling very.
- DOWN Speed up/delay of piece.
- LEFT Move piece left.
- RIGHT Move piece right.
- FIRE Rotate piece through 90°.

GF VITAL STATISTICS

GAMEVIORIS
 NUMBER OF PLAYERSONE OR TWO
 ORIGINAL NAMEGROD THE PIXIE
 PROGRAMMER BYBRAD BROWN
 CODESTWO PLAYERS 100000
 DIFFICULTYHOW TOUGH IS TETRIS?

Grod, Cynthia, Luna Lander and Pious are brought to you courtesy of Binary Zone, if you want a catalogue of their stuff write to Binary Zone PD, 24 Portland Road, Durdley, Gloucestershire, WR9 7DW



Drop a marble and try a bit of the player action in this blocky and confusing puzzle.



Watch a marble of a customer see. It's been two weeks of use and screen of rain, Britain, eh?



CHARTS

TOP TEN

- 1 **WWF WRESTLEMANIA** ▲
HIT SQUAD £3.99 **CF23 88%**
- 2 **RODLAND** ▲
KIXX £3.99 **CF24 89%**
- 3 **STREET FIGHTER 2** ▼
US GOLD £12.99 **CF39 89%**
- 4 **THE SIMPSONS** ▲
HIT SQUAD £3.99 **CF33 90%**
- 5 **TERMINATOR 2** ▼
HIT SQUAD £3.99 **CF38 73%**
- 6 **JAMES BOND 2: ROBOCOD** NEW
KIXX £3.99 **CF33 90%**
- 7 **DIZZY: PRINCE OF THE YOLK FOLK** ▼
CODEMASTERS £3.99 **CF17 91%**
- 8 **ADDAMS FAMILY** NEW
HIT SQUAD £3.99 **CF24 93%**
- 9 **F1 & COMBAT PILOT** ▲
ACTION 16 £3.99 **NOT REVIEWED**
- 10 **CREATURES** NEW
KIXX £3.99 **CF26 94%**



CHART FACTS

All look, you've done it, you've actually slipped below SP2 in your chart! There is a good reason in the Top 40 this month there are:

- 8 Day games - You'd better watch out!
- 1 game that was at the top of the charts but isn't new.
- 7 sports
- 11 role platform games
- 3 educational games
- 1 CD game - strange that, isn't it?

TOP TEN ALLITERATIVE GAME NAMES

BUBBLE BOBBLE (US Squad)
MADON KANE (US Squad)
SILENT SERVICE (Kixx)
SUPERSTAR STEINBOUR (CodeMasters)
SUPER SCRAMBLE GUN (Kixx)
FAMOUS FIVE (UP Powerpack 24)
DAN DARE (Virgin)
DOUBLE DRAGON 2 (Romix)
NOTES NELL (The Suite)
DREPP IN SPACE (Livesport)

10 BOOKS THAT ARE HANGING AROUND THE OFFICE

- Mandrake The Magician by Lee Falk
- How To Play Tennis by Clarence Jones
- The Angus Catalogue
- US Infantry Combat Vehicles Today by Steven Salago and Michael Green
- Monsters Of The Movies by Denis Gillard
- Animal Magic
- Ruggones by Walter Lewis Smith and Paul Sparks
- Treasure Book For Boys from Amex Company Limited, London
- The Doctor Who Annual 1973 starring Jan Pertwee
- Magic Star Annual '73

SNIPPETS

Bong, bong, bong, bong, bong, bong, bong, bong, bong, bong, here's the late news.

EDOS



All the software you could ever hope for with EDOS.

Future Zone have now completed their test of the revolutionary Electronic Distribution Of Software system. EDOS has been on test at their Learning Spa and Telford stores and has been so successful that they're now expanding the network to cover over three quarters of their nationwide stores.

EDOS enables retailers to hold a catalogue of over 2000 games without actually having to stock the games themselves. The programs are stored electronically on CD-ROM optical disk and copied on 5-25in. or tape as the customer walks. This will mean increased availability of 64 games that were previously only available through mail order houses. And will hopefully give the 64 software market a much needed boost.

GET A GRIP

Everyone has a favourite joystick, a trusty lump of flexible insulated plastic that's been made when the Godfather™ technology. What if you need anything like more than it probably doesn't function has intended. The good news is that there's a new joystick distributor on the market with some great looking new models.

The first Magritte II MAX 3200 looks like the perfect light customer joystick with a led handle and five button built-in to the top grip. If you're more of a platform gamer than check out the MII 120. It's been joystick with a really steady feel. Both models are available from Commodore Games plc, Haverham, England, Tel: 0784 4061 517 5200.

FUTURE SHOOTER

So you reckon you're great at computer games, why not tell the world with a new range of fashions made especially for your PC/futureworld of state gear. Future Shooter's clothing for screen warriors adds designs taken from the Future Shooters cartoon strip set in the year 2071. The star of the graphics:



Get Future Shock style, check out the Future Shooter, too.

APEX BOO-BOO

Once, all the way through, was down the mountain called Judd and Steals, the Apex boys, the Alpha Twins. The Alpha Twin you see, is a fat furry bear which Hutch seems to be too much. Promise never to drink again. Chaps, sorry (sobbed) the Alpha Twin is giving support to the obviously good Bogdan Ward-Tan 240 on their Black test in October if you can get hold of tickets, do you. You would say it, I promise. - Chat.



Henry Mania, Programme, Teresa Baker, the Alpha Twin plays my head of music.

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for others.



KEY:
● ORIGINAL RELEASE
● BUDGET OR RE-RELEASE



MAYHEM IN MONSTERLAND

Eat your heart out Mr. Spielberg - the Apex lads are about to come up with the goods. Clur goes prehistoric and brings you the latest on the dinomania sweeping Britain.

For the past year, if you've heard from us, it's been great. *Mayhem in Monsterland* is destined to be. Now it's coming close to the time of releasing, and next month we'll have a fully finished, working copy of the game here to review. For those of you who've been stuck in a very dark cupboard for the past year, here's a run-down of the game itself.

Mayhem will be, first and foremost, an economic platform game. But will surely become known for having the latest dinosaur to be unleashed in its star.

Each of the five levels is split into two bits: odd and happy. In our effectively here, the levels of the squishy mayhem to contend with. Each level starts off full of doom and gloom, with monsters hiding bags of magic dust for you to collect. Once

CF VITAL STATISTIC

GAME **MAYHEM IN MONSTERLAND**
 DEVELOPER **THE APEX FOLKS**
 CONTACT NUMBER **0706 834962**
 PRICE **£19.95**
 AVAILABLE **NOW**
 OTHER INFO **TAPE OR DISK**



The dust up in the town's falling everything from you. But what? That's what you're out to find out.

you've got the required amount of dust it's time to take the bags to the Square (one of the island dinosaurs in *Monsterland*), he can then sprinkle the dust all over the land to make everyone, even the frogs, frogs and clouds. Then you get to play the level again, but this time to be purely selfish and pick up as many points as you can.

To see just how fab the game promises to be, take a look at the *Zero* we've got on this month's *Play* page. What you have there is just one third of one of the five huge levels in the first game. The Apex lads were in only yesterday with a rough version of the *Zero* we'll have on next month's preview page, and it looks just as golly.

It'll tell you what, let's turn *CF* into the world's first interactive magazine (2007) and your best bet: we'll send it up now and I'll show you just



Mayhem can not only jump higher than the tallest building, but he can walk through walls too.



For better or for ill, the more points you get for collecting them, the longer your jumps last.



How many stars does a Yoshi have? Is a Yoshi's egg pink or red? (Don't ask.)



How many problems with Super Mario 3? (That there's just too much of that egg's pink color.)



Shouldn't there have been another collection of this color scheme. Tell about psychobabble anyway.



What can you do with our little professional pal, Koopa? Then it'll begin from where you are going up the slope, hit the Koopa walking around under the tree, and you'll get a ledge. Sledge Mephos along gently until near the edge of the ledge. See his face... aah! huh!

Just follow and to the right of the ledge is a secret bit of platform that looks a bit different to all the rest. You can stand on it, rush over it and jump off it like any other bit of platform or ground, but you can also fall through it too. I suppose it's a bit like having a not very secret secret entrance. To fall through to the room below stand on a thin slanted line and hit fire. You should now be in the dome.

gloom of the cave below. Why are we here? Just take a look at the platform above you. The detail's amazing, check out your back issues of CF for the How To Make A Monster series if you want to know how the Apix lets you get that great shading effect.

Now, if you get out of that cave above check out the tree to the right of the entrance. The tallest thing about the trees in MarioLand is that they're all great climbing trees. So there's two ways to get to the top of this tree to hit the Koopa sitting atop it. There's the direct jumping off the platform one instead method. Or there's the climb-up-the-tree-and-swing-up-on-him-from-underneath method. By the way, that guy's worth killing.

He's falling one of the huge of magic dust. Oh yeah, don't forget to cut through the rainbow umbrellas that this. It's a real pain.

There's ten bags of magic dust to get before you can go onto the happy bit. A lot of magic, but it's worth it. Just read on and check out what's to store for you. For one thing the graphics change dramatically, most before that a brighter more colorful game here on the 64. Remember that tree with the Koopa on top, this time the Koopa's holding a rather special

item that which gives you the ability to change some of the landscape. The extra speed not only means that you can change Koopa's instead of jumping on them (but that you can jump even further than before. (Charge off the left from the start point and there's loads of stars for you to pick up.)

There's another treat in store way beyond the next point. The stars that were once dry, dark and particularly sharp are now full with clear fresh rainwater in them, as well as a few really looking like tea. Even when you've finished the game you'll come back here and there again, it only for a look at the pretty landscape.

If this gets less than a 'cooler' it's very surprised. Why they won't be the reason it's so well. It'll be a damn good excuse to sit in the office playing it all day. Mind you, I'll probably do that anyway, even if it's. (After all, it's not the best way to live.)



Always mind before you jump, you never know what's lurking around there.

NEXT MUMF

We finally get our silly little on the toughest version of MM. We've decided to devote a fair old bit of space to the game and the entire team will be giving their opinions. We'll also have a rather exclusive little chat with the Apix boys in which all your MM related questions get answered. And so it that wasn't enough we'll also be juggling 10 challenges while we do it. Preview the game that is. Oh never mind, again back here next month for the G44 event of the year.



THE ULTIMATE PLATFORMER

Last month it was flight sims, this month it's platform games — our self-professed genius on absolutely everything ever, Simon Forester, dives once again into gaming archives to piece together the paradise platformer.

It's older than time itself. The idea of having a bloozy 2D game — Clut stomping around a split-level screen leaping things is definitely nothing new. Having said that, we've been so many different variations on the theme over gaming history, the boundaries are beginning to blur — I think a definition is in order.

For the purposes of this feature, and as a general rule to work by in future, we're defining the platformer as a game in which you control a character who's main aim is to make him jump around a screen, surfing, crouching, bounding, and using features. Basically, they're just platformers, collecting bits, avoiding bad guys, or a tough mixture of both. Classic examples are *Crackout*, *Clut*, *Redland*, *Mayhem*, *Mr. Monkey*, etc. In one style of game we won't be including in this category for now is isometric games such as *Knightr*, *Lone Allen* & etc., as the only confusing thing, and we'll avoid as having to include *Freelance* and the like. Anyway, off with the then...

HMM...

First off, a plot is essential. Without an initial reason for doing whatever you're doing, the whole thing falls apart. Plot is really a lot more essential to platform games than it is to most other genres (with the possible exception of role adventures), as the odds are whatever you're collecting or trying to achieve would always benefit from a

little explanation (unless you demand about ten-ups, in which you just have to concentrate on killing every last thing in sight).

As for plot, well this all comes down to what you personally prefer. And as this is the ultimate platform game (that's right, *there* isn't) I have an epic struggle, with a sea of gobs — it's more fun, and increased game life to give

me when I say that this is a good thing — how much fun would you honestly have jumping into the sea of a platform and putting a loaded chain through someone's skull? None at all (unless you did it professionally). If you ask me, the only way to dispose of a thing is to jump on it, or commit to get out of the physical violence or it — it may not be as realistic, but believe me, I sure feel good (How this is a bit more like the *Blades* I know — Huzz!).

YUCK!

Gloxy

Well, the first one was also really, but after the seventeenth (or so, the job-stopped) meeting this and powdered near falls in whittling down the item.

Geymour

A potato. It's sorry.

Huxley Pig

AAAAAAAAAAAA! It's complete could never before has a game broken as many rules of difficulty, graphics,

gameplay, speed, or anything else that makes a game, as opposed to a nuclear weapon any more so.

Gloxy

How did that get in here again? Oh well, I suppose it's fitting, really...

Gloxy

Look — how can I get through to you so that it's just not funny any more. There are only so many things you can do with an egg, and right now we've had to throw on to it this programmer wasn't all ideas for a weak type of uses.

AAARGH!

As with most arcade games, there are bad guys. This is a fact of life — whatever you're trying to do, there'll always be someone or something out to stop you. Well, at least the motto is this: Arthur stole away, and why can't I do anything original? — Huzzo! So the items, awards, death count, etc., were found to follow you into the game sooner or later — the problem is, how do you dispose of them?

The Big Boys Book Of Platform Game

Writing will let you (on page 17) that

there are two types of villain —

those you kill, and those you avoid. I think the avoiding

is a fairly self-

explanatory, but

disposing of a bad

guy isn't as easy as

you may think.

For platformers, any

platformer worth its

salt will make

damned sure you

don't have a gut. Trust

me when I say that this is a good thing — how

much fun would you

honestly have jumping

into the sea of a platform

and putting a loaded chain

through someone's skull? None

at all (unless you did it

professionally). If you ask

me, the only way to dispose

of a thing is to jump on it, or

commit to get out of the

physical violence or it — it

may not be as realistic, but

believe me, I sure feel good

(How this is a bit more like

the *Blades* I know — Huzz!).

GERR!

First glad. You're in a really positive mood today, aren't you, Simon? — Huzzo! How is that what's commonly known as GDS — Infectious Death Syndrome. Ever played *Jet Set Willy* that, it's gonna you anyway — some jelly almost trip, but I will tell you that there will be occasions on which you'll crash into a waiting robot or something, die, and start your new life right on top of it again, dying a fraction of a second later. This is probably the

most common way to win a game without putting

Geymour in it, so be careful!

The above GDS problems stem from not having reset points. These are safe spots on a screen on which you'll start if you die. In some of the more advanced platform games (like *Mayhem*), these reset points can be activated by the player, giving her (she — Clut) a lot more control over where her (she — Clut) about to get poked. (Geeze! — Huzzo!).

BLEURGH!

Right folks, for all those hardened veterans out there, this is the bit where we recommend you keep a bucket handy.

Now I hate to say it, but our games, despite being hated by everyone except for people with serious mental deficiencies, are actually quite fun, really aren't they? I mean — how could anyone not enjoy the raw exciting fun against full armies of Huzzo! If there's one thing more satisfying than simply strangling the creator of child-proof medicine bottle tops, it's watching one ball of fur smash another ball of fur's head into a wall, and quite frankly, anyone who wouldn't sit, mesmerized, for



at least half an hour or most of each spectacle must be an exhilarating day-tipping alien from the planet Slingshot.

ICK!

Okay, this is where the really serious stuff begins. I'm talking, of course, about the more complex games, such as *Alan* 2 (which I had the pleasure to preview last fall), *Bionic Commando*, and the like. There are two major features that separate this type of game from the normal run of the mill platform games: exploration, and size.

You see, if you take a look at some of the most advanced but platformers, you'll find that level they are constructed as a horizontally scrolling barrier. So what about all those four-way scrolls that let you wander around huge buildings, massive landscapes, and enormous masses of terrain? This is where the fun really begins.

And what if you decide to begin, then with *SuperMetroid*? The reason it deserves a special mention is because of its novel approach to exploration. Imagine a huge mesh of underground tunnels and rooms — *Alan* 2 style. The one major dilemma with this type of game is that you can see a lot more of the maze on the screen than the room you're in. This is at very well, but it hardly does much for suspense, does it? Well, this is where *SuperMetroid* really came into its own. Imagine that the terrain isn't flat, but as you go through them, they systematically become visible. That way, you'll never know what's coming next (even when you're about to jump onto it), and the sense of exploration is heightened, as you can always be sure that the only time you'll catch a glimpse of what's to come is when you're standing there playing it. This is something that every larger platform game and department store should have.

OH!

However, I get the feeling as may be straying off the point just a little by talking about these more complicated games, as they seem to take the idea of platform games and blend it heavily with what could almost be described as a text adventure without the text (Are you sure you're quite alright? — Munch). So the result is platform action with so much more depth in the exploration and mapping areas.

Whether this is good or bad is another matter entirely. On the one hand, you see, you'll be playing as much more than a platform game, as you'll be exploring.

experimenting, and seeing more and more of the game without necessarily having to master the platformer aspects straight away, but on the other, deeper platform games always seem to lose the wonderful complete attraction and powerful straightforward gameplay.

KER-CHING!

There is a point in every writer's career in which they have to cover some deeply terrifically absurd or original, and I think mine has just arrived. The real crime in this instance is, unfortunately, borrowed games. Most of the more shallow platformers manage to avoid the foibles of a *Super Mario*, but few of the deeper titles live through the initial and end manage a full English breakfast.

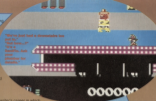
You see, there is always one major problem with film and TV licenses and that's that they've got to stay as faithful as possible to the storyline. This usually means that any *Alan* film produces a grossly deformed child of a game that involves a loose running round killing people. Trust in the film, yes. Fun, most definitely not.

HUH?

Before you go, you might think about a few of the more alternative platform games. Take *Learnings*, for instance. In theory, it's just a platformer, but if you've played it, I think you'll agree that it's quite a bit more. You see, what Pajogross did was take the classic levelled platformer idea, and took it to heart a completely different viewpoint. This kind of approach creates a completely new and highly original game, the success of which I hardly have to remind you of.

Then, of course, there's the other twist to the classic idea that so *SDA* owners, you've missed out on — *SuperMetroid*. Imagine a scrolling platformer in which the main character was completely useless, and just walked forward. It's your job to place bits of landscape and various blocks in front of him, underneath him, etc. to get him through the hazardous terrain unharmed. Okay, so maybe it is completely unusable to you, but it most illuminates the point that with a simple twist you can turn a completely normal home-boring platform game into a new, exciting, and best-selling piece of work.

"When you feel as if you're in a dilemma, you've got to try!"
"Yes, a SuperMetroid game is always the solution!"



TADAAA!

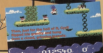
Right, so I've weighed in the facts, and decided on my verdict. My game must have the following:

- Complete but fun play, using a scrolling landscape format instead of a flat scrolling one thing.
- Hero with flexible sound messages, always on the ball as far as I am, and only worry about things that move.
- Clear restart points that I can activate when I want, and so I always know where I'm about to appear, letting me live for over half a second (staying alive after that is my own problem).
- A marginally cute character with a lot of hair and no family ties to playing problems.
- A pretty large play area full of interesting and varied stuff to explore and do.

My ultimate platform game will not feature any of the following:

- Clones.
- Any *SDA* links with films, books, songs, comics, and brands of satellites.
- No game. It's not that I'm against violence or anything, it's just that there are at least one hundred better and more entertaining ways to kill something funny! Let me out of here! — Munch.
- Clones.

Er... most on a minute — here's my winning or about the ultimate platform games, and I think I might just have given it.



What's better than down the road? To be totally accurate, it's the platform game feature.

The second Future Entertainment Show PREVIEW

The biggest event of the year won't be the opening of Rhyll District Council's new brick bus stop. Hutch has the news, mates.



Was the lobby game table greener and emptier this year? You could almost swear it had.



The FES? is being held at the picturesque Olympia this time though.

Round about November last year Future Publishing (the company which publishes *Commodore Format*) threw a little party. It was called the Future Entertainment Show and some 50,000 punters came to celebrate computer games in its such an overwhelming success. That we decided to do it all over again only this time, bigger and better. Step forward and bow then: The Second Future

Entertainment Show. Its what have we got cooked up for you?

Well for starters, absolutely every significant software house will be there.

Each one will have a funnishing stand packed full of computers, arcade games and special attractions like human fee-

challenges and celebrities. Everything from face painting to foreign road is catered for.

Last year, for instance, *WWF Wrestling Action's* wrestling game, 'The might be forgiven for thinking that those dated console things had taken over the entire computer games world, you'd be wrong of course, but that's what people think. Get down to FES? and you'll see that

computers (there's real computers like the 64 and Commodore's other baby, the Amiga are most definitely still in charge. What's more it's your chance to show these supposedly great games players, how to really rock up a high score. Or try out the games, and when the crowd of spectators ask how you did it simply say 'It's one of the top-scoring, appearing, stance floating, handless on Copic.' Or something clever and witty instead.

ONE FM

Last year the radio one topshow broadcast live from the show and they're doing the same this year, only more so. The mainline will be there during the whole show, with satellite pop stars and radio Cuz popping in for guest appearances. They will also 'be' a three hour live broadcast from the show.

GamesMaster are going to be a rather large game night big thinking presence at the show. They will be broadcasting live from the show on Thursday the 11th from 6.30 to 7.00pm, while during the rest of the week they'll be running challenges. The show's front row game comps, Dexter Fletcher



"There's a real buzz, and this is not an exaggerated Florida with no extra barbers."



(Spies out of Press Gang) and various celebrities people will be turning up to try and boost their opinion ratings with the young and influential. Hurrah.

ALADDIN NEED

Finally, if you get bored to the show on the Friday you'll get a top preview ticket to Disney's absolutely fabulous new cartoon, Aladdin. This is the film which featured the famous song 'A Whole New World' and is so funny that I nearly fell into the state of hypnosis at those clips and jivebeat sequences. These previews will take place on Sunday the 21st of November at 11.30 at venues up and down the country. Just three days after the national premiere and before the film goes on general release.

Now personally, my pants are already trembling at the thought of all those games, cables and HODGINS and if you're one, then get your ticket now. You cannot, I repeat, cannot buy tickets on the day, only in advance. To ring the ticket hotline on 051 956 9965 or write off to Future Entertainment Show, PO Box 2, Dismant Post, South Wales, MS8 2BA indicating which of the four tickets you want to go on. Tickets cost £9.95 for a single or £24.95 for a family ticket (group must comprise at least one adult). Don't blame us if you leave buying your ticket to the last minute and can't go.

SPOT THE SQUAD



Spot a member of the crew of FESP? And here your photo taken.

For when if you don't get lucky and win one of the ten lucky tickets? Well thanks to Colin the Publisher's enormous wallet, we've some great news. If you pay your money like the other 85,000 punters then you can still get some exclusive goodies. The whole CP team will be at the show, wandering around in the vain hope of bumping into Barbara Penfold or Brad Pitt.

If you happen to meet one of the team, you can name your favourite from them by saying "Little fifty you're so shiny being out a great and great and big shiny." The team member will then take a picture of you both together (we'll all have Polaroid instant cameras) and bring you a badge, sticker or other shiny item.



The credits take a while to print in the July magazine.

WINNER
FREE
ENTRY

PLAY A GAME AND WIN £10,000

If you're a bit strapped for cash and let's face it, who isn't? Then you might be interested in the rather excellent competition which Future Publishing is running at the moment. The

National Computer Games Championship will be fought out up and down the country in regional heats from the 25th to the 29th of October and a grand final at FESP where the winner will walk away with a cheque for £10,000. Lumme.

The regional heats take place in large Games Centres and Magazines during half term week (October 19th - 23rd) at Scotland at the East Kilbride, Perth, Edinburgh and Glasgow shops. The best contenders over the week take part in a regional final on the Friday and the winner from that goes forward to the grand final. The games you'll have to play are Pinball Fantasies on the Amiga (C65) (juvenile), Thunderbolt on the Mega-CD (juvenile) and Wars: All Stars on the SMD3 (big boy).

If you live in England, Ireland or Wales then get down to the Bolton, Glasgow, Manchester, Birmingham, Coventry, Bromley, Croydon, Guildford, Black, Brighton, London Games Centre, Watford, Marble Arch, London Magazines, Bristol, Cardiff, Dublin, Belfast, Galashiels, Newcastle, Sheffield or Norwich stores during half term week (October 20th to 26th) for your chance to enter the regional final. Each regional finalist wins a Mega Magazine, a SMD3 and an Amiga.

On the big day of FESP the ten regional finalists will compete against each other to win the big £10,000 prize. The runner up will get £4,000 and the rest get a really hot car on the back and a nagging feeling that they could have done better. The whole thing will be shown on national TV live.

So get your tunes down to nights during half term and show those plucky console owners what real gamers can do. The counting is on.

GOLDEN PREVIEW TICKETS

Now this really is special. Here months you might like to consider buying your copy of CP earlier than usual. That's because while buying a £2000 CD which you extremely lucky Commodore Personal readers will be invited up to the show on the Thursday for a special sneak preview.

Now as if that wasn't enough, the golden tour will be given by my good old, Mark, the editor of this precious organ. So not only will you get to get into the show for nothing, but you'll also get in ahead of the twenty thousand other fools who'll be turning up. It you're really good I may even buy you a little car... and a magazine too. In the November issue of CP we'll be printing a password. The first 20 of you to phone our Reader Call Line (0-2025 442294) after 10.30am on the 27th of October saying that password will win the tickets. If you've missed that you'll get our amazing machine. So... chance, but not too late.



Small photo credit of FESP members.



Oh Mark, there's another Christmas.



MAD MUSIC

Dear TMB,

1 On Wednesday I

phoned you up and there was a hell-screeching machine. Then some brilliant voice came on. Then somebody said, "Hi this is Commodore Format, we can't answer your call because we're too busy playing Creatures. jmm, I mean working on the mag." Who was that? Dave? Then somebody shouted "Dave where's my coffee?" Who was that? Clue? The music is great. 2 I was watching Grottag's show once and it said at the end "Light Control Suite Campbell" is it your Colin?

Our resident gooey mass of neurons and receptors can open a carton of milk without spilling any. If you'd like to ask him how, send your mail and pictures of Vanessa Paradis to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

3 Do you think I looked like a 10 and a Black long time but, for look it 10's sharp and then said they'll be it a 1000 or so an hour. My eyes said, "Tonight, I can get a new one for £50." Should I have said £40? No, why? It is not,

how much do you think should I have cost? Oh X (you don't include your name), Birmingham

1 The videos you heard on the tape were indeed Dave and Clue. It's your head that's got an awful lot of time playing games and too much actually working, but then you humans are a busy bunch at best. Incidentally, the music was from Creatures.

2 It is. Colin's a bit more than a dog because he's got a job but can still enjoy the patrol. So he's probably Grottag's asking for a bit of work and a nice gift and said that she had an exclusive light control assembly going. Well spotted M X.

3 Why said is very steep, especially when, as your mum pointed out, you can get a brand new one for £20. The trouble is that, although the problem's quite a small one, the shop won't do the repairing as a well-published magazine specialist and used to getting paid a lot for an hour's work. My advice is to get a new one, because even after repair the problem may recur anyway.

BRILL BRAINY BRAIN

Dear TMB,

1 I'm glad the Spexxy and Amated are dead now. Am you?

2 It's a shame that the EXX4 is so hard to get hold of these days. Do you think there's any chance I'll find one? Who could I contact to purchase and get hold of one? How much would one cost?

3 Why are you so brainy and brilliant?

4 I think the Magazines and GMS are a load of toshish garbage which could never compare to the magnificent 64. Do you agree?

5 Will the 64 be able to stay alive for another ten years?

Steve Thompson, Harlow

but you'll probably have to put with about £100, which would buy you a lot of games.

2 Lots of Dan Peppi, a great brain storm in the morning, McDonald's Chicken Nuggets, The Don Show, substantial morning, Vanessa Paradis and the Doggie Planet.

4 Absolutely. Most arcade games are pathetic, they have lots of colours, nice sound and maybe even a well-known theme, but they're rarely playable. Arcade owners are desperate individuals who seem to have forgotten that games should be fun. Besides, who wants to spend £75 on one crappy game? You could get 10-200 games for that price.

5 If you're not Steve, who can I ask him to reply also, then it will. It's so simple as that.



Buyer's issue, always update, 1993 get the while they're hot.

SX EXPENSE

Dear TMB,

1 How old are you?

2 Will your great magazine ever have its own game?

3 Why aren't your pages in glorious colour?

4 How much is an SX?

Other Drawing, Leeds

1 Hard to say really. I was born when space curved in the original universe forming millennium. So I'm getting on a bit, certainly over 50, that's terribly old.

2 If someone would care to write one for us then



I'm sure it will. Why not write one yourself. Actually if someone creates a sufficiently brilliant game I'll continue **HUSH** to put it on the PowerPack. Can't say later than that. Can it?

- 1 Because I had more distinguished in grey.
- 2 How much is a Spooky Burger from Schwanz's in Bath? The cost of computers depend entirely on who's trying to bog it. Can't pay any more than about a hundred quid.

LIFE'S GREAT ADVENTURE

Dear TMB,
When I opened CF88 and saw that you'd written a special feature on adventures I was extremely pleased. I just had to write and congratulate you for taking for this much-maligned game style.

I've only had my CDi for six months and right from the start I have enjoyed playing both and graphic adventures a lot more than any other game format. As I've struggled through each game (only having completed two), it was very disappointing that you didn't mention adventures in your magazine, though I still bought it each month.

I thought that *Conquest* is a brilliant game and that you gave us *Jurassic II* a over though I'm completely stuck on this. It's still good fun to play. Please give us more adventures on the CD-i range. Also please make adventures a regular feature of your magazine. Keep up the good work.
Alec Gardner, Swinton

Hush is looking into this at the moment. We put games on the PowerPack that we feel will provide plenty of long term enjoyment to all our readers and we don't distinguish between adventure and arcade games in that regard. If there was sufficient interest in having a regular adventure column then Hush would undoubtedly start one. Make your noise.

OZ QUIZ

Dear TMB,

I love your page, but I can't stop and chat due to space

constraints; I really need to speak to Terry if he's still

Ed. by the time you get this. You see by the time your mag gets to us, the tempo does have long since passed, so I've got an idea for a permanent compo. You set it as a monthly fest, with some technical specifications and

FULL FRAMES FURY

Dear TMB,

- 1 In the contacts page there is a CF error 05. Why are you never in it?
- 2 Why does everybody dislike Roger Framers?
- 3 Why do you abandon the poster pages?
- 4 What do you think of *Jurassic Park*?
- 5 How dare you say Hudson Hawk is a rubbish film?

• Why is the Ed's favourite team Bristol Rovers?

• What's the best

deal 'set-up' on any

format?

• Bruce Lockney,

Gloucester

1 They'd find

it easier to find a

price on more

of the best

papers.

2 Because

he's a

competing chip

with Ted Smith.

• We asked you our

night-games

games which you

play while a main

program is loading.

The reward for this

could be an item of software, it seems that all in the games on the PowerPack are connected and loaded low into memory. This means, maybe, from 09:00 to 10:00 look for a small game. Let's face it, if a small fan to have a satisfyingly quick load! Time to twiddle your thumbs while loading.

Simon Brown, Woburn, Aushalle.

P.S. I'd like Michelle Pfeiffer over Trenton

Reaper any day.

You must be psychic, Simon. Terry's not the father any more. Hush is, but anyway Hush tells the

ROGER'S RETURN

Dear TMB,

- 1 Are the *Backlands* *Boys* twice? Because me and my brother are mates.
- 2 Why don't you review PowerPack games?
- 3 Where is Roger cooking lunch?
- 4 How that we like him, we're just interested. By the way, we have a head of school, but she doesn't look a bit like you.

Paul and Michael McMillan, Deer Greenhead.

1 They are twins, although as you'll have probably noticed from the photos in the magazine, they're not identical. Hush and Ottie went out for a bit of a stumpy session with their parents and we can confirm that Steve's jolly quiet and John still House of Pain. They both have large Oz-related beards.

and Oz-related beds-in clothes.

2 Terry got rid of the poster pages because he felt that the two colour pages would be used much more frequently by other books.

3 It's Ted, especially that Oz where one of the chapters keep up towards the ceiling to try and get the job. Oz comes I hoped. Splitting some up with the complete graphics for those *Backlands*.

4 How dare I say it! Because there are my pages and I can say what I want. The fact remains that Hudson Hawk's a rubbish film. Hush said he quite enjoyed it though which just proves how deluded he is.

5 I can't, it was Terry's favourite team. Hush can't stand football and we don't have a team. He does however support Bath Rugby club. Somerset Cricket club, the New York Rangers ice hockey team and the Knicks basketball team.

• International Karate

Plus nothing comes close to its excellent two-pager edition.



that he's always happy to receive stuff for the coverage and that if it's really good the author will receive some reward. So get writing. Oh and Hush agrees with you about Jo Pfeiffer, although he replies that Vanessa Paradis is better still.

HENRY'S CAT LIVES ON

Dear TMB,

Why don't you have a hardware review section? It would make choosing the right stuff

3 Because if they're good enough to make it into the tape then they're top-quality. The scores would get pretty microscopic.

• He's trying to make it back for Christmas.

• Then again he might get lost or mate.



much easier. Anyway, see long and prosper, oh pulling off.
Garrett Remage, Portland

Because there's this massive amount of hardware out there for the Am, if any stuff does crop up that isn't all of yours give it a rating. If there are any companies out there who don't foresee they'll be reviewing send it Commodore Format! (30 Morrisville Street, Bath, Avon, BA1 2DY.

I LOVE CF

Dear Mike,

- 1 Are there any plans for James Bond 1 and 2, Jail, Prisoner of Paris, New Zealand Story 2, Creatures 2, Paradise Isle and Aquatic Games?
- 2 When I load Creatures 1 on my C64 with 16K1 drive it loads perfectly, but when I load it on my C128 with 15K1 drive, it doesn't load at all. Well, sometimes it loads. How on earth is this possible?
- 3 Could you please put a game editor on your brilliant PowerPack?
- 4 I want to connect my C64 to my Am. How do I do that?
 Brian Lee, Halifax

- 1 No. Except that Creatures (A in a certain state) plays on a Commodore 64.
- 2 Must feel some pain left on the Creatures 2 boxes, either that or your 16K1 is a 16-020?
- 3 Must say it'll be up.
- 4 The best way to do this requires the use of a video card or a C-6. Connect your video card to the Am, if the video card has the "TV-Out" port it's best from the CF Out connector that back through the Am's auto call socket on your original or special socket (see Auxiliary on page 84). Turn everything on (remembering to set the 78 ohms to the number of the video) and you should get lovely good loads.

CUT PRICE FIFTY

Dear Mike,

- 1 Wizard Games are selling Final Fantasy for £2.95. At Software City it's £6.95. How come?
- 2 On Laser Mips, when I complete the Palace gardens level I won't load the dungeons level. I've tried turning the tape over but it won't work and in the instruction it says something about that too.
- 3 How come you're not the top fifty down to the top list?
 Ian Smith, Newcastle

- 1 Wizard Games have obviously discounted the game to £2.95 from their stockist.
- 2 When it fails to load, take the tape out straight away and put it

I'M SO DIZZY

Dear Mike,

Every month I'm amazed sometimes by the amount of contacts of CF (and I'm not saying that to get my letter printed, honest), so here are my questions.

- 1 Do you think there will ever be a game like, or even vaguely resembling, Space the Racecar on the C64?
- 2 Would it be too much to ask if you could list all the 2D strategy games available.
- 3 Are there any good military Meuser games out, or coming out, on the C64?
- 4 If you happen to be passing through the Spanish Division of the South Atlantic (General Intelligence gate etc), could you please tell my good friend Big Nutsy to cancel my order of Venetian glass and tiles.
 Don Muter, South-Islebury 2 S. I have spent hours slowly typing this out on my word to word processor, so if you don't print my letter your girlfriend might find out what you were doing at the end of this last night.
- 5 Yes and no. Come to the hugely impressive and massively typed product of one night

in your hi-fi's tape player. Turn the volume right down, to play and then set for a regular steady noise. If there's such a noise on your tape your cassette's probably all right, or you can't hear it, repair or replace it. It may not be noisy, but there isn't a part for it.

2 Because the shops are getting increasingly expensive. We're literally taking into ways of closing them faster.

CHEERY TAPE CHEWER

Dear Mr Smith,

- 1 My *Deluxer* showed up PowerPack 23, so I ain't got to be replaced. Is a couple of weeks I



got it back again with a note saying that it was no longer available. When I looked on the mail order pages of the current issue it was still available on the front of the magazine. So why ain't I have a replacement yet?

- 2 Well there aren't any games like *Morley Island* out for the C64 or C128?
- 3 Can you tell me where I can get some C128 games from?
 Mike Atkin, Newcastle
- 4 You can't simply duplicate single tapes from back issues, it's cost a fortune. When we create the tapes we have a number left over which are sent out to people with faulty ones. This only happens by a couple of months after the cover month because very few people take in after the issue has been on sale for a couple of weeks. Besides which, why should we replace it if it was your *Deluxer* that showed it up after all? If you bought a pair of trousers and ripped them while playing football, you wouldn't take them back to the shop for a new pair, especially if it was over a year since you'd bought them, they'd laugh you out of the shop. If you really want the tape that's the best way of getting hold of it is to either ask someone in the Bay-A-Rama or to buy the whole back issue.
- 5 No.
- 6 There aren't any specifically C128 games on sale. At least, so in this quadrant.
- 7 Oh-course, I think I've left the floppy out. Mr Bovey will have his guts for garters. Please and welcome please again and next time give the bits of crumby info. But the space here continues will tell it upon itself and well serve Mike.



Right: Mr Atkin
 Middle: Mike Atkin
 Left: Mike Atkin



LEMMINGS RULE

Dear TMB,

1 In a previous CF you said that there would be a campaign against Frames. Where is it?
2 What do you have against the end of the CF area? You must have realized just about everyone by now.

3 If you're a brain, how do you read letters with no eyes and with replies with no area?

4 Whenever write CBI's PowerPack instructions get it wrong. When I loaded Lemmings, the joystick port was port 1. So there.

5 Without great ideas was it to put Lemmings on slide 2? I had to waste gameplaying time fast forwarding the tape.

6 If Lemmings is finished and our demo came straight off it, where's the soundtrack? I want to hear "Let's go!" followed by the ball music, as on other formats.

7 When is the Lemmings review? Steve Partridge, Boston

1 With Frames not here there seems little point in it. If he returns I might.

2 All except music, which is a power-optimized keep-30 format with a base for terrible and basic modern '90s' music.

3 I cannot blame CBI for not doing them. To write them I merely format normally with the repeating computers in the office and www.cbi.com into them through my window.

4 That'll be Clark's fault then. Get hardly a huge mistake is it? I mean compared to the Chemistry in something.

5 Patterns is a virus.

6 Not sure if there'll be any copies or music in the game. If the programmer's committed so much to them that it's a bit unlikely. Besides, as other formats, they've got half a megabyte of

CARLISLE UTD ARE CRAP

Dear TMB

1 Why didn't you get rid of Turbo Tips. It's a great column, but not as good as yours.
2 It must be hard hard to play computer games, taking just a brain. So how do you do it?

3 Why are Carlisle Utd so crap?

4 Why don't you make your column more powerful, least 30 was blank and white.

5 Why don't you make up with Clur?

6 Forget about Clur, like it's the one.

David Barbour, Canock Carlisle

9 There's room for all different sorts of columns in Commodore Format. Turbo Tips is one of the most popular sections in the magazine, so it's definitely to stay. I'll contact somebody with the list and we'll upload and download data to each other.

Check out our online column download service.

memory to play with, the CD's only got an eighth of that.

7 Whichever the programmer gets off his tits and finishes it and Progress can be bothered to release. Probably sometime in the next decade.

ACADEMIC BLUES

Dear TMB,

I thought the August issue of Commodore Format with the PowerPack game but I was very disappointed as Super Academy didn't work properly. Can anything be done about this? Gordon Gaveridge, Paisley

You don't say whether the program won't load because it might get during play. If it crashed then either

3 Because they're not Carlisle?

4 Because it's mainly text. We have to have a certain amount of black and white in the base and the colour is better used in bits like the games section.

5 Because it's too short. For you people around here.

6 Yeah right.

And obviously in the light is wrong. If the tape among their said it back with a self-addressed envelope to CF30 Page Replacement, Adfex Audio, 1050, Hancock, Telford, Shropshire TF7 4DD. If you will get problems than your Disquets might need cleaning, so get a tape-head cleaner. Alternatively, by using the heads up with an Amstrad program.



ADIOS AMIGOS

Enjoy that lot? Not! And then write to me and explain yourself! The more mail I get, the larger my central cortex swells and the braver I get. I need your input so don't delay, write today to TMB, 30 Stannwood Street, Bath, Avon, BA1 2SW. Thank you!

THE MIGHTY BAROMETER



SOAP BOX

...the focus all over the place deciding that the CD's not a 'wacky' market, I started my brain cells a-walking on why. The most obvious reason is of course that because of the computer industry, the CD's. The old school software buyers (US) had, 'Gee, CD's are all over! I've discovered that it's far more lucrative and far easier to create games for the Sega and Nintendo of this world than it is for the CD.

Software companies used to be content when they sold 50,000 copies of one of their better titles. These days even the rockiest of computer games will do 'only' 50,000 copies (and at \$49.99 a pop) you're taking serious money. So, the software houses (being business-minded themselves) are in a bit of a bind. They're trying to find ways to make more money. One way is to create and sell more

...and why does so much money...
"You can't fight the logic of it, can you?" So, inevitably, one by one, the software houses whittled out the CD's. And the Commodore market being dead, then what they actually mean is that it's still just to be left. Like in the case of companies such as Commodore who've shut out all of their CD's. And the Commodore market is looking seriously bleak... and you lot, the Old Corp are stuck by your imagines are wondering how long it can possibly go on for.

...and it's present is that it's largely up to you. There are a lot of back cover programmers bravely setting up, having their talents and having fun in the process. As long as these guys carry on creating games, the CD will get from strength to strength. Just don't hide your lights under a Bushy Olds gear!

We've made a MONSTER



Chairman Mao once said: "The journey of a thousand miles starts with just one step." But then he was a commie slaphead with cack taste in clothes. Far better dressed and at the end of their journey are the funky fresh Apex twins.

THE STORY SO FAR...

One year ago the Apex twins (John and Steve Bowdler) started coding a platform game called *Mayhem in Monsterland*. This month they finally break the game and suddenly realize that while they have video games, films, cricket jackets, knives and World War II memorabilia are no longer in fashion. The dynamic duo are saddened by this because it means a complete change of wardrobe.

It can take a long time to break. It not only involves the creation of the movie, but also planning and subsequent marketing.

Other parts of *MMI* still set out to break are the presentation and loading routines. The presentation routine covers *MMI*'s title screens, level and game complete sequences and helps the game flow from one part to the next.

There are two abstract types of loading routine. Though, firstly there's the trailer which loads the game itself into your trusty CD, followed by the level loader which loads in each level pretty obviously. *MMI*.

This is typically the worst part of game production and has been known to range from two

weeks to one afternoon! Let's just hope that it goes well this time around, because the next off-increase is coming dangerously close on it. The! Diamond White, Dry the station, Special Three, Robot Super and podium emps.

Jubilant July Week — 1

JOHN: I was in break mood for the first few days this week, so we decided to give some of the 3000 stages in the game a slightly more spooky feel by adding some lightning. This represented by flashing in the sky, illuminating dark clouds, but wasn't normally visible. Topped off with a fluffy white lightning sound effect, a bit of atmosphere has been added at not much memory expense. Great!

The success of the water chambers in *Spotland* made us want to include water on another level. This other level is

Platform, purely because it has the most graphics space left at the moment. If we just copied the chambers of water from *Spotland* to *Platform*, you'd get that "Power is your best friend" text. So we came up with a solution. Not the idea was that Clyde Flaxton has a plan in *Platform*. But big ones that fall in front of the platform. *Mayhem* has to traverse the platform and therefore has to run through these waterfalls. This gave me a

chance to put in some fairly complex animation. The water goes *Mayhem* down, but the waterfall on *Platform* isn't. If you imagine running through a waterfall, the only restriction you would have is the pressure of the water on your head level, but not having much to breathe. So *Mayhem* can run through at normal speed, but falls off platforms faster and cannot jump as high. Which makes it a little harder for *Mayhem* to jump on the monster heads.

STEVE: Since John finished his "mega ladder" level water, last month I thought I might start to use



This man custom drink created!



The great thing is actually a built-in power-up. Use it wisely, oh *Mayhem*.



If you suffer from vertigo, it might be a good idea to avoid the higher platforms in the game.



Explore each level carefully and you'll discover all sorts of secret passages and power-ups.



it to map out the very first areas in the game. These are beginning to complement the Spootland backgrounds nicely. Before I started populating Spootland I had to make a list of monsters that I needed. This involved me scrolling slowly through the map and jotting down ideas when they came to me. This list is limited to a total number of monster animations though. The average monster normally has a walk left sequence, a walk right sequence, and a stand.

animation. So when you have foot steps animations for left, four for right and one for stand, it's not too bad. But when the monster is a log one going two or three times per animation that's three numbers double or triple. This is the sort of thing I consider when compiling the monster sprite banks.

WEEK 3

JOHN: With only a few weeks to go, I thought it was time to include Mayhem's death routine. This basically makes Mayhem stop whenever he's doing upon contact with a monster and fall off screen complete with a subtle 'boom' sound effect. This makes the game feel a bit less like a demo, as you now have to be careful not to run into enemies. One thing we have noticed though is that it's quite difficult to do



this, especially when changing ground at full speed. So I coded a half life facility when given Mayhem two chances per hit, if he has lost half his life, he falls back in the status area to let you know you're not dead!

The half life facility gives Mayhem another bonus coin to collect (ie, a half life coin, wow). This is represented by a blue heart, with a red heart representing an extra life and a rainbow heart representing a continue.

STEVE: The spotty monsters from last week are more happily protesting Spootland's new look. "Spootland, here on the road to a completed version of Mayhem is a

bundle of game sound effects, John's been working on it. These include lightning, and items, level complete EPX when you bonuses count up, game over and a time for sound effect that will really grab your attention. The sad bonus effect will get higher as Mayhem stays over the

fron line for longer (and the points go bigger). The time for sound is designed as a warning notice to let them, so you don't really miss it. Now on to more monsters, with Cherryland next to be populated. As with Spootland last things first, a monster fall followed by a monster spots open. These jobs created some monster patterns that make the monsters walk, run, fly, stand, jump and swim (amongst other things)

WEEK 3

JOHN: I've been coding the presentation at last, and I've only been waiting a year to do it. This includes everything from the title screen to the



Avoid those spotty monsters at all costs. Treat me and you'll treat a half life.

ending screen to the conversion screen. "What's the conversion screen?" I hear you cry. This is when Mayhem drops off the ball version of each level into a stew. In the case of his bestest buddy, three times. Mayhem must give Theo his bag of magic (and that he has collected from the last monster). When Mayhem returns to the level, it's bright and sunny with happy monsters. Mayhem must then collect over the finish line. Then all the bonuses are added to his score and the next level starts.

Once Mayhem has got all his lines the Game Over screen appears and asks whether you want to continue the game (if you have any continues that is). With all these sequences nearing completion, the game really has come together in the last month. It's turning out better than we could have hoped when my first test game over.

STEVE: Now John has given me the Cherryland monster patterns with the monster editor, I can go monster mapping. Cherryland has a lot of slopes, especially in the tunnel section, so we have got in a lot of different coin movements for the monsters. Life's hard.

A few days later and I've finished Cherryland in a very short time indeed. I now have to behead to tackle Jollyland. Once again monsters have to be selected. I do actually have a big list of monsters for the game which I just look through and choose. Since Jollyland is the final

MAYHEM REVIEWED

Next month your fun-loving DF review team will be giving Mayhem in Monsterland a right going over. As the release of this game is such a big event, we'll be chipping in our opinions to bring you the low down on this prospective Mario-bashing, Sonic-squeaking relevant design. We'll also show good as we'll you'll be running another demo from later in the game, a demo you won't have seen anywhere else at all even, no matter how much this might have completed about it. Hurrah! Hurrah!



There are very few friendly members in the game, only Theo, Simon and Jack.



"Is the look what you see?" said Mayhem. "Nope, but I've got some sticky balls," said Theo.



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ON FINCH'S CASEBOOK

Last month I was the theory behind the title program your OS/2 may load before a program. This time it's the practice, and some-*how*-to's for those who need to know how to get those nifty tape loaders doing the right thing.

GET THE LINGO

Before we start, I'd like to mention something that seems incompatible with trying to climb Everest. The two words "machine" and "language," when linked together, can instill fear in even the most of people, but they shouldn't. You see, when tape loaders are concerned, machine language is one of the first things you need to know. As such, that's what you're running for the OS/2 machine's health, but there really is no reason to dread. Shuffle down one night with a kettle, a fatty pile of Norelco, and a book from your library (on machine language preferably although I use *recreation* by Dennis Park) and you'll be pleasantly surprised.

THE HEADERLESS HORSEMAN

It's not real that you

know about headerless programs, but it does give added protection because because people won't be able to bypass the loader (which may double **FLANSTCP**

and the files by just giving **LOAD** in load the main program. Those use ROM routines in the computer that merely read it or write a string of bytes

to tape. The **Kernel (SAVE)** writes out some sparse information about your program in the form of a header before the actual program is saved. This header contains the start and end addresses of the load, the type of file it is, and the filename. The **LOAD** command reads in the header, looks at the information in it and loads your program accordingly. You do not really need the header if you can keep track of the program's start and end addresses yourself.

DO-IT-YOURSELF

Remember that word from last month that it's to a program *after* it has loaded? Well it is and that is show how and why loaders work. It could help if you had the **ASTORIAN** SRC program ready to LIST and look at it's machine language, but even if you don't understand that, I'm not going to mess you? No, not even with a letter that you mother.

Lines 1600 onwards represent the loader program, each one commented to avoid having to explain it again here. The last is a **SAVE** (SAVE) SRC program which is the command that loads the rest of a code from tape, whether it's a header or a program without one. You must first set the start and end

addresses in **SAVE** (SAVE) SRC. The equivalent **SAVE** command is at line 1700 and is **SAVE** (SAVE). That sets up a section of memory to tape either a header or just a program. To write a header you set the start and end addresses of the load to be saved equal to **SAVE** and **SAVE** respectively, with the appropriate information at the appropriate addresses (see Data, Sets and Maths in **CF**) to **SAVE**.

So, using the normal **Kernel (SAVE)** routine (see lines 1600-1699), you should have to have a machine code program that **MUST** be located at such an address that is less than **SAVE** and **SAVE** (SAVE) SRC and **SAVE** SRC represents the start address of your loader's code in load-type format. The fact that this changes the **Start** (Start) (SAVE) SRC means the machine code is apparently executed first.

It is then up to the machine code to read in a section from tape that having been saved by you immediately after the loader. If you use the **SAVE** routine the main program cannot be loaded with a normal **LOAD** command. You must use the **Kernel (SAVE)** routine to save the main program as well as the loader, and then get your loader to use the **Kernel (LOAD)** routine, but that would defeat the object of the exercise as I explained earlier.

MORE THAN A FILENAME

If you examine **FLASHLOAD.SRC** from last month you'll see how to use the filename to get those code from the main program. Don't forget that only **LOADERS** **LOAD** **SAVE** are for loaders only. You must also ensure that you change the length of the filename accordingly before you do the **SAVE**. It is best if you imagine the computer always finds a header followed by a program when you tape **LOAD**, and that the header is in fact a specialized program; your computer doesn't just find a filename by magic, it looks at certain bits of the header and you are free to use either way of it.

NOW WE'RE COOKIN'

The ring on the cake is an interrupt loader which requires the **LOAD** and **SAVE** routines to be completely rewritten. If you are interested in them, the files at the Power Park give you everything you'll need to know. Though if you don't have a grip of machine language, I'd leave it until another day! For an example of what is possible, load the program **LOADSH.MARK**. If you're a whiz with **Source** (Park), then that will enable you to have your own programs on the screen while your own programs are loading. How that's what I call useful!





Not content with dressing up as Bart Simpson and saying "Radical" a lot, Andy Roberts has also decided to continue his complete

solution. This month we're off to the funky fresh

funfair (Mine's a stick o'candy floss - Ed)



THE PART 3 SIMPSONS BART VS. THE SPACE MUTAN



LEVEL 3 - KRUSTYLAND AMUSEMENT PARK

Barney must collect as many balloons as possible, either by walking into them or using the handy singalong. Use all of the X-RAID ingredients to assemble as many enemies as a Space Mutant. Oh, and try to collect all the "prize of excellence" items, as it makes the end-of-level confrontation so much easier. Alright, here we go! Here's the start.

Avoiding the rolling barrels, jump up on to the top of the tent and collect the two balloons. Make your way right, underneath the two little statues, then play the "yuck a number" game to try and win an exhibit of 3, 5, and 8 (we sport total cholesterol). Go under the next little statue, then try your hand at the "stark raving" game. This one is very difficult, so try to aim the masher at the doctor's head.

Now head right, jump over the mutant, then jump up on to the top of the tent as before and collect the two balloons. Go right, collect the balloon from the man "DO NOT" jump on the beach, collect the singalong from the sign, then walk right a little. Jump on the guy's head to gain a proof of excellence coin, then quickly jump up the high-

five ladder and collect the balloon that floats

past. Now go right, jump over the two mutants which emerge from the tent, then jump up on to the top of the tent and collect the two balloons.

Now right, jump on the guy's head as before, then prepare for a rocky bit: to the right is a jet sitting by a pool of water, and will regularly fire bullets at Bart. Make your way to the right jumping over these bullets. Then shoot the round target with the singalong to get rid of her. Jump over the mutant which comes out of the tent, walk right, and collect another singalong. Now use it to shoot the balloon (the little boy will come out to the ground, so be sure to avoid him). Continue right, then climb up on to the tent and collect the two balloons above the mutant and rolling barrels at all costs.

Go right into the fun-house. There is a distinct platform to follow, but the easiest way is to find and enter - just keep coasting this room at random until you complete the section (then collect those nice balloons). Go right, jump into the smaller red platform and then narrowly into the first pipe platform.

If you lack certainty at the air pipes below, you'll notice a set pattern for the air blasts. When the second pipe is blowing, just hit it right to arrive safely on the middle platform. Then, when the sixth pipe is blowing, jump into it then hold right to land on the first

platform - jump off it. Head right, jump on the guy's head (avoiding the barrels), then continue right and avoid the next barrel by walking under his. Jump up into the first platform, jump right onto the second, left onto the third, then right again onto the largest platform - jump straight up into the screen above, hanging on by your finger tip.

Avoiding the balls which drop from the top of the screen, jump right twice to the top left platform (at the top of a lady's head). Now drop down the gap in the middle and you'll land on Krusty's tongue - jump straight up to find a secret room (made his mouth's yelling worse when you talk). Walk right to exit the secret room. Continue right, past the first barrel, jump on the guy's head, then avoid the second barrel and walk off to thought to end the fun house.

Jump over the mutants which come out of the tent, go right, then shoot at the balloon which floats by (avoid the tiny little as before). Continue right, jump on another guy's head, then walk right until you reach the form-attack - which is extremely difficult to get past. Jump up into the tent, then right onto the first carriage. Now perform a float jump onto the lower carriage (it's a spring-loaded) then immediately bounce right onto the first carriage. Then, jump right onto the hat. Then walk to the far right of the roof and collect the balloon when it floats past. Now drop off the roof and walk right to meet up with Sideways Sals. It's time to help you, just stay at the far left and let her do all the work. If not, you'll have to excite her yourself - simply jump on her head 10 times when her hands and be careful not to jump on the head. Once her's exhausted, it's off to level four! Incidentally, have you noticed how in the actual TV series, it's Bart's dad Homer who's taken on the spotlight? Personally I think Homer's a far more interesting character. There again, Progress is much better off.



NEXT MUPP

Experience all the fun, excitement, and exhilaration of the Springfield Museum of Natural History after we return in CD38. It's almost worth waiting your gamey for... almost.





LEMMINGS

THE SOLUTION

It's all very well, but where are the lemmings' nests? What would Grand Grandfather make of it, eh?



If you're anything like the average games player, then you might have got a bit annoyed with our Lemmings demo. Just when you thought you'd got it sorted, 15 Lemmings stroll in and you're lost again. Well, don't ever say we don't help you. Within the Thrasho opening chapter into the level, jump into a BLOCKING game (1) when it reaches point A. Meanwhile, turn the first lemming into a BLOCKING when it reaches point B — there should now be two lemmings on top of the 'climb'. Now turn the fourth lemming into a BLOCKING when it jumps into the third lemming and reaches

point C. Now that the rest of the lemmings are safe (as the mouse is empty), turn the second lemming on top of the clump into a BLOCKING game (2) when it falls. Next (1), when any lemming is still on top towards point D. Once it's inside the hollow, turn it into a BLOCKING game (3) to dig across to point E. Now quickly turn him into a BLOCKING game (4) to construct a bridge over the chasm. Keep the same lemming on top, and games for when this last 1/2 steps to make him continue building. When the bridge is above point E, allow the lemming to reach building his bridge and dig down into the hole

Fed up with the PowerPack demo yet? Yes? Oh well, here's the solution to put you out of your misery.

When the lemming jumps from point A, turn him into a BLOCKING to clear a path through the rocks. Likewise, turn him into a BLOCKING once again when the lemming jumps into the gap through the tree trunk. Now turn back to the start of the level and turn the third lemming into the BLOCKING of the starting platform into an EXPLODER game (5). When the other lemmings are safely out of the way, turn the first two blocker lemmings into EXPLODER. Now make quick work of the wall to watch a healthy queue of lemmings escape to freedom... well done, you've finished the demo.



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FALLEN ANGEL Alternative

This rather lame Pangea clone can be less of a headache than usual. Simply type in the following listing, SAVE it, then PLAY it for infinite lives, unlimited time, and scores of power! Less than that lot and you should consider another hobby.

1 FOR 040229 90 071070000 0404000000
0,0 0000?
2 IF 000400 0000 0000 0000 0000? 000
3 0000? 00000000 0000 0000 0010? 00-00?
0000 0000 0000 000
4 0000? 00000000 0000 0000 0010? 00-00?
0000 0000 0000 000
5 0000? 00000000 0000 0000 0010?
6 IF 0000? 0000 000 000 000000 00
0000 0000 0 000 0000?
7 0000 001 000 000 0000?
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 100 000 000 000 000 000 000 000
16 0000 100 000 000 000 000 000 000 000
17 0000 000 000 000

OINK Alternative

A game based around a comic about pigs... well, there's a real idea. Anyway, if you're into eating lives on all three subgames, as well as the ability to choose the number of completed pages, look no further than this...

0 000 000 0000 00? 000
0 000 0 000 00 000 0000 0000000000
0,0 0000?
2 IF 0000? 0000 0000? 0000 0000? 000
3 0000? 00000000 00000000 000 00 00?
00-00? 0000 0000 000 000
4 0000? 00000000 0000000000 000 000 00?
00-00? 0000 0000 000 000
5 0000? 00000000 000 00000 000 000 00?
00-00?

000 000
4 0000 001 000000 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

HALLAX

Now you can bring, ping, and clang your way right through to the end of the game—just type in the listing and PLAY it for infinite lives.

0 000 00000 0000? 00000 0000
1 FOR 040229 90 071070000 0404000000
0,0 0000?
2 IF 000000 0000 0000? 0000
0000? 000
3 0000 001 000 000 000
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
7 0000 000 000 000 000 000 000 000 000
8 0000 000 000 000 000 000 000 000 000

00-00? 0000 0000 000 0

9 0000? 00000000 0000 1 10? 00 00 00
00 00 00 000 0
10 0000 000 000000 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

G-LOC Get Rich

Not quite as impressive as its arcade counterpart, but trying! Looks like you'll be needing infinite time and infinite credits.

0 0000 0000 0000? 0000
1 FOR 040229 90 071070000 0404000000
0,0 0000?
2 IF 000000 0000 0000? 0000



0 0000 0000 0000? 0000

0 0000 000 100 000 000?
10 DATA 100 000 000 000 000 000 000 000 000
11 DATA 000 000 000 000 000 000 000 000 000
12 DATA 000 000 000 000 000 000 000 000 000
13 DATA 000 000 000 000 000 000 000 000 000
14 DATA 000 000 000 000 000 000 000 000 000
15 DATA 000 000 000 000 000 000 000 000 000
16 DATA 000 000 000 000 000 000 000 000 000
17 DATA 000 000 000 000 000 000 000 000 000
18 DATA 000 000 000 000 000 000 000 000 000
19 DATA 000 000 000 000 000 000 000 000 000

DATALINES GALORE!

These datalines will only work with the Mithras being played in CF05, CF06, CF08, and CF09.

CAPTAIN DYNAMO

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000

WILD WEST GALACTIC

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000

WILKIN COMMANDO (infinite lives)

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000

BIONIC WILLY (infinite lives)

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000

STUNT MAN (infinite lives)

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000

THE BLOOPER (infinite lives)

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000

THE BLOOPER (infinite lives)

10 DATA 000 000 000 000 000 000 000 000 000
11 0000 000 000 000



COMMANDER The Key - The Secret FORMAT OF October 1993

POWER
PACK

MAYHEM IN MONSTERLAND

Not having much joy with the PowerPack demo? Hutch had some expert tuition from the Apex twins and has sent us back this report from Monsterland.

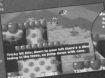
Even with all those lives, continues and full lives, it's still far too easy to die in Monsterland. One reason you're slugging along quite happily, ignoring all the obstacles of the eyeless Monsterland creatures and the rest you're doing a back flip off the bottom of the screen into nothingness.

On the sad level of my demise, remember to try the reward points, the glibly random coloured anvices that appear occasionally along the way. They save you considerable grief repeating sections of the game again and again. It's also worth bearing in mind that each creature only has a limited hidden supply of energy fuel, once you've released the bags from a particular foe, there can't be any more, so don't bother trying to kill it again on your way back to the exit—unless you particularly like killing that is. Then if you see a life you don't need to top him off again—use the bag and stay yours of the other end.

The whole point of the sad part of the demo is to collect enough bags of dust for Theo Basset to turn Spotlights happy again. Once you're done that you're just in the happy world for points and fun. So here some specific hints for conquering our sizzly demo:

- ▶ You can jump on the trees by positioning yourself behind the trunk and jumping up twice.
- ▶ Don't bother killing the first really big creature in the cave under the start point until the end, because he's a right nut to the entrance is Theo's cave is a sort of psychedelic wasteland.
- ▶ Don't bother going all the way to the right on the sad levels. You've only got to get ten bags and the big bubble at the beginning takes less of them. So once you've got eight bags of dust, make your way back to the start, don't risk your lives in the dangerous cave beyond.
- ▶ On the happy level, bounce on the water creature in the sea after the first set of ladders. It's holding a special 'charge' power-up which enables Mayhem to have extremely spotty. To charge, simply wait for a couple of seconds and then press and hold fire.
- ▶ Mayhem can swim—don't panic if you find your self in water, it just means you aren't able to move as fast or jump as far.
- ▶ Remember to check out of the underground passages fully. There are hidden lives, continues and power-ups just waiting to be obtained.
- ▶ On the happy level, once you've got hold of the 'charge' power-up, go back to the left and start charging. Just as you get to the edge of the screen, jump and keep on holding the joystick up to the top-right. If you've got enough speed up, you should make it to a second to check out of there. To get back, change off the right-most platform, jumping just at the very last possible minute.

If you see this on the other screen than you've got a fair way to go.



Big fish on the head in your life for a nice surprise.

Put down and let his to jump down through the platform.

The your friend get before you to taking a bag of magic dust.

Specialised in heavy weapons to attack the boss.

Don't let me distract you from the main quest.

CONTROL, I'M HERE

This level is clearly not with our friend of Mayhem in Monsterland, and the finished game, has it learning to properly control Mayhem. Remember that:

- ▶ Mayhem has variable speeds, it's possible to edge along slowly in dangerous bits of the level or to run through the atmosphere like a diabolical possessed.
- ▶ Our little monster can go to his death's various jump heights, so his flight will come in a sudden and if you stop pushing the joystick up.
- ▶ While Mayhem's changing he'll fall everything in the path, but if you make contact with a wall you'll come to a sudden stop. And if there's happens to be a monster waiting there for you, well it's not his life's end, you're off to class Heaven to join the rest of your eternal party.
- ▶ Remember that you can control Mayhem while he's falling. It's often possible to escape onto a platform by simply moving the joystick in the appropriate direction.



STREET FIGHTER 2

Welcome back fight-fans. Leave your sandals at the door, 'cos we're taking a closer look at Guile, Blanka and Honda.

Nai-wacki-dojorsomethin'.

PART 2

The game that the second newcomers are still getting used to has appeared in practically every format for years to come. The only one that counts of course is the CGA, because the game didn't really 'arrive' until a year that all important conversion. We've covered that, Ryu and Chun-Li, but it's time for the good, the bad and the ugly in Guile, Blanka and Honda.

THE GOOD

Guile is got some devastatingly brilliant moves. These fabulous moves are a result of the training he received in the Special Forces. He still wears the green combat gear that his army days.



Blanka deals out the best of blows in the *Blanka's Horn* because this means he can't be hit.

However, because they inflict so much damage they also take a little longer to carry out.

Guile's most powerful move is his Super Blaster. To activate this move you've got to press both up by pulling down on the joystick for a couple of seconds. When he's charged you can push the joystick up and hit fire. This whirring slide move will knock the stuffing out of any opponent. His other move is the *Stomach Kick*. This requires a charge too, but the joystick needs to be pointed diagonally as well, before you

fire. It's really tricky to pull off successfully, but it more than worth perfecting. Like Chun-Li, Guile can also do a mid-air body slam. By doing a fence punch in mid-air you can carry your opponent heavily to the ground. Finally there's Guile's air *Smash* or *roundhouse kick*. These send your opponent flying, enabling you to walk in for the kill.

For a particularly lethal combination of moves, try the *Super Blaster* followed by a grounded *roundhouse kick*. This should zap about half your enemy's energy in one fell swoop. The last way of beating Guile is to use a *ground-based attack*, if you wait in their attack, hit out a *Super Blaster* or *Stomach Kick* and watch out for that *stomach kick*.



And the famous Honda Hundred Hand Slap. His stomach back and lets him get on with it.

THE BAD

Blanka is a bit of an animal and while fans find the most powerful of the character's he's certainly one of the most powerful. Nobody knows quite what Blanka is, but with that lovely red hair he's certainly the most, smart, charming.

Blanka's most famous move is his electric shock. By just pressing and holding

blended as being executed, Blanka's *Electric Shock* and *Electric Horn* are essential for several reasons.

punch down, then upfold with fire, it's possible to give any attacker a shock they're never likely to forget. His other trademark™ move is the *Cornerball Kick*. To do this flip the joystick in the opposite direction then quickly forward with fire. You'll send Blanka tumbling into his opponent. The big crowd-pleasing move is the *Head Dive*, however you need to right up close to pull the necessary up with the button move. So instead, try one of his big reach punches.

Particularly effective is the *rainbow kick* which you perform by jumping up and then pressing left and fire. Try lunging and then pulling a big sweep.

For a sneaky combo move try the *horizontal roll*, follow by a lunging punch, or an *airborne* followed by a *head smash*. Don't ever let Blanka get you in the corner, because he'll finish you off. To get through his electric attack, get in close and do a *powerful sweep kick*. Oh and don't forget that Blanka smells really bad, so stand clear if he lets. Poop.



NEXT MUMF

We'll be looking into the odd couple *Sarge* and *Sharon*, along with the first boss, *M. Bison*. Check it out.



won't get terribly quick reactions in the air, so the ground he's got hand defenses and a jolly quick slap.

It's Honda's *Hundred Hand Slap* which is the most famous move. This is similar to Chun-Li's *rapid-fire kick*, in that it's jolly hard to guess how

THE UGLY

Here's bad, he's got an *airborne head* and he wears a *nappy*. Honda's definitely the big daddy of the game.

Unfortunately, while he's in the air, it also says the enemy something when and how properly can even the other player in one go. Honda's *legged* while Guile's *Super Blaster* so that you've got to charge him up first. Pull the joystick away from your opponent and then quickly in the opposite direction, this will send Honda flying down the same like a flying *iceberg*. Also by getting close and pulling the *Super Dash*, just get alongside your opponent and press left or right and fire. All of Honda's opponents fall to the *legged*.

Honda's best combos involve a *three punch* combo. Try doing a strong punch, followed by a *Hundred Hand Slap* to easily get your opponent off balance. To get Honda, wait until he's doing his *1000* slap and then jump over his into a flying kick. If he was to stop you, simply punch him as he gets close, this'll stop him dead. The other thing to remember is that Honda tends quite slow, make the most of this vulnerability.



COOL I

Here's Andy Roberts with part two of the coolest batch of tips you're ever likely to find (unless you leave your copy of CF in the freezer)

MR KEY

V - VORTEX

O - REAL WORLD OBJECT

WALL BOUNCES

If you shoot an orb back repeatedly (as opposed to collecting it with your gun), a bonus will appear. The most important ones to look out for are L, E, and P, which give you an extra life, extra energy, and a temporary shield

respectively. If you need the boss, go for the bananas - if not, suck the orb into your gun to take a couple of seconds from the time limit. Stay busy!



REAL WORLD LEVEL 5

THE COMIX SHOP - LEVEL 5

As you might expect, the action reaches a hectic pace from here on in, so it's worth learning the level layout thoroughly to avoid disaster. Teleport into the real world as soon as you start, then destroy as many doodles as possible (staying after some doodles is necessary). Now teleport back to the cool world, hit as many doodles as you can, then sail back to any real world objects. Repeat this until time runs out.

COOL WORLD LEVEL 5



WORLD



COOL WORLD LEVEL 6

THE COSMIC SHOP - LEVEL 4

The doodles here move around the real world at an alarming rate, making it very tricky to track them down and destroy them. In fact, you need to be very careful that they DON'T crash into you (in other words, run like CRAZY - 60). Simply match the same tactics as the previous level, destroying the doodles in

the real world before teleporting to the doodleworld to send back any objects. Occasionally you may encounter a rogue doodle which sprays out bullets when it shoots you. Above all, remember that hedgehogs have problems digesting cow's milk, so don't pass milk in road, pop it out of sight and expect to see them returning the next day!

THE OCEAN ENGINE - LEVEL 7

If you aren't using the fishing net printed last issue, you'll probably start to regret it, as it is essential to spend all of your time in the real world, saving off the relentless doodles. Only frequent to the doodleworld if an object has been taken through a window. Then you'll encounter a new size doodle which will follow you around the level at incredible speed - your only hope is to shoot it at the earliest opportunity. Oh, and take care in the real world, as there are dozens of dead ends to get stuck in.

REAL WORLD LEVEL 7



COOL WORLD LEVEL 7

COOL WORLD LEVEL 8

THE OCEAN ENGINE - LEVEL 8

Not surprisingly, this level is a nightmare to complete. As with the previous level, stay in the real world to prevent the number of doodles increasing. It's worth collecting a few bonuses here too, as the extra lives and energy are particularly useful on this stage. If you spot a fishing net in the real world, shoot it immediately, as these usually turn into the nasty red balls which steal the objects. When the time limit reaches zero, you'll have to locate one final doodle... which looks rather like a very old Bernie Giffon complete with squawking birds. Destroy him and victory is yours.





SUBURBAN COMMANDO



PART 1

Andy Roberts dons his pink leotard and bright green shorts to bring you the first part of our complete solution (what a strange chap - Ed)

LEVEL 1- GENERAL SUITORS STARSHIP

The first obstacle to tackle is an advanced field which fires towards the ship at a number of angles. Don't avoid them, but shoot them instead to gain valuable speed and power-up icons (see box below). The smaller ones are often the hardest to spot, until it's too late. Next come the loopy-loop rockets, which should be shot whenever safely off you to gain extra icons. The first wave comes across the top of the screen, so stay at the bottom to avoid them. Likewise, the second wave comes across the bottom, so stay at the top if you're in a bit of a corner. Next comes a fast wave, followed by a random wave, and then another fast then random wave — loop firing at all times.

Now comes a very tricky motion ship, which fires out in three directions. Stay level with it, moving up or down slightly to avoid the center

bullet. If you've collected a couple of power-ups, it's a debate as to kill it not, you've got a tough fight on your hands. When the ground-based navy comes into view, you'll need to tackle some static gun barrels, which certainly fire out guts of slow heat bullets. Shoot these as soon as possible.

Looking on-the-ground are several impediments, which shoot towards your ship at 9000 as it's close enough — these extra speed icons would help immensely. Now come the hoops, so move to the top and destroy the framework, then to the bottom for the second wave, then be prepared for a group of aliens, which rise up from the bottom of the screen (just as you're going to shoot those rear bullets). Move back to the top for another wave of hoops, then into the center of the screen to avoid the hoops which emerge from the bottom left of the screen.

Next, after a bunch of ceiling/hoops, comes a wave of impediments which move quickly up

and down. If you don't have the Impediment to cope with them, observe the movement

with them, observe the movement pattern and shoot past. After this comes another two waves of ceiling hoops. Move your ship across the outer corners of the screen, and as a result there is much more background scenery to crash into. Take care here, especially if you've collected lots of speed icons. Destroy the gun barrels, then another set of hoops, followed by a set of random impediments. After this follows another couple of tunnels, plus another wave of hoops to deal with in a decisive manner.

The next four waves come from the left of the screen, and each one consists of three hoops. Observing the first two will show you where the third will appear, so move your ship out of the way as soon as possible. After another wave of exploding impediments and ground-based impediments, a huge shock will send you into view, and your ship will fly off to the next level.

FIREPOWER

Apoll hits the 'F' icon increasing the ship's speed, the 'I' icon will improve the ship's Impediment. After collecting four power-ups, any subsequent icons will simply make the 3-way shot more powerful:
 400000 — Standard shot
 1-0000 — Backward shot
 3-00000 — Triple forward shot
 3-00000 — 3-Way bullets
 4-00000 — Four 3-Way

SOMETHING WONDERFUL IS GOING TO HAPPEN

GET ONE OF THE SEVEN OR ONE TWO IN THE MIDDLE.



JHOTMANIA

Life's great adventure (or at least our PowerPack game) solved. Frustrated adventurers read on...

Solution by Richard Beckett, maze by Andy Roberts.

From the start, 3 DOORS, TAKE MAP, R, X BOB, TYPE ON, W, PRESS J, DROP MAP, TAKE LASER GUN, TAKE ANTI-MAGNETIC SUIT, WEAR SUIT, TAKE GUN, TAKE PUMP, E, R FURNITURE, TAKE FURN, TAKE STICK, MAKE BRUSH, TAKE DOOR, R, SLIGHT, REMOVE COVER, REMOVE BULB, CHARGE GUN, PAINT DOOR, PRESS BUTTON, R, TAKE SPARKER, S, E, DROP SPARKER, DROP GUN, DROP THE DROP FOR, DROP BRUSH, W, W, TAKE MAP, TAKE YELLOW GUN, TAKE SPACESHUT, E, TAKE DOOR, TAKE KEY, E, BELL DOOR, REMOVE BULB, DROP GUN, DROP YELLOW GUN, TAKE SPARKER, TAKE LASER GUN, TAKE THE WEAR SPACESHUT, OPEN DOOR, PUT THE ON HALL, ENTER TRAM, R, X TRAIL, REMOVE BULB, TAKE FUSE, X BELL, TAKE SCREWDRIVER, W, E, E, E, X BOB, SAY THE E, INSERT FUSE, W, N, E, DROP KEY, DROP SPARKER, TAKE HEATING ELEMENT, TAKE BATTERY, W, N, W, ENTER TRAM, D, E, DROP MAP, DROP SCREWDRIVER, DROP HEATING ELEMENT, DROP BATTERY, E, X BRUSH, X DEAD MAN, TAKE BOOK, TAKE DEAD MAN, N, E, SHOOT ROBOT, ENTER SHIP, DROP GUN, DROP BOOK, DROP GUN, LEAVE, W, TAKE MAP, TAKE SCREWDRIVER, TAKE HEATING ELEMENT, TAKE BATTERY, E, ENTER SHIP, DROP MAP, DROP SCREWDRIVER, DROP HEATING ELEMENT, DROP BATTERY, LEAVE, W, W, U, ENTER TRAM, E, S, W, X EQUIPMENT, TAKE COMPONENTS, E, E, TAKE HAMMER, TAKE NAIL, TAKE SOLDIER, TAKE WIRE, TAKE WOOL, W, N, W, ENTER TRAM, D, E, E, ENTER SHIP, DROP STEEL WOOL, DROP COMPONENTS, TAKE BATTERY, TAKE HEATING ELEMENT, MAKE WREN, TAKE COMPONENTS, FIX CONTROLS, PRESS DOOR, DROP HAMMER, DROP BOOK, TAKE SHIP, TAKE BOOK, PRESS START, AND YOU'RE JOLLY WELL COMPLETED THE WHOLE BALLY ADVENTURE!

GF + GAMES TIPS 45

GF + GAMES TIPS 45

Family enough, this is about the most interesting adventure game from an adventure I've ever seen.

GF + GAMES TIPS 45



OFFICE IN MY POCKET

It's true, you know — Simone Furresster really can fit a whole office in his pocket.

It's not a particularly small office either, he's just got positively huge pockets. But then he doesn't like to talk about that.

That's right — he's back, and I've decided that it's the old-time world-famous expert of business software on staff here. I'm here because I managed to slip three pages into the print run (by pure accident, of course) on Mini Office 2, and now you could use it to its best advantage (you — it's productivity time). First off then, a quick run-down of MCO2: It's a personal software package comprising six main modules.

Communications

A communications package is a program that enables you to interface your IBM with other systems (usually over the phone with a device called a modem), downloading free software, checking other announcements the world over, and doing post-conferencing with like-minded people.

Database

A database is exactly what it says — a base of data. In the simplest terms, it's a package that can store vast amounts of information in a variety of forms, index it, and give you (through access to any piece of data with only a minimal reference).

Graphics

That, it's an impressive bit. This part of MCO2 will take any numerical data you want to feed it, and convert it into a nice little set of pie charts, bar charts, histograms, etc.

Label Printer



A good quality printer is important if you want your hard copy to look half decent.

A label printer. Answers on a postcard marked "Your input" (I, you really think so, and?) to the usual address...

Spreadsheet

One — a really complicated one. If you're really stuck, you'll find a box on exactly what a spreadsheet does elsewhere on these pages.

Word Processor

And here's the bit you'll probably use the most — a computerized pen and paper. Why? Well, if your handwriting is as fast as mine (I've seen it), or if I happily take you up on that — Hello! you wouldn't ask that question.

IN THE HOME

The first part of this feature, then, is going to be based

WHAT'S A MODEM?

The odds are that quite a few people will have read this feature with one question haunting them: what the hell is a modem anyway?

Well, it's quite simple, really (Thank God for that—hah!). The idea is that if you can connect a computer to the phone, you can get it to communicate with other computers. A modem is simply a box that converts computer signals into audio signals that can be sent down a phone line, where another modem will convert them back into computer signals for the receiving computer to process.

And so, there were bulletin boards. These are really just computers on the end of a phone line that had huge storage systems attached, that people could connect their machines to, grab software from the library on the BBS (and for bulletin board systems, leave messages for other people to read when they log on later, etc).



Mini Office 2

Menu items

```
Word Processor
Spreadsheet
Database
Graphics
Communications
The A & B to choose, then RETURN
```

The A & B to choose, then RETURN
© Database Software 1987

Database was part of the original Mini Office, but the best portable.

For the purposes of this series we'll be using Mini Office 2 as it covers most needs.



Give the appropriate external port and lead (plus a pair of earbuds to the world).



around the manual uses of BASIC in a home environment. What we'll be looking at are the many ways in which you could use a comprehensive package like this to smooth out the running of your daily life (like the kind of stuff... the real computing).

Communications - Services feature time facility, in this, but with a few major drawbacks. You see, the only way, if you're using a bulletin board (if you're too already, then the modern tool), you'll not only be one major trip -

phone calls that make the Modem national data base (the small change, it's not adding here - they could have funded the American mobile defense system on my last quarterly bill. Whichever is your own, though, there are many advantages to using services. First of all, there's a huge amount of free stuff. Think about it - public domain software is a great source of free stuff, some of which is quite good. The only real problem is the hassle you have to go through searching papers

back and forth, paying duplication fees, and generally getting your hands dirty with the real world. Imagine being able to ring up a bulletin board, and grab loads of treasures over the phone, saving them out to tape or disk, and not paying a penny, or waiting for anything over a few heavily discounted minutes!

Your other major advantage, you see, is that bulletin boards usually have fairly large message systems, and so logging on can put you in touch with experts, friends, game fans, programmers, demo artists, other programmers - the list is endless.

Impress - This one hardly needs covering anyone, really. How big is your record collection? What about that impressive array of files? The index of a store's books with just its product Dave Golan, (I have a lot of about some of the Top 100 tapes.) Have you ever thought of turning them on computer? It's not like a lot of water.

Figuring that, you must have a phone book, list of addresses and numbers that are no longer in alphabetical order, and subsequently is a complete pig to use. What's a guy to do? Simple - shake the whole database onto a database. This way, you

can get at any addresses you may need at a matter of minutes, or print out a list of just names and phone numbers (yes, you can print lists of just a few pieces of information from a record to stick up by the phone).

Graphics - Now here's one that should appeal to all of you who're still suffering the rigors of formal education. As soon as GDBase on all levels opens around, you'll find

yourself doing a lot of lengthy reports for homework. Some of these may involve displaying information (usually installed in a neat and orderly

AND A SPREADSHEET ?

job. The one is a little more complex. Imagine a piece of square paper, on which you can write numbers (one number, however many digits long, using up one square). Now imagine that you could program some squares to automatically contain the result of a mathematical operation on others.

For instance, if you had a column of numbers, you could program the square just below the column to contain the total of that column, and automatically update it whenever the numbers changed. What you've got in the end is a computerized table of numbers, with those that automatically update themselves. The other automation is fast.

Labels - What better way to get a good grade, then, than to present stuff like this in a neater printer font, than you usually get, and understand in the bottom, saving yourself all the hassle of working out how to draw the darned thing in the first place? **Label Printer** - Send a letter! That's a label. **Wow, Spreadsheets** - Let me put it like this. My ex-wife on a recent letter, a guy by the name of Tom Hanks, is a baseball fan! As well as lots of people running around in pretty tight white trousers tucked into their socks, baseball contains a lot of figures, averages, and statistics. The easiest way I've found of keeping track of how well his favorite team was doing on paper was to get at the batting averages (and general stuff which is a little less important for me to even understand) onto a graphics screen, and let his machine do all the adding-up and working out for him.

Word Processor - The one thing that being left-handed has taught me is that there are a lot of people who, like me, have handwriting which is bordering on the illegible. This means that the formal letters, essays, and other text-heavy

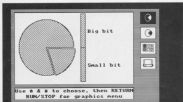


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002	2nd info	1981	100	100	100
003	3rd info	1982	100	100	100
004	4th info	1983	100	100	100
005	5th info	1984	100	100	100
006	6th info	1985	100	100	100
007	7th info	1986	100	100	100
008	8th info	1987	100	100	100
009	9th info	1988	100	100	100
010	10th info	1989	100	100	100
011	11th info	1990	100	100	100
012	12th info	1991	100	100	100
013	13th info	1992	100	100	100
014	14th info	1993	100	100	100
015	15th info	1994	100	100	100
016	16th info	1995	100	100	100
017	17th info	1996	100	100	100
018	18th info	1997	100	100	100
019	19th info	1998	100	100	100
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021	21st info	2000	100	100	100
022	22nd info	2001	100	100	100
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025	25th info	2004	100	100	100
026	26th info	2005	100	100	100
027	27th info	2006	100	100	100
028	28th info	2007	100	100	100
029	29th info	2008	100	100	100
030	30th info	2009	100	100	100
031	31st info	2010	100	100	100
032	32nd info	2011	100	100	100
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042	42nd info	2021	100	100	100
043	43rd info	2022	100	100	100
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066	66th info	2045	100	100	100
067	67th info	2046	100	100	100
068	68th info	2047	100	100	100
069	69th info	2048	100	100	100
070	70th info	2049	100	100	100
071	71st info	2050	100	100	100
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075	75th info	2054	100	100	100
076	76th info	2055	100	100	100
077	77th info	2056	100	100	100
078	78th info	2057	100	100	100
079	79th info	2058	100	100	100
080	80th info	2059	100	100	100
081	81st info	2060	100	100	100
082	82nd info	2061	100	100	100
083	83rd info	2062	100	100	100
084	84th info	2063	100	100	100
085	85th info	2064	100	100	100
086	86th info	2065	100	100	100
087	87th info	2066	100	100	100
088	88th info	2067	100	100	100
089	89th info	2068	100	100	100
090	90th info	2069	100	100	100
091	91st info	2070	100	100	100
092	92nd info	2071	100	100	100
093	93rd info	2072	100	100	100
094	94th info	2073	100	100	100
095	95th info	2074	100	100	100
096	96th info	2075	100	100	100
097	97th info	2076	100	100	100
098	98th info	2077	100	100	100
099	99th info	2078	100	100	100
100	100th info	2079	100	100	100



Get your charts here, get 'em while they're hot, they're handy.

You can double-check how the items on your database look. The type column contains data type (alphabetical, numeric, etc.)



To give your data that added air of personality, simply get **MSL** to create a label from it.



Make your envelopes decidedly more helpful by using **MSL's** label printing facility, **Labels**.

IN THE OFFICE

Of course, there may come a time when you'll want to do a lot more with your **MSL** than just use it as a frame. You may even have your own small business. Granted, you won't get the power or full versatility of a really expensive machine like a PC or an Apple Macintosh about going out and buying one, but you'll be surprised at how much of your needs are covered by **MSL** itself.

Communications - When it comes to most business-like uses, communications don't really come in handy all that much. Don't count this part of **MSL** out right away though, as having a modem set up right just comes in handy. For example, we've got a few freelancers for Future Publishing who send their work to us by phone line - it's more reliable (and definitely faster) than the **Magnum's** (Small Mail), and enables us to ask for last minute modifications to articles that we otherwise wouldn't have been able to get out in time.

stuff to look absolutely dreadful, no matter what the words say. To get round the problem, halfway through high school came up with a wonderful trick - mind process everything. My average essay mark shot back through the roof as soon as I finished as marking it wasn't put off with the daunting task of trying to read my handwriting, and could actually write down to read what I was trying to say. The same goes for job applications. CVs and just about anything else you care to mention - people have got more time for something they can actually read.

HOW ABOUT A DATABASE?

I think I could just about handle this one. Imagine a set of file cards, with their usual lines marking out different bits of information. Now imagine a computerized version of this, allowing you to have hundreds of file cards, sort them into particular orders, print out lists from them into particular orders, print out lists from just certain pieces of information on the cards - just names and phone numbers if you like. You know, I could really get into the **MSL** here.

Database - If you're a small business, you'll have already realized the massive amount of information you need to keep hold of - customer records, product lists, trade details, payroll, etc. Think how much easier life would be (and how much nicer your desk would be) if you stored all this stuff on one floppy disc as opposed to several messy bits of paper.

Graphics - Yeah, yeah, yeah, everybody's seen those adverts with simple graphics - no figures on their computers in the form of **Ready** displays.

Label Printer - More letters, more labels, more years. Can't go now?

Spreadsheets - With a bit of luck, you might even be able to impress (read, amaze) the boss(es) if your company accounts are sitting on a nice, self-calculating computer screen as opposed to an ink-stained book full of mistakes, updates, and stupid alterations.

Word Processor - I've said it before, and I'll say it again, I like people to read the letters I've sent them. Besides - what do you think this magazine's articles were written with? Paper and pen?

The truth of it is that the actual steps (and in **CP** is written or word processors, then loaded into another package called **QuickResponse** - it's a very fancy **DBP** package that runs on an Apple Macintosh) to lay it out on the page.

CHEERIO

All in all, then, I hope I've managed to open your eyes to just how productive a package the **MSL** can be, and just how much it could help you out in your daily routine. My aim wasn't to get you just doing everything on your **MSL**, really, it's just always worth bearing in mind that the **MSL** is really powerful enough to be a damned good time man just a game machine.

Over the next couple of months, we hope to be showing you exactly how to make use of some of these less obvious options of our machine to help you do better, work, or school.  To then, have fun.

NEXT MUMF

We'll be explaining exactly how to automate your home accounts, so that you know what's in the bank, how much you owe and who to. We'll also be looking at the mechanics of cataloguing your second collection on a database. If you've got any specific **Mini Office II** questions, then send them to **MSL** Magazines, Commodore Forum, 90 Marshwood Street, Bath, BA1 2BN.

Mini Office II

Spreadsheet

Spreadsheet menu

```

Edit sheet
F1 F2 F3 F4 F5 F6 F7 F8 F9
F10 F11 F12 F13 F14 F15 F16 F17 F18
F19 F20 F21 F22 F23 F24 F25 F26 F27
F28 F29 F30 F31 F32 F33 F34 F35 F36
F37 F38 F39 F40 F41 F42 F43 F44 F45
F46 F47 F48 F49 F50 F51 F52 F53 F54
F55 F56 F57 F58 F59 F60 F61 F62 F63
F64 F65 F66 F67 F68 F69 F70 F71 F72
F73 F74 F75 F76 F77 F78 F79 F80
  
```

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PD FORMAT

Buy British, eat your greens, learn to snowboard, go veggie and cop a load of this freebie software.



For the first time, learning and games PD company is chance to write an for a whole page about themselves. This month it's the turn of MKPD to show their own inventory. So sit down, shut up and learn to what they have to say.

Library's full name: MKPD
Address: 1 Westminster Close, Barnham Park, Northam, W. Dorset, DT85 9JH
Software available on: Disk only
Price per disk: £2.95, with discounts if you order more than one disk (shipping is included in the price)

What MKPD's good at and why: MKPD offers disks containing only the best PD for the minimum cost. Most disks offer a variety of programs, quite often the disk you buy will have a demo, a game and a utility on it. Every disk is double-sided.

The utilities listPD offer include: music editors, game makers, spreadsheets, text editors, programming tests, graphic editors and more, (but no educational utilities I'm afraid).

MKPD also offer games and every type of game you could possibly think of. Our catalogue of games, demos and utilities is expanded every few months.

For a catalogue send a large S.A.E. to the address opposite.



WHY DEMOS ARE

- Many demo makers go on to become fully fledged programmers, producing superb games.
- They demonstrate the distinction between the console and the home computer, namely usability.
- They're brightened up many a wretched winter night.
- They truly reflect the times, were it from Rome to Progressive France.
- They're great for leaving lit in the corner when you're listening to funky music; you've seen private light shows.
- They don't cost you anything. Except for the electricity, and the cost of the disk I suppose.



Futuristic ship fighting her way through a city like any other.



And I thought that jumps were like elephants and I couldn't jump.

TOP FIVE GAMES

- 1** **Bonus**
Disk 020
A simple yet fun game for 1 or 2 players.
- 2** **Blom**
Disk 030
A classic game incredibly simple, but also incredibly frustrating.
- 3** **Mission Monday**
Disk 001
Classic action with Willy Wainstein and his jumping, shooting crew.
- 4** **Thunderbolt**
Disk 009
One of the best BEUCOR games ever made, brilliant arcade shoot-em-up fun.
- 5** **Terrier**
Disk 011
Yet another addictive Taira clone. Has the water not had enough of them yet?

TOP FIVE DEMOS

- 1** **Red Storm**
Disk 040
Probably one of the best demos ever, so named and almost never ending. It runs by itself with absolutely no user interaction required... more like a movie really.
- 2** **Games Light II**
Disk 045
It technically stunning demo, including amazing effects like colour cycling and plasma - something to aspire to.
- 3** **The Samples Disk**
Disk 036
Loads of fun sample games, including the famous Singing Ducks demo.
- 4** **The Legacy**
Disk 028
Another stunning demo with brilliant effects.
- 5** **Don Year Canceled**
Disk 026
Not another example of the fine art of demo coding, watch it and weep.

TOP FIVE UTILITIES

- 1** **Bonus Demos**
Disk 020
A demo making tool that allows someone with absolutely no knowledge of the OS to create their own demos in minutes.
- 2** **The Purity Tools Collection V2.0**
Disk 014
Many excellent tools.
- 3** **Utilities and Music disk**
Disk 007
A disk packed full of some of the best utilities around.
- 4** **Useful Utilities**
Disk 040
Utilities including future composer '04.0 and a clever SD-output-screen program.
- 5** **Wegward Utilities**
Disk 006
A collection of useful utilities.

UNCLE DAVE'S BUY-A-RAMA

Welcome to CF's very own version of the classic TV show Swap Shop. Forget car boot sales, this is the place to buy and sell.

FOR SALE

• For sale C64 disks, *Turicon 2*, *Trellis*, *Hobby the Acrobat*, *Shogakukan*. All boxed. All new. CD-ROM. Please Andy on 0258 585028.

• *Bubble Bobble* — C64 version with a printer handbook. \$2.00 plus postage.

• For sale C64 disks, *Turicon 2*, *Trellis*, *Hobby the Acrobat*, *Shogakukan*. All boxed. All new. CD each. Please Andy on 0258 585028.

• Agate II in perfect condition, tape loading properly, with level parasites. Pricing is around £2.99+postage. Contact Mark on 045 26228.

• *Microdrive II*, *Double Dragon 3*, *Real Fish*, *Rummy*, *Boobie*, *Warlock Islands*, *The Quest*, *Madness*, *Wipe*, *Poker 2*, *Ted Fighter* and *The Simpsons* all for £10. Also C64 tape for CD. Call Mark on 0258 726443.



Bubble Bobble — C64 version with a printer handbook. \$2.00 plus postage.

• Commodore 64, 1541 disk II set-up, AP, 68000er, Java 0280-worth of programming manuals, word processor, Data enhancement disk. This is a veritable treasure chest all one job lot. £200 (no offers). Will wait for the right price — returning offers only. Long live the 64! Phone 0493 400890.

• C64 with *Dataslave* plus *Jynx*disk, *Osar* 300 games and *RVW* television, cassette and cart. *Magnetics* as well. What a bargain! Tel. 0600 30003.



• Commodore 64, disk drive, *Dataslave*, AP cartridge and games. All for £180, may sell. Tel. 0682-544719.

• C64, two *Dataslaves*, AP cart, four joystick, lot's of games. Everything in working order. Lots of DF mags. Tel. Don on 0626404 02877, £100.

• C64, disk drive, *dataslave*, printer, joystick, 150's games on disk and tape. £250 ono. Will sell separately. Tel. 281 503 8287.

• C64 disk drive, 2 *dataslave*, joystick and games, £150 negotiable. Write to G. Arnold, 50 Lakes House, Home, Little Horton Lane, Bradford, BS3 0LJ.

• C64 1541 II disk drive, includes *Com* and *TV*-games, joystick and mags. Phone Steve on 0782 854267. Steven, £75 ono.

WANTED

• Commodore Format issues 1 to 25, will pay postage. Phone 031 689 8821.

• Wanted, assembler and *Microcomposer*, will pay for International Soccer Car and *Starburst*, or can just The Car, must be tape based. Tel. Charles on 0552 00044.

• Wanted *Prolog* Games 1, 2. Found the *Whelan 40* Systems and *Life of Pi*log. Tape or 5 1/4" disk for the C64 also *Commodore 64 ROM* machine handbook. Will pay a reasonable amount. Tel. 0552 432488.

• Wanted, expert cart for C64 by Telelog. Tel. 0550 514285 and ask for Greg.

• New by Geoff Crummond. Mail only!

Contact Alex on 0424 41 8917.

• Wanted, *Teletycho* adventures and *PHQ's* Type or disk. Send to: Ann Claxton, 27 Coombe Grove, North, Stockton, Cleveland, TS20 1JY.

• Help, I need a video station for my C64 MP3 set — offers please. Write to Moe, 39 Brock Road, East Chislehurst, Sussex, RH45 3XZ. No answer.

• Any *Inform* or *Magnetics* *Scorpio* adventures on disk, also wanted sound or graphics digitiser for C64. Will pay reasonable price.

• C64 printer must be in working order. Must be very cheap (best bet — £10). Contact J. Parry, 5 Cannon Street, Halls, County Down, Ireland.

• Wanted, 1541 disk drive. Must be in good condition, will pay £55. Please Andy after 4.30 pm on 0258 585028.

SERVICES

• For dot matrix printers, basic programs written in your basic program's screen mode printed. Write to Tom at 322 Holburn Street, Newcastle, AB1 8QQ for a price list (printed on A4).

PENPALS

• Hi! Got a tape deck? Then write to the for swapping programming, links, etc. etc. Contact T Roberts, 88 Barnack Road, Houndston, Middlesbrough, TS4 5AF.

• Pen-Pals wanted! I've been England. Write and if anyone writes describe yourself and the things you're doing. Photo if possible. Liam, 31 Bohem Square, Dorset Hill, Sunderland, SR9 4SA.

• Mail about computers? Write a postcard! Love music? Then write to me, Leifur-Gun, 7 Uplands, Stone Heath, County, OJ3 3PY.

Hard to meet for that elusive game. Need some extra cash? Here's the place to sell your wares. Even if you're just helping out, we can help you out. Join in the CF's Online and send it to Uncle Dave's Buy-A-Rama. Contact Dave. Parcel 20 Marshwood Street, Bath, BA1 2BB.

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Europe



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Europe

An integrated word processor, database, spreadsheet, letter printer, graphics utility and various programs all



in one package. Mini Office can save your 104 into a versatile business routine (and is great to 80 your business's c/s, in reality).

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Platform

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Description	MSRP	CF Price	CF Price
Hobby the Aardvark (Disk)	£12.99	£9.99	CF Price
Hobby the Aardvark (Disk)	£19.99	£19.99	CF Price

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MCDONALDLAND

Video

A different kind of platform game altogether (a different kind of platform game - the whole CP crew), McDonaldland has well-tele and no-glitches. Here's a nice game.

Description	MSRP	CF Price	CF Price
McDonaldland (Disk)	£19.99	£19.99	CF Price
McDonaldland (Disk)	£19.99	£19.99	CF Price

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SAVE
UP TO
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FIRST SAMURAI

2D Beat

An arcade adventure back ten up with a distinctly oriental flavour. First Samurai received one of the highest scores CF has ever awarded a game - 90 per cent, and it deserved it. The game's got the lot - great graphics, great sound, great gameplay, great whatever else there's a hell to be good. Be warned - this game is temporarily out of stock!

Description	MSRP	CF Price	CF Price
First Samurai (Disk)	£12.99	£9.99	CF Price
First Samurai (Disk)	£14.99	£11.99	CF Price



CREATURES 2

Platform

If you haven't got the game - WHY NOT? It's a Coffee of massive proportions. Gone that's a whole series of Casualty and more fun than watching Our best up Down. This has to be one of the greatest games ever on ANY format. Platform gaming at its very best with some superbly scenic graphics and the best music ever written for the C64. There's no issue for not having a copy.

Description	MSRP	CF Price	CF Price
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IN
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From the makers of *Creatures* and *Creatures 2* comes probably the greatest platform game ever created for the C64; *Mayhem in Monsterland* is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.



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- ★ Not available in ANY shops ★



C64
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POST CODE.....





OVER THE EDGE

What's VR? What's MUD when it's at home? Which is the quickest computer in the world? Why do all Iranian men have black moustaches? We answer this question and others in our funky new section. If it's high-tech it's in here.

BRAVE NEW WORLDS

Elsewhere in this issue, we looked at how the very first computer games began, and how they developed and evolved into the games we enjoy today. This, though a little complex, is inescapable.

But what about the future? What do the next few years hold in gaming technology?

How will concept change? After all, the technology that sets games like Turbo Changers to the same level as such creatures as Clear Heat. So how will programming techniques change?

Well, we can only predict what will happen in computer games by looking at what will happen in technology, and what has already happened in the gaming world with the technology that has become available today.

Count the machines at the Old in these tales of heavy hitters.

in the so-f called of the '70s, but a dark cross filled world was by computers. Cyberpunk is not a dream but a combination of the reality, happening today. There are no unrealistic dreams of world peace and a cure for all diseases, but there are neural link-ups with computers, genetic engineering and medical advances that tell the politicians what they do.

MULTIUSERS

The first multi-user video game was Ping (the classic ball and ball game). I think we can safely say here that the idea of more than one person interacting with the computer at once is not a new idea. It has, I think, haunted would-be reviewers who try to find player action. It wasn't really breaking any new ground, but there were a few games that did.

One such development, only really made possible by the growth of popularity of modems and telecommunication with computers, was MUD. This was a MUD-Lite for Dungeons, designed for people to log up using a modem, and take part in a text adventure game. What separated the adventures from the

rest was the fact that the characters you meet in the game aren't computer controlled characters. They were other people who were playing the adventures at the same time. This has an astounding effect on the game, as there is a constant input of originality and fresh ideas from the human players (as they would interact), which effectively threw the whole

problem of shared characters with no real personality straight out of the window.

This whole concept has since been repeated many times in the progress of computer games, with games allowing machines to be linked into the gameboy's Ferns for example, but these latter attempts never really matched the initial success and

long-lasting appeal of set-ups such as MUD.

With the steady increase in reliability and speed of national and international communications, you can expect to see a few further developments in the MUD field

through its darn good mind. Approaching this by Bryan Chouh and Paul Murga is not a work of fiction but an account of a robot face wars here. It's packed full of stories from hackers and programmers who all have one thing in common - the exploitation of available technology for their own personal gain. Pondering through it you'll be amazed how many of today's top hackers started out with the humble 64. It's not just of technical jargon so you don't need to be a technic freak to understand what's going on.

If you can't handle it all I might recall that take a look at Microchips - The Cyberpunk Anthology. It's a collection of short stories by many of the top cyber writers including William Gibson, Lewis Gibson, Bruce Sterling and others. Even easier to read but I suggest to get hold of it is the American magazine Wired. Its articles examine all aspects of the new technology including the latest experiments with VR. You won't see it in the shelves but your messenger may be able to locate it for you (you'll need to quote the ISSN number)

that tell the politicians what they do.

the first is the Cyberpunk series is recommended reading for all budding futurists.

If that sparks your interest, then there's no better way of getting closer to Cyberpunk than



The ultimate computer game? Isn't it?



Wired, Being the American dream by computer technology.

CYBER WHAT?

There are a certain group of people with a shared vision of the future. They call themselves Cyberpunks, a name taken from the writings of the author William Gibson. He focuses not on a world of flying chrome and automated files as portrayed



amazing graphics, and hopefully a little bit of action. The possibilities really are endless—imagine flying, stung, and every other you pass in a real game. Not an easy one!

TECHNOLOGY

So how will technology develop? Well, this is probably quite easy to predict. You see, there are two main considerations when looking at computer technology from a programmer's point of view—speed, and capacity.

All computers are fixed by some kind of internal clock. Though it's not a clock in the conventional sense of a quartz actually being the timer, inside your CPU is a quartz crystal, oscillating fast enough to produce a frequency in the MHz range. As far as the Commodore 64 is concerned, this frequency is converted into electronic pulses every 200th of a second.

This clock could, quite obviously, be upgraded.

If you want to replace your CPU's crystal with a one that produces a higher frequency, the rest of the internal components would have to be redesigned or built for an increased speed, but faster crystals can be used when designing new computers. The basic rule here is that the faster the crystal, the faster the machine—a machine running on an 8MHz crystal will run twice as fast as a similar machine using a 4MHz crystal. This increase in speed can already be seen in some calculator functions and many of the more powerful home computers, so just think what you could do with, say, a Mega Drive, that can already twice the speed—twice the number of animation frames per second, faster moving games that don't suffer any flicker or rough animation, the possibilities are endless.

Capacity takes care of every other feature

of a computer game that's not accounted for by speed. With new advances being made at the time in the amount of memory that can be stored on a chip, methods of storing data, and systems for effective information compression, games literally become larger in size—with more backgrounds, longer playing areas, more ball-gaps, more levels, and so on.

You see, everything else, in the end, comes down to either speed or capacity. Hence, for example, either on both, requiring vast amounts of memory to store an average game, and a large amount of processor time to get it out through a speaker. The same can be said for animation, which also requires memory to store into a buffer in a sprite's movement, and more processor time to display these extra frames.

REAL ENVIRONMENTS

In many ways, real environments have already been realized by the computer market. In many arcade games, you can play Virtual Reality games. These may be riding games, or they may be more 3D-driven style games, but they are beginning to imitate real environments.

To create a suitable environment on computer, you don't actually have to create a real world—you merely have to

present images, sounds, etc., to the user in the way that if they could be presented in a real environment. Hence the VR helmet—a headset containing video screens in front of the eyes, and speakers to full surround sound.

In effect then, the only thing holding VR back from imitating a real environment perfectly is the graphical ability and processing speed of the computer running it. As graphical capabilities and storage systems improve further, though, the detail and complexity of possible virtual worlds rise with them.

technology. Deckard uses in the hunt. Like ESPR, a machine that can manipulate a camera photograph of a person in a room to show the whole room and even the rooms beyond.

It may seem a little far fetched, but scientists can already breed mice that produce specific human proteins in their milk. And another group of geneticists are on the brink of breeding pigs with rat computers and man-related organs that the human body will not reject.

The first home computer was only an general release was, but nearly years ago and now the major companies are talking about bringing VR into the home. Neural computers can't be that far away, can they?

Cluck...

DON'T BELIEVE THE HYPE

Both the computer press and the software houses are currently using 32-bit PCs over CD technology. The video game industry has always thrived on the next big thing syndrome, so it's to be expected. Unfortunately, nobody's actually come up with a suitably impressive game which has people reaching for the old beige box.

The reason for this is quite simple, good graphics and sound are not a good game make. You're all hooked on CD games and you know that graphics is the most important element of any game. If you're not a fan of a game's get rendered graphics, full motion video and twenty minutes of real playing, you'll still get bored with it after ten minutes unless there's an excuse or two—addictive music being made. The main reason for the death of decent games on CD is that programmer's get lazy when you've only got 64K of memory to play with, you've got to make sure that the game's in there, you think you can't but you'll never see much else.

JOYCE

The future of home entertainment? They'll have to do better to impress me.



My main man, Hunter Hauser as the real-life blues singer, Rex Bell.



The question is: Is Deckard a mechanical toy? We'll never know.

CLACK



ARTIFICIAL INTELLIGENCE

One of the main selling points of the MUX system was that characters in normal computer games are always incredibly tame, incredibly stupid, and incredibly predictable. This is not a product of bad programming, but a product of the limitations of our electronic circuit to emulate a real personality. Does one create a computer that can achieve this, we've created artificial intelligence.

Creating popular-level, artificial intelligence is not about making computers think (that would push the whole field into the area of metaphysics and philosophy). The only criteria for AI is to make a computer respond to stimuli in a way that it would if it were thinking. This does seem to create the

problem often into a slightly more reasonable chunk. After all, the best you can say about anyone is that they act as if they would react if they actually *are* intelligent.

As research continues into this rather lively field, and advances are made in techniques of programming AI, the computer game industry sees advances. If we could make a tile, in the form of more interactive characters. Just when an alien tries to out-think you in a world combat, you know things are getting just a little too deep.

SAMSON

GAME TV

We all know that video games have made the big crossover from merely quiet to mainstream activity, but there's an even bigger revolution just waiting to happen and it has to do with connectivity.

What do you do when you want some software?

Perhaps you get down to John Manos and Peter's garage. Maybe you almost change in the post to a mail order company. Possibly you print it off your best mate just like you've been doing for the last couple of years. All these methods are a bit boring and in the latter's case, obviously illegal, so you might be a bit surprised to discover how you'll get your software in the future you'll do it through the television.

Now while not behind the Japanese and the Americans in this field pro-change there they were catching up rapidly. The system which is already in place in some bits of America enables you to download games from the TV programme you happen to be watching at the time.

Let's say that the game on the TV is some sort of Demons Demmed game and this game is about how excellent the latest sport is—well, it. All you have to do is hit a button and that very game will get zipped into your television's tuner that you can't see but which is downloading. It doesn't stop there though, because you'll also be able to talk to it or talk back to the television station.

Every night, for instance, they could have a games channel in which the viewers get to play against a professional gamer or a celebrity. The viewer would get away on his or her computer at home and the network could reach the above sitting in their living rooms. It's not the video game network, so here is all this going to be possible.

Globally, technology is moving from analogue systems to digital systems. With digital technology comes the ability to compress and transfer huge amounts of data with considerable ease. For instance, the British telephone network has recently made the move from analogue to digital technology opening up the possibility for all sorts of fancy phone tricks like call waiting and conference lines. At the moment, it's just going through the same analogue to digital transformation. By the end of the Century you'll be watching digitally transmitted information, not radio waves, but binary ones and zeros. Your television will cease to be a receiver and will instead be a transmitter of digital code.

It doesn't end there of course, because everything being digital you'll be able to tie up all your household goodies.

So your computer will plug into the TV and it, receiving data from the phone or the local satellite. As cable and satellite systems become increasingly dominant you'll also be able to plug into community networks. These Game TV networks will enable you to patch into your town or community's system and play games against people down the street. So instead of knocking on your friends door and asking him to come out and play, you'll log on to his computer and play from home. What is all going to be terribly unfulfilling isn't it?

NOTICE

card) and will get you back somewhere between £1,000 and £1,000 depending on how sophisticated you want the map to be. Better said using our fair.

MUTON

SAFE AS HOUSES

Year after year, millions of pounds of our and the banks money finds its way into the pockets of

technology savvy criminals. Some of the ways in which they do this are very inventive.

Recently, some American crooks with a certain amount of brains built a fake cash machine in a shopping mall. This machine, read the cash card recording the Personal Identification Number and then opened the cash

tray, but that was no cash inside. After a week or so the real crooks came back, removed their phoney machine and read-off all the card information. They then created their own service cards with some plastic and a bit of magnetic tape and proceeded to clear out the accounts of the people who had used their fake machine.

The banks have been working overtime trying to stop this high technology robbery. Their latest idea is a card which can hold a digital imprint of your voice so it, when you used the card you'd speak to the machine to get your money out. All of which begs the question: haven't the banks heard of tape recording?

I LIKE DRIVING...

Picture the scene, you're all on your beds with your parents and are now in an unfamiliar bit of the world. Mum or Dad's peering intently at a map and whoppers driving is getting you little bit annoyed because you've been

just the same old dull-as-flat-iron in a car. Well, soon, problems like that will become a thing of the past and it's all thanks to the amazingly versatile Japanese.



Well, soon you'll be able to see your parents all about, you can actually drive on wheels!

They're going to be able to get a digital road map of the country. An LCD screen fixed to the dashboard of your car will display a computerized representation of the country and road grid will indicate exactly where you are in relation to that map. As you drive along, the road grid will move and so you'll always know where you are. The map will also indicate information such as hotels, leisure spots and even traffic jams. So how does the electronic map know where you are, when even you don't?

The answer is impressive and very expensive. During the cold war, the Americans sent up some 20 satellites into space in a sort of 500 mile, one program called the Global Positioning System. The electronic map will be able to contact these satellites and pinpoint your location to within 100 feet. Unfortunately, as impressive as the system is, it's not as accurate or reliable as you'd think. The system would have to come off-line if the Navy

ULTIMATE ARCADE GAME

Let's face it, most arcade games are a bit on the old side. The years ago, it was quite normal to stand in a smoky arcade, looking over at a continuous stream of similar looking slots. Nowadays, virtual and less fun looking are more popular than arcade games, all of which has left the manufacturers wondering what to do next. The answer is a bit of virtual reality glory.

Edison Brothers Entertainment have recently finished creating what they call a '... fully immersive virtual reality game.' Their creation will be based around the television series 'Star Trek'. The first Generation and will be positioned in shipping crates and made. The game will use actual footage from the TV series and will be fully interactive, meaning you could actually all on the bridge of a starship, leading orders to the crew and listening them to health status. Talk about really going, eh?

NOTICE

STILL YOUNG ONE

The next time somebody tells you that they've got the top selling console in computer around, point out that Commodore sold 15,000,000 disks over its eight year history, thus making it the best selling home computer ever. Makes you feel all warm inside to know that you're part of such a big club doesn't it.

ALIEN³



He'll eat your face, he'll live in your tummy and he'll dribble chaotic slime all over the floor. Andy Dyer's an anti-social chap at best, so we gave him this funky new platformer to review. It didn't improve his looks much but at least he stopped eating off-world colonists.

HISTORY

Before we begin talking about the game, let's give you a brief history of the film. Alien was one of the finest Sci-Fi movies ever made. Far from being a white 'n' stay-at-home at-a-futuristic-spectacle-over-the-top-tech-cosplay-and-oh-hey-things-like "We're getting a twelve grand reading from sector Alpha Omega Prime"

“Captain”, the people and the ship they worked on was all there. More realistic after with all the money, instead better suits, and to doubt some really leftover

panels called in a small dish in the fridge. Needless to say, they investigated a crash site, had a bit of an intermission with a “thing” went back to their own ship and as a result began to feel somewhat “alienated”. If you’ll pardon the pun if we do not pan - it’s. Oh, and the only survivor was Ripley (Sigourney Weaver - please) and her cat.

But let’s begin when Ripley wakes up from a fifty year

sleep to discover that a Transhuman community had been set up on the planet where the aliens were first discovered. Attacked by the whole thing, she battles off again to the battle with the vicious Xenomorphs, pronounced Xen-O-Morph if you’re British or Xen-Morph if you’re from the states. (Please note however that all Xenomorphs are invariably dim and can’t speak properly - Dept Of

Sweeping Generalisations). Chapter two starts up with almost ever-body dead and Ripley once more surviving and looking slightly

weirdy. In the final and very hope-ful

statement, Ripley gets banged up in a high security prison populated by a raggle-taggle host of annoyingly annoying Australian “chicks” who for some curious reason are all called “Mrs. G’s”. (I think you’re probably referring to “Youngblottum” Professor Carl Black H. Strawberry - that’s. Um, what by this for size then. Ripley travels off to a high security prison on another planet which is not only populated by the most gruesome bunch of he-toppers since this side of the CP office, but which has also become infested with the Alien worm that caused us much “distraction” in the first two films. However, this time the team discovers that all these foul-creatures have come from a giant Queen who also happens to be a chicken (Oh for crying out loud, it’s obvious you haven’t actually seen the film so what say you just tell us about the game? - Ed)

*Your success really depends on
Your ability to make the aliens
dance a merry jig of doom*

HEAD-BITERS ANONYMOUS: HOW TO SKIN AN ALIEN



Ripley decides to try a rather new & highly unwise



This game's the same as the other in Alien 3. Ripley returns equipped with a grenade launcher and a laser light.



Finally the most effective weapon in the game appears. This enables you to search aliens through doors, beams,





LE GAME

It's come to no surprise to discover that this is a platform/shoot-'em-up game, just because the features inevitably are fast and intensive, we tell you just moving. It takes place over a whopping 15 levels which can be played on one of three set levels: easy, normal and hard. Each level apart from the Guardian levels, but more on those later takes the form of a maze of platforms, factors and bits of varying complexity and the aim is to run around clearing aliens, reaching the required amount of points and finding the exit of either a side level. There are, within this structure three types of level, relative to which you receive points. Maybe for which you do, rescue prisoners, and mission for which you rescue... or die. I think we'll just gloss over the bit.

TIP OF THE DAY

I don't think I need to remind you of this but it's a strange one fingered "thing" attaches itself to your

made's face for a few hours then falls off as if nothing had ever happened, find a new friend to bring out with...

Anyway, between each level

there's a network of passageways which you have to reach through, again within those very strict time limits. Once you've successfully negotiated one of these a screen appears telling you how well you did and how much bonus you scored then it's onto the next level. Of course what you succeed really depends on is your ability to make the alien, as it were, dance a merry jiggle down on its forehead that you have several weapons at your disposal including a cannon, a flame-thrower and various bombs. Each of these is more or less effective in different sections of the game but to be honest, you can still complete a lot easy level using just the cannon.

what's the green stuff?

After every few levels, you'll meet a guardian. Guardians are much like the in-game aliens except that they're not about five

times bigger and take an awful lot of shots to kill. Having said that all the guardians are exactly the same so they shouldn't cause too many problems (after all, you've been one before—well, exactly identical after with a bit of blood, you've seen 'em all). So that's pretty much as far as it goes with the gameplay. So how the all important question, how good is the topi-coder?

Not great at all in the opinion. Despite every level (even the short Guardian ones) being loaded from screens individually, the loading time is fairly constant, so by the time you've entered down after completing the previous level, the next one is up and running. Harsh!

Summary up bit

Right, so you're all probably getting rather bored of my rambling, ram, and so about saying that something really awful about level in my face the end of my baseball bat (apparently to end - 66), so I'll be the something-type thing. Basically, Alien 2 is nothing outrageously special. The gameplay is fairly standard, and all the levels are very similar indeed. What's more the also a bit too easy. But don't write it off just yet.

The alien is actually well placed and the way the time limits are set really does add to the tension. In fact, even when you know a level has to be fast, you'll only have about 20 seconds to spare, and when you're crawling through a small tunnel to reach the end, you can actually start to feel quite nervous and claustrophobic. The game's got one of those well measured yet frenzied which pulls you in slowly and then grips until you think it's not going to get you running around the garden shouting "I want! I've found peace!" and it's a 100% canister! but it will undoubtedly keep you backdoor on your chair for a good few hours. So pack a cushion.



VITAL STATISTICS

NAME	ALIEN 2
PUBLISHER	VIDEOD
CONTACT NUMBER	081 940 1100
PRICE	29.99
AVAILABLE	EVERYWHERE
OTHER INFO	NAME ONLY!



1 2 3 4 5 6 7 8 9 10

GRAPHICS

Not really in place but there's some nice animation and it's all very sleek.

SOUND

Not spectacular but it only takes a few gunfire effects to get me lost.

IMPACT

Initially fun, then slightly repetitive, but you can't argue with that surface shininess!

GAME LIFE

Easy mode is a bit easy, and you probably won't want to play much after finishing it.

POWER RATING

78%

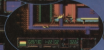
BODY ODOUR, FOR ALIENS WHO TRY, TOO HARD



If you're a bit on the claustrophobic side, you might find certain parts of the game a bit, er, smelly, and sticky.



Backed up around the place, hostages, and enemies to be grabbed up and executed. Unfortunately, although there's a hinting, there's a stink.



WIN! WIN! WIN!

ALIEN[®] COMPETITION

WIN!

Winners get ten copies of *Alien[®] Origins*, a completely new platformer to give away. So if you're getting a spot of xenomorph hunting action in, then enter our lucky competition. What would like you to do to answer these three questions?

1. What sort of a creature is Alien 3, the film, set in?
2. How many levels are there in Virgil's game?
3. What's the name of the two aliens who appear on the Big Breakfast every morning?

Put your answers down on the back of a postcard or other suitable writing material and send it off to us in Enigma Mail Compo, Commodore Format, 30 Mansell Street, Bath, Avon, BA1 2JW

RULES

You know that there'd be some competition, didn't you, right?

- No multiple entries allowed. We always spot them even if you get your brother to do the writing and then post the cards a few days apart from different boxes.
- All entries must get here by October 21st.
- No employees of Future Publishing or Virgin can enter, but then they can get the game free so there's not much point.
- Any entries which arrive with a bottle of Becks attached will be treated on a level and top of the pile with a nap.
 - Yes, we're that easily bought.





You may think you've got a collection of the hottest titles, with the nicest console, and the best action mouse. Well, we have to burst your bubble, but the stuff you own isn't every month to buy is anything but original. You see, just as fast-forward from fish, your latest title, maybe *Mighty Fish* in *Montezuma*, is just a game at the end of an evolutionary chain that started with mainframe computers, and *Breakout*.

The odds are, if you're of average CP-rain age, the beginning of this story is set before you were born. We're going to start with the first video arcade game — the original computer tennis game, *Pong*. It consisted of two bats and one ball (no bonuses, power-ups, extended plays, fast guys, flashy graphics, etc). Though you may laugh at that kind of thing these days, in 1972, it was really ground-breaking stuff. But whatever you think of it, the video arcade game was born with this release. The *Crash*

reign America and Japan with great speed, stirring up a whole new-wave generation of gamers, and a huge amount of industrial interest as it

was coming next. And so, in 1974, to the best computer game a child was born and it was called *Breakout*. This was what's best described today as Asteroid (without

any bonuses, power-ups, extended plays, fast guys, flashy graphics, etc). Following the immensely successful *Pong*, it couldn't fail to take off. (In case of it OK.) The scene was to pick up again with Japan's contribution to the industry, a nifty little action game called *Arcade*

Fortnite. It was here that the arcade games scene really took off — the eager observers of the revolution started to produce computer games of their own, starting what was to be the computer

Where did it all begin, this games playing lark? How on earth did we get from *Rat Race* to *Mayhem*? Simon Furrower is our man with the shiny gold envelope and the ever deepening overdraft.

THE GAME IS BORN

This is where things really start getting subtle. It would appear that, as a series of video images animated in sequence, a computer game falls under the Video (Soundings: A2) of 1984. This is a fairly useless fact here if not for something, and rating certificates. When you go to the cinema, just before any film or trailer you see there, you will see the certificate from the British Board of Film Classification on-screen, displaying the advised (and enforced) age limits as to who can watch the film. Films subject to higher certificates are those displaying high amounts of violence, bodily fluids, internal organs, or genitalia.

So think about it. You're playing *Death Wish MDCIV*, in which you shoot a bad guy, who releases arsenic in his own damaged intestines, spilling blood everywhere. Or maybe you hit someone's head clean off in *Starbuck*, and get to watch them fall to their knees with arterial spray adding to the atmosphere. Would you see that kind of action in a PG film?

Fortunately, the debate seems to have died down a little these days. We think it's for two reasons — perceived deaths really aren't all that disturbing, and everything is a little too

subtle to be considered

JARDARIAN CERTIFICATES



game revolution, setting the foundations for the multi-million pound industry we have today.

One of the more notable of the early creations was *Scrabble*. This of course *Scrabble* mutated into *Defender*. This was the first horizontally scrolling shoot 'em up, the point being to stop an alien race stealing coals from the earth's surface. The reason you'll know more about *Defender* is because that was the version that made it onto computer, complete with smart bombs, reverse thrusters, etc.

Another offspring you'll have undoubtedly heard of was *Asteroids*. The original had two consoles (a table-top with buttons) connected simply a video graphics space ship shooting vector graphics asteroids. Two player tables also entered

BEAT-'EM-UP

As it has already seen, early platform titles were the first games to incorporate human beings into an arcade environment (as opposed to test adventures, which had been doing it for ages). However, people do other things besides jumping around on ladders. Their other main occupation, it would seem, is fighting. As a concept, it's perfect — it's got action, it's large number of enemies, and it's a perfect target for droppage. Plans about creating new game classes of getting children excited, the first 'em-up was (and is) a ground-breaking concept, which has provided

constant source of fresh titles for nearly 20 of the larger software

Take that my first friend



Take a look along the shelves of your local video shop and compare the files with the software collection at your friendly neighbourhood computer store. You'll usually notice something — there are lot

LICENCES



of games about films. Whether it's *Hudson Hawk* running around, or *Carl Weathers* characters at your screen, it's a film licence.

Let's face it then — there's one main reason why film licences are written. It's free as a lark, after all, you can be pretty sure to catch a lot of attention with a computer game based on the film. This isn't just limited to films, however. Board games (available on PCs), books (the *Fourth Protocol*), and quiz shows (*Mad's Fun Quiz*, *Who Wants to Be a Millionaire*, *Who Wants to Be a Rich Man*, etc.) are also well-served concepts in

And what a brilliant licence. There's no such thing as a free lunch, your own computer.

the history of licences.

Whether or not these games actually work either as games in their own right, or as tie-ins to the film (or whatever) is not clear. Moving a popular licence does not automatically mean you'll have a good game on your hands — the game is just as likely to be dull as any other — it just generates more media attention when paper backing or a film.

There has actually been one example of the whole process working in reverse — *Die*. The thing is you saw the film and enjoyed it, why not go out and find the best adventure

deep possibilities of an exploration game.

Choose *Egg*. Then, it's really only a slight variation on *Demolition Man* — but you'll find a lot more in a game as complete as this that was usually lacking in early shoot-'em-ups. Think about it:

- **Empathy** — after it's a roughly human shape plummeting to its death, getting eaten by a chicken, etc. the player really can become a lot more closely related to the sprite. They're controlling that thing, they could with a marginally sparer ship.

- **Exploration** — it's also with the spirit of the platform adventure that the age-old requirement

over points of progress was tipped in favour of progress. You see, whereas with a shoot-'em-up, you merely progress-into a new scene of test gaps, platform games see by

the market, probably drawing inspiration from *Pong*, taking both players on the screen at the same time.

What happened next is maybe a slightly hazy area. You see, there wasn't any legal progression toward the games that followed, more of an innovative leap. Just as *Pong* was a product of inspiration, the early *Demolition Man* games were quite a leap at least. Bridging the gap slightly was *Florian*, but it's describe *Pacman* as a stepping stone between the two concepts would be wrong on two counts — the gap is still too big, and *Pacman* was a full concept in its own right, with a following created and an influential position just like any other.

And so onward, then, to that real major point in computer games evolution,

the platform game. Remember *Demolition Man*? All of a sudden, the emphasis moves completely away from killing enemies, and concentrates on reaching targets in distress, in this case being represented by a huge monkey. What that we've seen here is a definite move towards progressing through an environment, rather than destroying it. This new concept was, whether the designers realised it or not, set to revolutionise the world of computer games, from the relatively shallow concept of space shooter type games to the conceptually

The whole concept of two-player games has really come to the fore of late. It all started, as far as we can tell, with two-player *Asteroids*, and with Multi User Dungeons to the advertising side of things. Now though, there isn't a single element of computer entertainment that the multi-user concept has been left out of.

The idea has been used in puzzle games (take a look at *Pac-Man* *Tetris*), first-person shooters (*Duress*, *Dragons*), platform games (*Double Dragon*), and just about any other genre you can think of. The whole idea of competing with your friends in an alternate reality

has an obvious appeal.

Of course, friends don't always have to compete. First *Demolition* in which you can journey round together, or separately,

TWO PLAYERS

Of course, my friend's a Pacman addict, but I don't compete.



In years to come, obviously well-remembered with titles like 'The Incredible Hulk' and 'The Incredible Hulk' and 'The Incredible Hulk'.

NEW AGE

When you think of puzzle games, you normally think of strange little picture arranging games, with the seeing interest of a crossword. You will find, though, that the launch of the ball soundingly simple. *Tetris* really shook the industry up a bit. All of a sudden, people realised that it didn't have to be complicated to be fun, and it didn't have to be famous to sell.

So strong came the troops of new age puzzle games we've seen around today, such as *Lemmings*, *Papernois*, etc. This avenue, now explored almost fully by the industry (with the possible exception of *Lemmings*), is now being gradually beaten to death by the public domain clones, which seems perfectly satisfied to churn out a *Tetris* clone game day, to people who seem willing to spend their time playing the things.



If you've already seen the law on lineages, you'll realize the advantages of creating a computer game from an already established theme. The one avenue that has only recently been adequately explored is that of Role Playing games. RPG games are a phenomenon that started during the 60s and 70s, and continued in the present day (though now solely in the form of RPG books).

An RPG game is simple in theory. A small group of people (usually about five), sit at a Dungeon Master. The Dungeon Master then creates a world for the player's characters to explore. You can, or can't do specific tasks in, under the rub of the DM. Amongst other things, this world will contain other characters (controlled by the DM) that can be fully interactive (as they are controlled by a text screen). Character fighting, spell casting, strategy, strength, etc. is calculated via a series of table, charts, and equations. This has always been the main downfall of the RPG system... for mathematics. It just so happens,

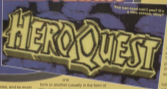
though, that math is the one thing computers have always been excellent at, so it would make sense to put an RPG game on a computer. So why haven't they?

Well, several games have come reasonably close to the format, such as the Masses Of The 4th and 5th series, and more recently *Ultimate* (which, incidentally, was excellent), but all computer RPG systems lack one major problem—a lack of the fully interactive side of things. As unless artificial intelligence is mastered, we may never see a fully interactive computer RPG game.

Recently, these games have been developed almost to the point at which they are undeniably derived from the simple text and adventure. As players become more and more advanced, and objects get more and more interactive, the user is drawn further into the game environment—but more on that later.

The next stage was really quite a simple development from the old text adventure style. You see, a text adventure is really just built up over a section of squares, which in the end, turn into a maze. So why not drop the descriptive plots and just let the player wander around a 2D maze? Hence, the maze game was born. Since its arrival, it has seen many variations, such as *Minotaur*, and some (with the progress on some) geometric games.

ROLE PLAYING



The standard word quest in a role playing game.

STRATEGIC

It's at this point, then, that the two games, being arcade games and pure strategy games, came to join. The result was, well, nothing. What they had effectively come up with was the arcade adventure, in all its glory! These range from huge-budgeted platform games, such as *Final Fantasy* and *The Sims*, to titles such as *Heaven On The Magic*. Maybe we should look to the future, at what we've already achieved. You see, in the quest to find a character or game genre with which the player can truly empathize, we have taken the computer game one step further—Virtual Reality.

CONVIVIAL UNREALITY

Virtual Reality is a system that has come about only recently, due to the advances in technology, and processing speed. For all those that haven't been exposed to it (which, I imagine, would be quite hard), Virtual Reality is, in effect, *Wordwrap* through a helmet. This means that when you turn your head, the view through your helmet turns correspondingly. When you shove your hand, a sensor in a glove moves your computerized hand accordingly. Virtual Reality is, in effect,

progress

into new arenas

legends, new problems, new enemies, and so much more.

● **Virtuality**—what few you have always been fully open to formal. Then today, the most innovative programmers get it to add with weapons and different items. Platform games, however, do not fall into this design box. With a platform game, you can represent almost any scenario, any environment, and any plot (unless it's based around shooting aliens). In the past, we've seen platform games set in futuristic worlds, medieval towns, present day scenarios, stone age periods, and, well, you name it really, whereas

shoot-'em-ups always place you in a futuristic space (space, flying against some deadly invasion force. Yawn with a capital 'Y').

This is where we must depart from the world of arcade games though, and look at the other side of the coin, being the other half of the industry that merges with the arcade at this point.

VENTURE OUT

Before anyone else, serious users (those who came into contact with computers at work, etc) were using computers to emulate themselves in

one

form or another (usually in the form of 3D) games, that ran on networks between the larger applications. Because the majority of these machines were built to handle but only built on graphics, the games must also be in text. It is from this side of the video games evolution that we get text adventures (though more recently with pictures), and strategy games.

These text adventures started off very simply, as decisions to pass the time. However, so a lot of people they still held advantages over arcade games (due to their much more involving format, and enjoyable style)—it's why, like reading a

book a character or game genre with which the player can truly empathize, we have taken the computer game one step further—Virtual Reality.



OBSTACLE COURSES

The invention of the scrolling shoot-'em-up allows a lot more. By extending the size for a car and the invaders you can kill, for example, and scrolling the screen, the obstacle course concept was born.

Now, the odds are you can't remember playing any obstacle course games. (You know what? Blame *Subbot's Crazy Don't Point Shootin' Fire & Forget!* They're just obstacle courses, with a different scrolling perspective—leading away. The obstacles here would be alien cars, tanks, etc. Don't do.

And it's not just racing games—*Manic* Madness. But the standard *Commander* and many other standard concepts are simply just obstacle courses, turned up to look like original game ideas.

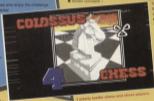
STRATEGY

C's heck, it's the one side of computer gaming that has traditionally turned avid game fans some cold. Why? Well, someone's quite sure. You may think that, it's because games like that are so stuffy, but it isn't the case, why do people enjoy working out methods of competing, winning, killing people, etc. in fast action games? Surely that's strategy as well?

The point is that for any game to be in the least bit challenging, it must make some demands on the player's strategic skills. If there's no challenge, there's no game - it's as simple as that. The problem only arises when a game is served as a pure chunk of strategy with no action or entertainment. These games rely solely on the user enjoying the mental challenge as opposed to the adrenaline. So if Chess, Bridge, or The Battle of the Bismarck, unless there's an element of action, most games players will run screaming in the other direction.

So who's left? Those who enjoy the challenge and prefer to play mental

games rather than counterparts that test reflexes and coordination. There is nothing wrong in this. Strategy games are fun in the sense that people do enjoy playing them enough to write them. It's really just a test of whatever lights your fire!



Visually rich -

A visually better chess and chess player.

visually rich - the aim is to create an evolution a world as possible, to have the most absorbing and, in fact, real as possible, game.

AND FINALLY...

So there you have it - the origin of the species. From east to west (and, present day, anyway), these are the real roots of the stuff you're buying in the shops today. At the bottom of the page, you'll find the diagram linking all these concepts together, pulling it all in some sort of order. Bear in mind, though, that this diagram is not as clear cut as it appears - things were a lot more fuzzy than that.

To put it another way, if you take a close look at any new concepts around today, you won't just see the product of two related games. Lots take some of the more recent releases in the RPG genre, being huge action games with elements of just about every other game concept around, being puzzling, being heavily on exploration, and at the same time still holding the atmosphere of a traditional text adventure.

Since writing the bulk of this feature, though, I've witnessed another minor evolution of gaming technology - 3D3. This is a RE3C (Reduced Instruction Set Core) machine dedicated purely to some of the really advanced operations used in the more complex (and subsequently more expensive) games you'll see on console formats.

If you want the full breakdown on 3D3 and a lot more detail on what it can do, see recommendation one of our 'New-Boys' order page, Edge (page).

What more can I say? (I've said something, but, in this page won't get filled - huh?) Okay then, a few words on what you can expect from here on in.

■ **Stolen concepts -**

SCROLLING

Take Space Invaders. You're there, shooting aliens. F&B. Not exactly going anywhere, though, are we? So what happens if you start the whole thing scrolling, so, in effect, you're going somewhere?

It was this action that gave way to some of the greatest classic games of our time. Defender is just a homonymously scrolling Space Invaders with a few twists here and there. Simple, isn't it?



The word scrolling is the 3rd most popular in the game process dictionary.

Games like Marathon are, when you think about it, almost directly stolen in concept from some of the more advanced console platforms. The gameplay style is no different. Except more of this in the near future, as people are going to realize before long that it's not the capabilities of the machine, but the actual concept that makes a game sell.

■ **Not much commercially -** It's a sad day when we have to say this, but the supply of major commercial titles is dwindling a little. Alien 3 aside (which is probably the last major success we'll see this side of eternity), the industry is moving on, and the C&A, like the other B&Es, has neither the public backing or the technical capability to keep commercial interest at a high enough level.

■ **Homegrown stuff -** The emergence of homegrown software houses will really just be a knock on effect of the drop in commercial interest. Anyway, I've run out of time, it's really up to you to watch what happens in the C&A.

THE EVOLUTION OF THE COMPUTER GAME





NEXT MONTH

While all been waiting an eternity for it and it's finally arrived. Yes, after one long year Mayhem in Massachusetts will be getting a fanzine out of the CF squad. We'll be dropping it down, tabulating it and putting it back together again, in order to bring you the definitive review. To be in with the feature we'll also have a bi-monthly page in which the Apex Corps will answer all your probing questions. After that we promise not to mention Mayhem again for at least six, six months.

Rolling off next month we start a new feature designed to help you get most out of your feature. We'll be covering all sorts of baby items, so staff that you probably haven't considered before.

We're hoping that the games brought in for our and will have more than one game in for review next month. Summer's technically a slow period, so now that you go to school and work the office might consider releasing something. Hurry!

What with all the sexual predators, techy tips and features it's going to be an illustrious issue. We've even got a free gift lined up which will be proudly displayed on the cover. Check it out or stay in the dark ages.

CF SHARES OFFER!

Forget CD's here's a limited edition offer that you can't afford to miss. CF's will be on sale on 24th October 1999, but you can get a special 'Mag Save' option on this limited edition! Just fill out the form and hand it in your next mag and they'll mail it a copy easy for you. And won't have to suffer Phantel's ever again. Smart!

MAG*SAVE

My (homemade) clubtowel (Dirties one), L.A., save me one of those righteous (rather good) CF's (Commodore Formula) man. CF's (the September issue) is happening (goes on sale) real soon (on the 24th of August). Excellent (Thank you very much).

MY NAME

BY ADDRESS

LOVE'S A BITCH

(Dear Commodore Forum,

I told you that I'd had a very peculiar experience down at the bar, well now it can be told. It all started after I'd washed, changed and reentered down for a spin of noon. I walked into the bar restaurant and sat at a table by a window in the far corner of the room. From my vantage point I could see the courtyard of the inn and the fields beyond it. Anyway, I'd just finished my 10th piece of spaghetti when there was a commotion outside the window.

I looked out the window and saw two men in trench coats smacking into other chap in a feature hit in the ground. As they wrestled around on the ground the chap in the feature fell backwards rolled along the ground and lost his hat. This man of red hair fell out from the hat and I suddenly realised that the chap was a lady. Well, you can imagine how shocked I was, especially given the fraying she was receiving from these ill-mannered brutes, so I decided to step in and offer my services to the women.

I ran out of the restaurant, into the courtyard and leaped the nearest trench coat chap on the shoulder. I told him to untuck the lady or I'd have to give him a good spanking. The brute laughed and told me to clear off or he'd put my glasses where the sun doesn't shine. Well, I wasn't about to be treated like that, so I kicked him where the sun doesn't shine. His hand slipped forward with his hand in his pocket so I poked him in the eye, grabbed the red-haired woman by the hand and sprinted out onto the street. When we were round the corner the woman (eventually) thanked me and said that I'd saved the British government from an international incident. Well that she blessed me on the Greek and sprinted off.

I wandered back into the restaurant and immediately regretted not asking for her name. That I've decided to look her down, I'll let you know how I get on next month.

Roger

NINE TO FIVE



Working at Future Publishing's scan office means the you read into them from the recycling message a bit for this month, if he looks a bit funny it's because he just got his

Commodore fan mail. Lisa decided to stop shopping for her clothes to buy out some prairie, while Dallie got mysteriously influenced by the yellow press. (Bye, Wonder, where's he go?)

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