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30 PGS  
PROGRAMS  
REVIEWS

# COMMODORE

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# FORMAT

ISSUE 40 • £3.95 • JANUARY 1994

## PLUS 2 FULL GAMES

## INTO THE FUTURE

What the coming year holds for you and your C64! Read our special feature inside.

JOCKY WILSON'S  
COMPENDIUM OF  
DARTS and 10

AND  
1 FULL  
UTILITY



2 TAPES IN 1



Warning: This will discover what the year is holding for the future of your new issue of CF. Open to the world's new, funky colour print.

Tape to disk  
SMART!  
Text to p.8

future  
MAGAZINE



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# EVENTS

## GAMEBUSTERS

Head into your flats because Britain's number one gamer is back with cheats, hints, tips, rankings and that little thing that no-one else can offer... Andy Roberts is the king of the gamers.

**33 GAMEBUSTERS** This month sees a Gamebustars interview dedicated solely to Mountain Endowment.

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Crack is awarded on a treasure island. Oh Treasures. Anyway, what was that about cricket?

## 64 LETHAL WEAPON

It's back on budget, but is it great? Is it a test? Does anyone really care?

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Some people think it's a traditional game of gentlemanly pursuits, some get eggs to the bottom of it.

## 66 NEXT MONTH

The partying may really take it out of you, you know - about 41 and probably for the special CD 'Should you think not really on that?' look (assuming we all have it in the office).


**38**


# POWERPACK PAGES

Yet again we bring you a load of brilliant games all packed on to one affordable tape. No one ever need know you're using it.



## JOCKEY WILSON'S DARTS

It is often said that death is a game of chance (S&D). Other people may say that this is complete rubbish. Decide for yourself in our new part two game of darts.



## 10

The above items are probably handy, but most of the better you - just what you all as such as you possibly can with the invaluable aid of your own feet.



## INTERWORD

Now you can make use of an advanced type, with a complete printed table for even use on a disk. Making that, you could write a book, a magazine, or a 100-line, 100-word processor, you see.





# POWER PACK

Okay, listen up, and listen good. These are the tape pages, so get that tape into the datacorder and start reading. When you reach the end of side two, stop.

40



By the time of the party, make sure you're ready. Learn to spell with this.

FULL  
UTILITY

## MONSTER MASH EDITOR

If you bought tape 28 and you can remember that that pack of was 2.0 million seconds ago, after 180 you'll remember that we didn't have room on the coverpage to give you the Monster Mash Editor — we promised you, faithfully it'd be on this month's tape instead, and indeed it is!

All you have to do, then, is dig out set 28 (sure to page 53 to order the book listed) from under your bed, and you'll have full instructions on how to use this amazing games editing utility. If you're still blank, bear up, as we'll be covering its various uses and abuses in even greater detail in the months to



come with the Secret Of SLEUTHcase feature. Jon Potts will be introducing other programming bits over the coming months.

### QUICKSTART INFO

You'll have to follow the BASIC class features to get the most out of this program; it requires next month, in the maximum environment with it by choosing the fast option.

The edit function basically operates like an editor. You can choose a pattern of colours and use these to create funny looking letters. Read Paul Brock's feature on page 28, for info on how to create, how to do the standard eight spins, the 9's also to reading beginners' assembly code features in the new year, so far not of you notices.

## InterWord

FULL  
UTILITY

"It's like," said Simon as he sat down at his desk and realised that the tedious task of explaining how to use the word processor lay ahead of him.

Let's get one thing straight right from the start — Interword is complicated. It's not so complicated that you can't get the hang of it, but it's a little less complex to explain entirely on these pages.

The problem is, you see, that it has a fairly large manual, will fully avoid leaving marks, making for a substantial list of instructions that couldn't fit here. This means that I'll have to try and squeeze as much on as I can, and you'll then have



Now you're not even sure you've really done. Then thank you, InterWord.

all of explanation on your own.

Worry not, though, as it won't be all that difficult — we should sure we got a good 100 pages.

The basic idea is that you have two modes of input — a keyboard and a joystick. The keyboard, oddly enough, is for the actual typing for. So it's type a small paragraph, then we come to the joystick, or maybe it's a bit. You'll find that there's a pointer moving about on your screen — that's right, this is a sort of WIMP thing. At the top of the screen, you'll find a bar containing several menus.

**Project** — This menu contains operations that deal

with whole documents, such as save, load, delete, print, etc.

**Editing** — This one deals with all editing functions, such as cutting, copying, pasting, and stuff like that.

**Format** — This is a nice menu to help you select text, with loads of slightly advanced features like selecting word, line, from start of block, etc.

**Cursor** — Great simple, this one just lets you move your cursor around at high speeds.

**Style** — Underlining, etc.

**Layout** — Define how pages look on paper.

**Extra** — This menu allows you to find and replace in code how many text is to read.

**Special** — Deals with colours, and other bits.

### INTERWORD FEATURE

Out to the fact that we didn't know we were getting this program until five days before press, there wasn't time to write a feature. So starting next month we're going to be running a series of features on getting the most out of this great word processing package. Watch out for issue 41.

That's right — Compendium Format are offering you the opportunity to become a star in a distance challenge to determine a legitimately copyright replacement. Yes.

Darts. How big is this page again? You play darts. Can't get home now? You stand around throwing these darts at a board, and occasionally you'll win. Sometimes you'll lose, though, sorry and aw. Yes.

Finally, it was broken. The four side high score oaths of the case of Handblows will complete, and proceed to space. For centuries it closed with many interesting details about the huge round object was for, and how it got there in the first place.

Gradually, the Handblows died out, as all those left, leaving the thousands of Darts to float aimlessly in space, causing havoc and causing misunderstandings about the sciences for every other case. 1000.

Let's take darts for instance: it's a talent considered by first-ranking humans who, with the aid of telescopes and what have you, examine the world they live in and the cosmos that world lives in with uncanny accuracy. This isn't a recent thing, either — since the early times of man, nations have stood in wonder under volcanoes, finally

**FULL  
GAME**

# JOCKY WILSON'S COMPENDIUM OF DARTS



realizing that the moon floated around Earth,

and they to have involved around the earth, which just happened to revolve in a galaxy. It's really quite a drama. It's... to find out they were utterly wrong.

Oh God, this really isn't going anywhere, is it? Look — it's just a darts game. You can have up to two players, and you have to throw darts at the board by steering the other woody hand and pressing the

Remember that you have to try to finish on a double, and the first one to zero wins.

Apart from that, there really isn't much I can say. As darts is just, well, darts. Let's get back to our story, then. Imagine a signpost in the middle. Now what would happen if I came to take a huge round disc and hold it halfway

between you and the built? Well, that's what. Remember that hardware?

Well, that wasn't the only little universe-expanding phenomena that happened to be

caused by this joint disc of entertainment, and so in 1987 the forces of Earth decided to destroy the board to clarify scientific research. After much debate as to the archeological value of the disc, and whether it should be destroyed in the first place, a long-old ship took it with a totally new kind of message.

## WE WANT YOUR SOFTWARE

Favorite games software for 8 computers in 1988, we'd like to hear from you. We pay you \$100 for your programs that are suitable for Commodore Format. If you'd like to submit your work, send it to: Beverly-Ford, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2SS. Please sign a disclaimer declaring that the program is yours, your own work.

## Tape to disk

If you're lucky enough to own a disc drive and want to use it as well as address it, then you get hold of this month's Powerpack on disk. Simply run out the bottom on the tape, plug card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order made out to Miles Audio Video, for £7.50 (a cover duplication code) and send it to:

CF 80 Tape To Disk  
Alpha Audio Video Ltd  
Hartford, Oxfordshire, 14  
Telford  
Shropshire, ST7 4DD

## VITAL STATISTIC

NAME..... JERRY WILSON'S DART  
PROBATION..... 100%  
SCORES..... 10000, 10000, 10000  
DRESS CODE..... 10000, 10000, if 100-10  
LAST 100 STEP UP TO THE BOARD, HOW DO YOU GO TO SCORES. TAKE THEM TIME...

## QUICKSTART INFO

How Quick? Tape-Discard 800 — Approach part 1

UP..... Up.  
DOWN..... Ev. down, maffy.  
LEFT..... Move, let the one now...  
RIGHT..... Is this a riddler?  
FIRE..... Throw a dart.

Other info..... Press F8E to start.

**CHALLENGE MATCH**  
**WINNER IS FIRST**  
**PLAYER TO 1 SET**  
**EACH SET IS THE**  
**BEST OF 5 LEGS**  
**GAME ON PLAYERS**

One of the greatest, impressive, action-packed tournament game experiences you'll experience.



Read your own statistics and things actually play with a variety of different points in the first place?

## NO LOAD ZONE

If you're having a hard time making this month's Powerpack then point the dart tape in a jiffy bag clip in an SAE, and it up and send it to: CF 40

Tape

Replacement  
Alpha Audio  
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# MAYHEM



# IN

# MONSTERLAND



CREATED IN  
**SUPER-DINOVISION**





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 spiky blue hedgehogs.



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- ★ Amazingly detailed graphics ★
- ★ New non-standard colours ★
- ★ Not available in ANY shops ★



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Send to: Apex Computer Productions Ltd., PO BOX 100, South Oxendon, Essex, EN115 5HD. Please enclose a cheque/postal order made payable to APEX COMPUTER PRODUCTIONS LTD. Allow up to 28 days for delivery.

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# COMING ON STRONG

There might be technically superior machines out there. The software market may have gone underground. It may not be terribly fashionable. But the C64 has got staying power like no other. Just to prove it, here's what the year holds in store for the world's very best home computer...



## LET'S BEGIN

Just how, exactly, the C64 owners realized it was time to take back, and breath a bit of life back into their world.

You may be at school, in a job, or even just hanging around with your friends, but someone, somewhere, sometime is going to tell you that your C64 is a crap and dying machine. To a classic owner, the whole idea of a machine and software base with longevity is almost totally alien - every time you buy an entertainment system, you get almost guaranteed it's about to be replaced by a superior model.

If you've been using your C64 for any real length of time, you'll know what a leading computer means - the loyalty surrounding this wonderful little machine of ours is stronger than you think. Unfortunately, the commercial market is dropping off quite steadily - nothing will stop a software manufacturer (unless it's otherwise for a more profitable format), and he can almost blame them for trying to make a living and hopefully a profit in the best way they know how.

The industry surrounding the C64 isn't at dead, though - there's still plenty of people out

there with a love for the machine strong enough to compel them to write bigger and better games, pushing the machine through the barriers others assumed were holding it back.

In these three pages, then, we're going to see exactly where the machine is going, and what we can expect to see in the coming year. No-one's saying you shouldn't run out and buy a console machine though, and if you feel like checking out Over The Edge this month, you'll see that it might be a pretty nice idea to hold on to your trusty C64 for a while yet.

Of course, we can't really do around telling you all this without just a little bit of backstory, can we? Right then, stand by for a rather optimistic little lesson through the not-so-distant future of that beloved machine of yours.



## BIG SOFTIES

It's all very well so sitting here and telling you how your machine can't dead, but our plans don't really come into this - we're not producing the software. Let's see what everyone else has to say for themselves, then.

First up, then, are Codemasters, and though they're not really developing anything else for the C64, are still ensuring that their available titles can still be found in your local computer shop, but if you have any difficulties, they've got a phone number for you to ring to order them exactly. (0800 814 130, so you too can "take the holidays off the C64" in Richard Eddy's own words.

Should we jump on through the rest? Do you really want to take it anyway? To be honest you see, most of the replies are similar to that of the Games - while everyone's willing to get off old work (especially at quite wonderful prices, nobody wants to control themselves in the development of anything new.

## WHY?

Well, it's all pretty obvious, really - one of our interviewed editors explained it quite succinctly.

"At the end of the day, we're a business, and whatever we do has to make money - we couldn't support the C64 if it made a loss, so that's our reality when it comes down to it."

And it's very unfair to expect anyone to give money away by putting it into a machine that really isn't going to make as much money as other formats - everybody has to eat.



## SO WE'RE DOOMED, THEN?

Well, not necessarily — there's still money you can do. You see, this isn't a root cause of a computer, it's just suffering the fate of all the early 8-bit, being that the software industry has found to look instead when consoles and more powerful machines come onto the market. The big question is: What was the

big software houses before they were big?" and if you're wondering why it's so important, it's because the

*The loyalty surrounding this wondrous little machine of ours is stronger than you think*

answer is: "I like software houses". Are you getting the point yet?

## NO, FRANKLY

Well, let me spell it out very clearly: B. D. S. O. M. E. T. H. I. M. S. Okay? So instead of us going through and taking a look at what the software industry has got to offer you, we're going to take a look at what you're going to offer your potential

audience (maybe we really ought to start thinking like that).

If you haven't got anything to offer, keep reading, and we'll be willing to bet you that you've got a lot more than you realised.

## SO WHAT CAN YOU DO?

This industry isn't just about commercial games and slightly less-well established companies, though — let's take a look at what else we can find...

As we've seen here, there is still a lot of support about for the C64 and its users. Unfortunately, though, there is still a heavy withdrawal from the C64 software market on the part of the computer industry. Its attention is shifting almost totally to consoles and 16-bit home computers. Does this mean this is the end?

A straight answer would have to be 'no'. You see, it takes a lot more than a few software houses to keep a machine alive, and subsequently it takes a lot more than the lack of software houses to kill it. You see, as the major software put out of the C64 market, gaps are opening up — Mathem, though stable as a commercial release, probably wouldn't have succeeded at that well, as it would have had to compete for attention with major software houses such as US Good, Ocean, Codemasters and the like, and so wouldn't have received the coverage it should have. Similarly, though, this is not the case, as other rising forces like the Spectrum's now named Digital Knowledge stepped forward with Mathem, there was a substantial gap in the C64 market for those to fill with a full price and high quality release.

So what happens when the kind of thing you're doing? Well, you'll end up with much more than just a computer and a game...

## FANZINES

The odds are that each month you'll get yourself a copy of Commodore Format. Maybe you're sometimes wondering why there aren't more mags to choose from. The answer is simple — there are.

The problem with a computer which has lasted a few years is that the media begins to lose interest.

the things. If you look along the shelves of your local newspaper, you'll notice a huge number of mags dedicated to Sega systems, Nintendo machines, or just consoles in general. When you get to a computer with a history though (and ultimately a declining user base), there is always less and less coverage, and in the case there are still only two main commercial mags available in the UK to suit your needs. Just as with PD, though,

## PD LIBRARIES

PD libraries are often started by programmers who don't want to charge for their work. This is usually because they're supporting the C64 name as opposed to making as much money as they possibly can.

For those of you who need the generic introduction, public domain (PD) software is work that can be freely copied by absolutely anyone and used anywhere, the only restriction being that the work itself is left unaltered (so the people can't change credits to games, etc).

Obviously, this type of software has become massively popular, so not only is it entering a true C64 format as opposed to some commercial development team, but it's completely free!

There's just — you don't pay a penny for the actual PD software. All you pay is the libraries time in copying the file, and the cost of a disk or tape. The point is that this software that can't be sold — it's submitted for the good of the machine and the scene, not for the sake of anyone's pocket.

So what did the libraries have to say for themselves? Well, we spoke to some of the top PD libraries to find out what they had to say, and though we can't really go through every reply here individually, the general gist is really quite good.

"As a library we only cover the C64 and I've been using one for a long time before that. As long as there's someone left to code the software, we'll keep distributing it."

"The thing about our library is that it's free — people don't get grumpy if the software they're getting is completely free."

"I didn't even know it was dying!"



Though everyone says software is dead, it's really helping the C64.

OR IS IT? EVEN WITHOUT DRAGON PD, DRAGON



it's also really important.



the more serious users are taking things into their own hands and taking a crack at the other side of the industry, creating magazines in the form of digitally-line professional fanzines.

Fanzines are exactly that — magazines created by fans of the subject. Now they may not be for CBS, or they may not give away full software on a coverpage each month, you can't even find them in a shop, but they're worth getting into.

The normal fanzine is obtained by writing to the editor, enclosing the cost of the fanzine, and waiting it back in the post a few days later — about simple mail order, you see. The content? Well, it can vary immensely from fanzine to fanzine, as some specialize mainly on games, others on serious software, others on programming, others on contacts. That's the point of fanzines, you see — because they're not commercial, they don't have to capture a mass audience, and so can afford to specialize in or devote to specialists of no real sporting or serious software, and if you have a huge thirst for our readership, why attract a small and incredibly interested audience.

If you haven't already, try and check out a few fanzines, as you're bound to find one with the mix of topics you'd like from a magazine, you can't please all of the people all of the time. We picked up one at random the very Australian band

*Well let me spell it out very clearly.  
D. O. S. O. M. E. T. H. I. N. G. Okay?*

darned good Friends & Cousins!

"With support for our limited computer (something really, really like this are the only way for users to keep up with happenings, meet other users or just to have something to read about the computer they use."

From... We're not dead yet either, F&C.

## DISKZINES

Disk please — just look for a while, will you... They're fanzines on disc, for typing out fast!

## BULLETIN BOARDS

This is where things get a little complicated — take a look at this month's episode of Office to try. That's to get the full idea of what a bulletin board is, and how it can be useful to you.

On a more involved note, though, bulletin boards are a good way to get a good to smaller user bases, as all kinds of information, software, or whatever can be stored for the year to read at any moment without the expense of reproducing a paper fanzine or sending discs out to anyone.

They do have drawbacks, though... it can cost a hell of a lot to get another phone line installed in your house, and if you haven't already got a

modem, you'll need to buy one. Alternatively, if you just wanted to use other boards as opposed to your own, you'd also need the modem (without the expense of a new phone line). For a slightly more in-depth look at the world of telecommunications, keep an eye out over the next couple of issues for an Office to My Pocket feature.

## HOME GROWING

Home grown software is a hot topic (don't think you think — remember the '85 game that gets so much coverage in these pages? That's right — home grown). The point of home grown software is not that it's not as good as commercial software — far from it, in fact. It's simply full-priced software in its own right, or a commercial situation as is possible.

In many ways, homegrown software is the way forward — people can still put a lot of time and effort into writing software that stands a very good chance of being well after all, you publish it yourself, and don't have to then watch their work being freely copied right across the country (as you would with PD) which, as it turns out, is a little disappointing.

No-one has to remind you either about the success of Mathews — you would do that...



## THE C64, CF AND YOU

CF owner — our new album wouldn't be much good if we weren't here (and all to show it with you, would it?) Let us see what Public has to say...

Over the past few pages, Simon has hopefully managed to convince you that despite what an owner considers certain things have to say, your machine isn't dead yet. In fact, you'll probably be feeling really quite good about the whole thing by now (it hope so, or I won't say that). The thing is, though, that we've got to have some sort of computer to go along with this new (Ode) community, haven't we?

It's time for us to try our collective hands and minds on the line. So okay then, what do we plan to do?

## PD LIBRARIES

I think I'd go a little easier on PD libraries than I do with software (it's not their fault, both now and then) to start covering the different libraries and their software in a Big Way, so if you've got a PD library and you'd like a bit of coverage, write to PD Forum at the usual address. You'll have to remember, though, to include full library details, PD or catalogue if you want any sort of worthwhile coverage in that way (you'll still get in Office Reports on PD Forum, but you'll end up in CF, so that's all that matters, really).



It may be amazing, but it's a real gem.

## SOFTIES

Buying software is a great habit of ours. It's really simple, all you have to do is find a software house that's interesting (whether it's not to release Big Games if on the C64, and get friendly with the PD people. Once you've winged a few bucks from their buying expense accounts, just let it slip that your good master with a lot of PD-sidles, and that you'd really like to see a C64 version of the game now, please. They usually come up with the goods, no wait.

Seriously though, take, even though quite a few of the major games people are pulling out right now, things aren't so bad as they seem. As Simon says, if you just take a quick look through some pages, you'll soon find a good couple of software titles providing loads of interest.

On top of that, there's also quite a few lesser-known titles the score (properly) over those after this issue, all of which are available. So the message to software new and old is that we want to see whatever you've got, and we're quite happy to pile on the publicity to any game, utility, or piece of hardware we think is worthy.

## FANZINES

So what about the AS and people (would) that you'd like to see regular coverage of the latest and greatest in the world of the good news, just want mentioned you'd get to offer in the way of material, and we'll do the rest.

## EVERYBODY ELSE

You really should remember that Snippets is always available for any information you feel is relevant to the masses, and we're always happy to give coverage to anyone starting up any kind of organization that benefits the machine we're supporting so vigorously.

## WHAT, ME?

Over the last year your beloved Commodore Forum post is going to be proving in the world that huge and C64s aren't about make a computer or console game. We're going to prove that it's the fans of a machine, which make it great.

You see, the market is too young still. Ten years is about the number of kids have come and gone, consider now to the heights of fame and disappointment, computers ruled as the next big thing and promptly forgotten about. Through all this the C64 has happily chugged along on its own, why? (because it's quite simply the perfect home computer. It does its job so well that there's no need to change it. Who needs acres of RAM when it's just used to still serviced games, rather than interesting programs?)

Over the next year, Commodore Forum's aim will move into a central position in the market. As the software houses show their back catalogue onto EDOE, we'll be forgetting about them and covering the market from a far more specialized point of view. (Obviously we'll continue to put great games on the coverpage, but in the magazine the emphasis will be on helping you get more out of your machine. Forget the laws and enjoy the fact that you're a hobbyist and not a cat-gardener.)

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# SNIPPETS

Walk this way - we've got a few interesting little things you might like to hear...

## SIMON IN STAFFY SWAP SHOCK!

You may have noticed at some point throughout this month's CF (see on about the first page) that our star staffer, Clair, has utterly vanished! If you're wondering why all this is so, the answer's simple - Clair and Simon have decided to swap jobs, for a bit of a change. It has meant that your friendly neighbourhood staffer now answers the call of Simon, and Assistant Action readers can look forward to greeting Clair in AA 180.

I'm sure you'll be happy to know that we all wish her the best of both settings, but her new position has Harry written into her contract - so to speak!

Clair's moved 200 metres to the other side of AA in AA 180.



## ABSOLUTE MAYHEM

After that new through the month's proceedings, it occurred to us to contact the Apex Group, now known as Digital Games, to see how they're getting along with sales.

As it turns out, they couldn't be doing better, increasing 20- or 30% sales per day, a rate which does not seem to be dropping any! What if you did me if you goes to back up for our readers of this can bring reader action. That's right, those orders are coming from real customers, for the machine!

I suggest the big point here is that if you can do it with a Genesis, PC, Sony, Sega game...



Apex Group makes the 3-D graphics experience.

## A STICK FULL OF JOY

Just when I thought I could get away with eating a nice and simple monthly Snippets, I'd go and release two new products... why not?

The Quattro (and its little brother, the Price) are systems of the classic design, available with or without joysticks. Prices on these two range from £70. The second new addition to the range, the Delta Play, is slightly more (price) offer, available for £116, and sporting a terrific five-line buttons and an extra-long connector cable.

Both models are available from all the normal computer retail outlets, so by your local WH Smith, John Lewis, What about those handy high street outlets like Job One (Stocks, House of Stocks, Tomorrow La Shop, McDonalds etc.) Hush!

## FRIENDS WILL BE CONTACTS

Just a quick reminder by request of Steve Hedges, organizer of C&A/128 Friends & Contact, a worldwide user group with loads of members and a pretty nifty mag. If you want more information, contact Steve Hedges at 11 Cornhill Street, Whittle Street, South Australia, Australia 5008.

## NEED A PRINTER?

Maybe you do, but you can get by without - Personal PD are now offering a service of laser printing like Office 2 documents (at a small price, of course). For a full sheet with all the finer details, contact Personal PD, 21 Tread House Lane, Personal, Stanley Hill, West Midlands, 075 46 00.

## PARTEEEEE!

The Party 1989 is a huge event that's going to be happening in Germany from Monday the 27th December at 10am CET to Wednesday 29th December at 3pm CET. From the halls of the press release, it's going to involve 3000 people sitting around with their CGAs, Amigas or PCs for three days watching tapeless and writing pieces of up to £2000 for the work they enter into the various complex testing graphics, demos, soundtracks, etc.

These testing parties traditionally produce some of the better demos and games. Because all the codebooks get together and swap ideas, papers, telephone numbers, and recipes for Lemon Soft.

The party itself is situated in Herwig, Denmark, so ring (445) 98 18 98 68 for more info right away if you feel like getting away from it all after Christmas.

## 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, (why are they coming to visit us?) Hush!



**KEY:**  
 ● GENERAL RELEASE  
 ● BUCKET RE-RELEASE



# WIN! WIN! WIN! WIN!

We're good to you here at GF - when we're not giving you all the latest software reviews and tapes full of free software, we're giving you the opportunity to get your hands on limited edition gear!

# STREET FIGHTER II

COMPO!



Use the name of your friends. Enter this competition and you might win...



An extremely limited edition badge set. There are fewer in all, so you could win one...



For each day of the week, plus five on standby for those special family occasions.

**A**ll anyone who's even glimpsed at a computer magazine

over the past year - probably the biggest British release of 1993 has to have been the very awesome Street Fighter II.

Well, as it came out on the CD-ROM a while back (creating a pretty damned good review at the same time), we thought we'd get together with those lovely people at Kixx XL to give you the offer of a lifetime - the ultimate for the serious (and not so serious) with attitude and a football in the pocket.

It's simple, really - all you have to do is write to us at the usual address with a design for a new SF2 character (you can draw, write, whatever you want) and you could win a set of limited edition SF2 metal badges, of which there are only 50 in existence in the world!

Of course, not everybody is going to be as lucky as the winner of the set, so we're giving ten runner-up prizes of Kixx XL T-shirts. So if you want to be the envy of your friends, get your entries going to this address:

Scotty With A Kixx  
Commodore Format  
30 Blenheim Street  
Bath  
Avon  
BA1 2JH



## Rules:

- 1) Employees of Future Publishing, USGsoft, and Morrison Munchers likewise are not allowed to enter and all entries must be in by 30th February.
- 2) The editor's decision is final, though heavy debates could occur, so best not to give it a try (just don't expect results on your money back).
- 3) If the defensive player is hitting the target man's left arm at the time of impact, a five minute break must be called, and everybody must juggle (unless in the style of a 1900s mababara).

# WIN! WIN! WIN! WIN!

*It was huge, it was sweaty and it went on for four days. Hutch went down to the Future Entertainment show, met some celebs, drank loads of fizzy pop and got a really serious hangover...*

**W**hat does a company do when its magazines are hugely successful and they want to celebrate it? Do they get some balloons pushed? Do they stick a small ad in the Evening Standard? Do they get a nice cake baked? Nahh, they put a dirty great computer show on and invite 50,000 people along. At least they do if they're Future Publishing, the company that owns the very wonderful Commodore Format.

The second Future Entertainment Show (FES2) happened at Olympia in mid-November and a nightingale brilliant though it was too. Thousands of games freaks sponsored over their cash, grabbed a plastic bag and took in the spectacle of hundreds of software houses competing with each other to create the most over the top and best-arse stand.

In the interests of journalism (and because I got to stay in a nice hotel for three nights) I was there for the whole four days. I saw thousands of you strut in and strut straight into video game frenzy. I can't blame you, the same thing happened to me when you're enthralled by that many games. It's impossible not to. But anyway, what happened.

## STAND AND DELIVER

Right, at these weird little C&M games there you could count them on one hand, but let's face it: many of you guys are console names anyway, so just keep it very quiet. The game which made the most impact (and which may only be discovered to the C&M) was *Blade Runner II Turbo*.

There was a constant throng of sullying 3D fans around the impressive Nintendo stand.

Everyone got a chance to play the number one SNES flyer, a thing called *Meloo*, which's just missed a Grammy appearing 'real' record which will either get into the top ten or (if there is a god) will bomb and end up in the Bin bin at your local record emporium.

Right next door to that was the *Burly Chess* stand which was done up like an American show. They had the brilliant Cadillac converted out the front and we all got to sit in it for a photo opportunity. Inside their stand they were selling up burgers, tea and softdrinks while his big singer performed live at.



Getting embarrassed at one of the regional games championships, Hutch got his face on the Sunday Express.

1980s times. At least they did until they discovered that their radio microphones and Future's radio microphone were on the same frequency and right in the middle of *Ricki Around the Clock*, Marco Langa (former editor) Dylan's dubbin' boss found in saying "listen the expansion pack underneath the A2000 is hot!" but it had a ring to it I suppose.

Across the way from Crown was Sega's stand, replete with Formula One racing car. They were tempting people with one winning slot player chess competitors. Oh and they had this dirty great GameWave TV screen which showed at least 1000s of amazing Sega Prize TV ads.

## ALL THE FUN OF...

The FES2 isn't just about computer games though, it's about fun. If you tried one of the computer games and forced a bit of light relief that there were any number of cunning diversions just waiting to be sampled.

Down at the far end of the grand hall were a load of fairground sides. If you'd have wandered down there that about midday on the Thursday of the show, you'd have seen scores of Future Publishing's editors diving themselves natty on the dodgems. Darkened round the show was Andy Owen (the of Mags magazine), showed was Mark O'Connor (the of Total magazine) and expensive relatives.

To the right of the dodgems was one of those immense virtual reality rides. You sit inside the space shuttle looking just thing and a movie plays on the screen at the front. The pod then jiggles about corresponding to what you're seeing on screen. The best bit was definitely the *Blade Runner*. It was all jolly amazing.

Wonder a bit further and you'd encounter the 3D theatre. This odd experiment was showing a bizarre 3D film about some aliens who come in earth to check out the world. The film was drunk full of at three tonnes 3D film bits where someone comes right up close to the camera just to make you jump back a bit. Oh, it was jolly good.

**WHAT OUR EDITOR DID!**



Dear Hutch, Arrived at the show and immediately snapped my thoughts on the Commodore stage by doing odd acts of challenges.

Met up with the rather interesting A&M at the Olympia stand. The pictures from their magazine were quite nice, but I don't want to brag!



# WTF

Fun left out of the movie theater and you'd discover the Gamer-style game. This was set in a huge inflatable ring and was my favorite part of the show. The kind of shouting game is much more fun than the electronic and repeat calling because you can throw yourselves at the walls and do lots of funny rolls and against the walls. Wander out of the inflatable preventing from every corner and you'd beatball the Plastic Cow Roadshow. The Roadshow people were

here to the function and they put on loads of funny acts like the last days the who performed a medley of their CD.



All these games could be new titles.

## DID YOU DO ANY WORK AT ALL?

Of course I did. It was my turn to do some of the compiling on the GamesMaster stage. This involved wandering around the stage with a microphone, giving the crowd-up and showing out an endless succession of games at every available opportunity.

The highlight of all this was the National Computer Games Championships. Two young pros, Tony from Ipswich and David from Chislehurst battled it out in the final for £10,000. They battled through and won, despite his overwhelming strength and ability to say anything at all the whole time he was there.

Eventually Sunday came around and we finally cleared up all the mess created by the home game heads. At the end of the show I'd lost my voice, a little bit of my sanity, my hair, most of my shoes, a pair of glasses, two shirts and a rather relaxing package of bananas. Thanks. I will of course be going to next year to do exactly the same and I expect to see you all there. Hurrah!



Kevin Fletcher got the microphone and he was a bit nervous about it.



Mostly were amongst the picture and some were quite funny.



While having a great glass of ginger ale with Henry.



Anyone enough actually. After a quite a long time, it was back to the stage where Frank and myself did a comedy routine which included a bit of a song, so did the National Computer Games Championships ready for the occasion.



# ASSEMBLY

Simon takes a look at a book which could revolutionise the way you look at your C64...

I wore a baseball cap and dark glasses, have whitened pale skin from a severe lack of sunlight, get up sleep at night, and have to go to a stable toilet and come up some with your attention to the C64, you probably know machine-code. Although that's not much of an advert for joining the insane world of coding (that's right - I can't type this in the state I'm in), take it from me that if something you'll most definitely want to look into.

## WHAT'S MACHINE CODE, THEN?

A simple explanation would be:

"The lowest level of program code, consisting simply of a series of numbers that the central processing unit recognises as instructions or accompanying data."

Or at least that's

what Chamber's Making Sense Of English In Computers says. Those without the stomach for dictionaries can have the hairy version:

When you type in and run a BASIC program, each command is converted into a series of numbers which the CPU (the chip inside your machine) can understand. It can't understand BASIC instructions, you see, only machine code. If you're wondering where that leaves BASIC, well the whole BASIC editor, and indeed the normal

C64 is just a program being run by a processor (the 6502 but just refers to the type of chip, being the same one as the old BBC computers used to have, with only the program it was running making the difference between that and a C64).

## WHY SHOULD I USE IT?

Imagine a BASIC program when it's running - the BASIC instructions are being fed into an interpreter that converts the instructions to machine code before finally the 6502 chip puts them in pure form. The alternative is to write the program in a language the 6502 can understand, cutting out the time-consuming need for an interpreter. That's right - it's fast. Really fast. Faster than something you can't see because it's really quite a lot faster. Well, machine-code is faster.

There are advantages with assembly as well - because machine code is the language of the processor itself, you can use it to push the chip to its limits. With BASIC, as it's a language created by two guys at university to help people to start out in programming (it's an acronym for Beginner's All-purpose Symbolic Instruction Code), it does not explore every boundary of the chip's ability. For instance, in C64 BASIC, to do things like change colours or print sprites, the processes involved are usually machine-code anyway.

So you can take it as read that it's worth learning 6502 code if you're into programming - it's faster, and about a million times more versatile.

## AND THE BOOK?

I suppose it'd better come around to that sooner or later - this is, after all, a book review, and I would't want you to think you hadn't got your money's worth, would I?

There always seems to be apprehension in the air when magazines like this deal with books like that. Why? Because they are really boring. That's right folks - machine-code is dull, it doesn't lend itself to any good what you read, there are no good action scenes, and it only makes good night time reading if you don't mind sleeping in a state of semi-conscious near-psychic boredom.

Despite all this, we have a machine-code book that will be incredibly useful to anyone who wants to take up the art. Or at least the authors hope it will, and that's what we've got to find out.

As for as coverage goes, the book contains just about every topic and area of machine code

knowledge you'll need to write your very own

Mayhem game, with probably a little more besides (the machine-code principles behind writing computer games are quite simple. But how well is it written? Well it has to be said that the book is definitely not as dull as it could have been - just as

computer games are extensively illustrated, the book would somewhat benefit from a complete novice reading it all the way through, letting the author about the pieces they didn't understand. On occasion I had to read bits a few times to get the feeling of what was going on, in fact pretty much the whole book turned out that way.

Don't let this niggly way you judge how much, though, as what we have here is a book on machine code (very difficult to learn) - if you want to get more out of your machine, and you need a book to help you through, you might like to consider this guide.

## ARE YOU GETTING IT?

If you want to get hold of this book, just send a cheque or postal order (made payable to M. Hacks) for £12.50 to M. Hacks, 158 Wilmore Rd, Birmingham, B11 4DU.

As an extra incentive, you'll also receive a free PD-number and a turbo tape utility. What more could a self-respecting book ordering type person possibly need?

• Okay, so it's not exactly a book for the computer literate...

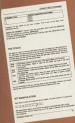
• ... but as machine code guides go, this is one of the easier ones to follow.

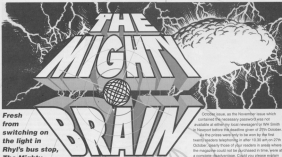
• If you want to start coding, this is definitely one to think about.

**POWER RATING**  
**80%**

*Incredibly useful to anyone who wants to take up the art*

As you can see, the pages are really laid out with loads of good diagrams, charts and so on.





**Fresh from switching on the light in Rhy's bus stop, The Mighty Brain's back to answer your probing questions. Lifestyles of the rich and famous, eh...**

### BUSINESS MINDED

- 1 Have you reviewed Mini Office 1 and if so what percentage do it get?
- 2 Is Mini Office 1 as good as the Sequel?
- 3 What can you do on Mini Office 1?



Get acquainted, get these little gems and acquainted, get Mini Office 2.

- 4 What is the best offer time for the CD?
- 5 Is the EPIC04 CD-ROM more compatible with the SoftWayne PC card, L200?

1. No we haven't reviewed it.
2. Absolutely not.
3. Not fast as much as you can on Mini Office 2.
4. Any of the standard 5.25 inch models are okay, avoid vintages.
5. It should be. Greg Gales (+ 678 344707) is a big help and then if that printer driver works, well...

### PREVIEW PAIN

I was unable to get the computer for Golden Preview Tickets unless you page 12 of your

Comdex issue, as the November issue which contained the necessary password was not available at our primary location (magazine) 10% South in Newport before the deadline given at 2PM October.

As the prices were only to be won by the first twenty orders telephoning in after 10.30 am on 20th October, clearly those of your readers in areas where the magazine could not be purchased in time, were at a complete disadvantage. Could you please explain how it was possible for this situation to arise?  
Robert Sweet, Newport

The magazine was one week late on sale of over the country, not just in Wales, as a result, completely everyone missed the deadline, including all the subscribers. Here the example was just phoned up as soon as they got their issues through. Those that did were promptly awarded a Golden Preview Ticket. We simply awarded the first 20 to the people that called us (mostly phone) as it happened. Those lucky people were not at the store by luck who gave them a great buy and bought them all some floppy pop.

### WILL THERE BE?

Answer my questions or else I shall come over your place and play all your games.

1. Little's been asked before, how will you put colour on your page?

The Rembrandt, Opentime System 10?

When will you contribute team, your party weapons cannot harm us.

1. Who cares?
2. Ermm, not a snowed in hell's chance.
3. Of course there isn't a Spora game, they only simulate football teams.

4. Spore - what a waste of space.
5. Anything with Spora in it.
6. It's not actually a PG game, that was what we in the trade call a cork-up.

7. Creatures is already out on the stage. We're not sure if Creatures 2 is going to come out.

8. Quite possibly, yes.
9. No to look.

Gary Maiton  
Sales on track  
Marketing

### LOVELY CHAP

Dear 1980

Answer my questions or I'll come round and shoot you with my L20 gun.

1. When will I be coming back from holiday?
2. Are there any plans for World Rumble on the CD4?
3. Is there a Tottenham Hotspur football game and if there is where can I get it?
4. Arsenal - what a waste of space!
5. What game do you rate the lowest?
6. If Games Over is a PG game, like you said in EPIC, why do I get it in a combination from a shop, have I been duped off?
7. My mate has a demo of...

Creature on the Amiga, does this mean that Creature and Creature 2 are being released on the Amiga?

1. Does this mean that Maiton will be going to the same way?

My mate has a demo of...

1. Creatures 2?

2. Cowbird
3. Turkey the Cow-p
4. Cowbird
5. Micro-prose

Score

Gary Maiton  
Sales on track  
Marketing





- Will there be a Commodore portable computer? For instance an Amiga-like with a Screen Key.
- Or will there be a 16 bit console or a CD so my dad can play his CDs on it.
- Please make a Championship Edition Street Fighter with a lot better graphics.
- How I mean it has been already rocky but I don't like the way the "down" button don't work so do something about it please.
- Will there be a Star Trek on the Commodore? Julie Warner, Knoxville

1. No. - Hated.

2. Yes.

3. Check out the Amiga CD32. This is a CD based games console.

- Out of my hands, but left Game Boy copies.
- If your PowerBlock doesn't work, send it off to Atari Audio Video, Harcourt, Telford, Shropshire, TF7 4JG.
- No.

## WHO FEEL?

And you thought you'd read some long letters. Here's the little one.

- Will you please do another "Top the Game Database" feature, doing each number of the top five each month? When our old one appeared, most other good games did not fall for this.
- If the price goes up to £2.95 with full cassette, extra pages and better paper quality, why stop just do an only get one cassette with CDROM? was disturbed with the tapes on CD? - they were horrible, packed with brilliant games and photos. Hatch said that the main price rise was due to better games and better presumably for tapes, and that paper costs were not increased that much. Do water you value the paper over the tape when you only get one tape with CDROM? The pictures are not a very good excuse for this.
- What is PEST? At first I thought it was our subtitle, but the volumes are all wrong.
- You were a bit naughty in CDROM where you deleted Mithras and scored a "Conker" status in the advert when we had not even sent his credits, slightly instead I feel. Don't let it happen again! Hatch.
- Concerning MSA: Clu gave it 80%, Super 100%, Scoring Hatch gave it 60%, the highest possible rating on our system, they give an overall percentage of 88 and 81%, you may say that the rest of the crew gave 100% as well, but this is highly unfair considering that (a) they did not comment in the actual review, and (b) most other reviewers only get one review. Hence your MSA gets a better spread of reviews and a more average percentage than almost any other game ever reviewed. It implies that the CD-ROM version is either totally flawed (because they checked the Super MSA diary) but have been building up for ages - or 100% an almost this, or have something particularly better and wrong with the way they treat reviews. Having checked the details and decided to buy the game, I would say that I would be more interested in Clu's perspective of MSA (can't tell for that) itself, & how says you don't print this, but this? Hatch.
- "Stacy Tait" (see "How Many Star" - CF 28) is an amazing fly-by-night send after he had made a cock-up on the end of "A Bit of Fry and Laurie". Tait

## MORE MATHS

I would like to ask you a couple of questions, on this game.

- What were your 50 best budget releases of 1997?
- Is there any other CD game to create 100% again? (I mean Mathys in Scotland?)
- What is the best CD4 sports simulation? Paul McCulloch, Ballymena
- Finally enough, yes, it's coming out on time budget in early December for £24.95 tape and £7.95 disc.
- No.
- PSN? Based on the 8000!



MSA is one of the better sports games.

And you supposed to leave everything.

- I think you should give prizes out for next, and forget our blogs, I am thinking along the lines of CDROM software, a little cheap, but what?
- Give two friends who are interested in playing the CD-ROM case. They have recently become unemployed, but if you need two software out you can give it to the waiting long come in and out, then Clu and Mithras will give you.
- If you give it to the other side, like Hatch. Take that, I still will not let it and never stop my magazine that again, the new letters again.
- I really love the game, but the CD-ROM is not so good, it really really missing about. Actually it was OK?
- Upper quality the tape game. When you can get you can purchase it on the same day, it's coming down. That's, please, please get you back you that cover the program, it's a big loss. Thank you. Jackson, London

1. This is no problem, I've spoken to Hatch and they've agreed to do one, then Clu, then Mike and finally that hairy dude, Simon.

2. Hatch says that we're going to be starting to put one tape in the future, because it's quite honest, there's no need for more, we've been trying really hard to get the bestest bestest programs on the tape and hopefully that will show over the coming months.

3. The Future Entertainment show just happens to be the biggest video gaming event in Europe, it happened at Olympia between the 11th and 12th of November and you can find a show report on page 54.

4. Hatch points out that the advert and the review were created at exactly the same time and we couldn't wait to get the Super boys much we liked the game. Therefore we told them that it had been awarded a Conker but we didn't tell them the score that it received until after we'd gone to press. (Why? Because we can, and we're really the best! - Mike)

5. The actual review score was by Hatch and that's the one that counts. However, he realized

that giving a game 100% was a bit controversial and so he decided to give Simon and Clu a say too. To be honest though, I can't see what the problem is. What's the point in having a rating system which goes up to 100 if you've decided you're never going to use that top score? As to the other stuff, Hatch says that the reason he built the game up was because he knew that given the Super boys track record (Clu's etc.), it was very unlikely that Mathys would be crap. Moreover he points out that we'll probably never see it like on the CD4 again.

1. I do know everything, I'm just getting a bit forgetful in my old age. Get a problem with that? I like you're mean, Simon on.

2. Thanks for the tip, but there are plenty of software outlets on other magazines. I must admit I'm not a big fan myself, but Hatch knows that our Promotions featured game Timewar News had a job of building readers in his head and featured him with newspapers unless he included them in the mag. Being the city-based thing that he is, he shouldn't and included them on the sports page. Give me 5000000000000000 any day.

3. Hatch really thank you for your comments, I don't realize that they allowed readers to have cheap flights like you in the long run.

4. Is there anything in the world that you actually like to do? (I mean, is it all a featuring lump of mugged-related you?) Do you make up every thing in this kind of mood? Can't you ever write about flowers or the beauty of quantity or and that sort that you're older? Have a nice day, Neil

## RECENT REVIEW

How long have you been publishing the Commodore Forum, and how long are you going to keep it going? Mark Latham

We've been publishing it for three and a half years now, we'll keep going as long as you lot want to buy it.

## BATMAN CLEARS OFF

I would get to see you some games.

- I gotta be here for the CD32 special and it was for a while and when to get your game to Hollywood? It did not feature in the mag.
- When will Batman Resurrection ready? I'm desperate to get it. Will you feature a demo of it on the Commodore?
- When will Commodore ready, as it sounds really good. What do you think? (I'm for now, but I'm not coming over. Matthew Davis, Telford)

1. Probably because my editor had a map.

2. Simon, it doesn't look like it will.

3. It's really new. Read out and buy it.

## SAM LIKES JASON DONOVAN

Please answer this letter as it's a matter of life and death. Simon my last life and my granddaddy's deal.

- I have some questions to test your critical support? I will withdraw the budget price?





of the mark. It is not too recent suggesting that the game is suitable if most certainly is not. It is just that I fails to faithfully reproduce the feel of the Masterforce episodes on which it is so clearly based.

I realize that due to the restrictions of the 8 bit architecture that these expectations may have been unrealistic, but I was hoping to more. My other comment directly relates to Maydon. It also concerns the amount of your magazine you have devoted to it over the last year. I accept that the amount of software being released for the C64 would hardly be a magazine, so why will you consider reducing the size of the magazine and increasing the price?

The Commodore release took good for this year, but looking ahead to 1984 I really can't get a picture of the ever-increasing computer and video game market for the C64. I believe this to be a great time because the lots of T or E titles have nothing of real computers. Their only impact is in Vegas and Asteroids. On one 10 bit still give up with the 8 bit computers which makes me sad to see the effect of these machines drift away, when I long sleep-down that they are good machines makes it even harder to take. However, I have had many nights of entertainment from them so it is nice of a celebration that they have retained popular computers for so long. I believe the time will come in the near future when the existence of your magazine will be brought into question. Please don't get it out there. Your similar tracking one budget re-release of month, go out with good knowing that the C64 has made a vast contribution to the general computer revolution. Tim Brindley

Right, first of all the hype. How can the feel be a best thing if it gets the C64 a bit of much needed recognition? Since Rudy wrote that review, practically all of the other editors at Future Publishing have been reluctant to see what got the hype is about. These editors have been rightly impressed by the game, despite the fact that they've got more Mario and Bionic games than they know what to do with. Rudy also relates your point about the feel of the episode

players. We found Maydon to be a far more suitable game than Super Mario World on the SNES and points out that the variable jump heights, inertia and speed which Mario's so famous for are all in the Apex Top's game.

As to the amount of space devoted to the game in the magazine, I'd far rather do the magazine still complete, reviews, previews and game details of current stuff than another retrospective feature. In this market, we're not going to see the likes of original product the Maydon for a long time, if ever. Something tells me that everyone will miss it when the hype dies (Steve - Moby). Thank you Hutch.

Your comments about the decline in popularity of computers (as opposed to consoles) is right on the money. However, I believe that the kids will eventually get bored with simply playing the games and will wonder how to create them. I strongly believe that the latter half of this decade will show a huge resurgence in the popularity of home computers. If it's wrong then we'll have the programming industry say if the games will come from the wells in Japan and America.

As to the life span of this magazine, we'll keep an eye on CF every month until you stop buying it. As the number of software bought, reviews, features, I believe that smaller format, being programming will be not spring up and we shall enjoy reading those programs. Anyway, it's the other Tim, and we'll see you 'round here.

## HOW TO CODE NIM

and for starting advanced users. It is an excellent little letter to you.

1. Can you write a program that prints spots like the ones for Apex Top?
  2. Where can you get an editor for the C64?
  3. Why would you want to get Apex Top and what are the things to watch out for?
  4. Are there any other sites and where can they be found, an editor?
- Ernest Matthews, London

All this about, why do I put up with it?

1. Try Mission: Impossible for coverage.
2. You can get it with this magazine.
3. The Apex boys used a lot of experience and an in-depth knowledge of the C64. They like to experiment to creating a game like Asterix. You can't just load the program and believe it to create a game. They programmed in machine code using an assembler (and it took a long, long time, if you want to create the next distributable version that's machine code). Joe Hill's BASIC64s features and the Apex boys design features and start learning to program. There's no easy way.
4. You can get the experience you require by spending many hours learning about your machine. The only cost to you will be time. Have you got the perseverance to do it though?

## LONG LIVE C64

I have been a loyal Commodore Format C64 fan for over 10 years now and I have seen many changes in the good old Commodore.

1. The quality of the games have improved.
2. Graphics have improved.
3. And the popularity of all the games are still at

good-over-getting better. All Commodore games are much more playable and take you longer to complete, which is much better than any console could do. eg. Double Dragon on MSX is really easy. I could get onto the 4th level on my first go and I didn't even use one credit but on the Commodore version it was still having trouble getting off of the first level. You see the picture of the Learning I sent with this letter is a present for you. Now some questions.

1. This is my first time writing to a magazine, how am I doing?
2. Are the Apex boys going to release Commodore 1 & 2 and Master of Adventure on any other format including Amiga?
3. I have a friend who has an Amiga, seems he had Commodore for it. The only time I saw Commodore for the Amiga is when a demo of it was made for a magazine. Is this true?
4. Is there going to be a follow-up to the brilliant Stephen in Manhattan?
5. Do you like Desert Strike and will be pleased on the Commodore because it has been reviewed on every other format?
6. Could you see the Gamecube if it could print some credits for Commodore and Stephen Dorner prizes and party along with super hot top?
7. What do you think of Laser Squad and Cybernetic Woman? I think they are both



8. When can I get Bug Dribbler from because I've been looking for it for years.
9. Please tell you got this letter because I have got my letters 010 that you will print it. Chris Turley, Huntington

10 years old, that's a long time.

1. Yes.
2. It looks that way, yes.
3. It is not, yes.
4. If enough people buy the original, then yes. Watch this space.

5. No.
6. Certainly.
7. Agreed.
8. Don't know, me too.
9. Better go out and buy some games with it then!



## ADIOS AMIGOS

That's your last time news-pickers. If you'd like to send me some mail, get your letters off to me, The Mighty Steve, Commodore Format, 20 Manorcroft Street, Bish, Ayr, SA1 2SW. Please don't include an SAE with your letter as I cannot reply personally to any letters. I thank you all.

# THE MIGHTY BAROMETER







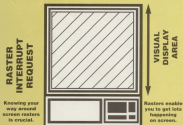


So you know the basics of programming, but you're a bit lost when it comes to moving sprites around the screen, right?

Paul Black would like to introduce you to his friend Mr Multiplexor. Learn Mr Plexor's strange ways and you can get loads of sprites moving on-screen, rather than just eight.

# SPRITE FIT

## HOW THOSE RASTERS LOOK ON YOUR TV



## MEET MR MULTIPLEXOR

Sprites are great. They make programming games a whole lot easier because the computer does the hard work for us. Most games, especially shoot-'em-ups need lots and lots of moving things.

Mines, aliens and tanks are just a few examples of sprites at work. The 68 has extremely good sprites, but unfortunately there are only eight of them, which isn't always enough, so what can we do about it? Well, in *Mr Sprites Multiplexor* (Plexor to friends), I'll just use some of a raster, another 28 sprites are born. What we're talking about here is multiplexing of the 68's resources, or more specifically its hardware sprites.

Multiplexing is a technique used in many applications to create virtual resources. The reason of more sprites is the goal of a sprite player. Sprite multiplexing on the 68 relies on raster interrupts. A raster is an electronic gun that's repeatedly drawing the screen. Interrupts are a mechanism used to synchronize events, with sprite multiplexing, the synchronization of displaying sprites is interrupt dependent. For a detailed description of raster interrupts I can fully recommend any of the books written on the OSA by Russel O. West, if you can find them. Anyway back to the pixel ...

## NITTY GRITTY

The basic algorithm goes like this:  
 1) Request a raster interrupt at the bottom border of the screen, outside the display so we can sort the sprites and be ready to display them as the raster begins drawing at the top of the screen.  
 2) All the sprites need to be sorted into display order, from the top down. Any sprites that are outside the visible display area can be discarded.  
 3) When sorted, we can display the first eight sprites from the list immediately. Any remaining are pushed onto a special stack and a raster CPU interrupt Request is set for below the first sprite drawn.

When an interrupt occurs a single set of sprite data is removed from the top of the stack and used to reposition the sprite that's just been drawn by the raster. We now continue to set interrupts and reposition sprites until the

1 2 4 8 16 32 64 128 ← VALUE

0 1 2 3 4 5 6 7 ← BIT

SPT COLOUR

SPT X

MODE

PRIORITY

UNUSED

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 CONTROL  
 WORKS



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# TECHIE TIPS

*In which the enigmatic Jason Finch answers all your really technical questions without once referring to Jeanie, his housekeeper or Rayon, the poodle next door. But then he's odd like that...*



## EVERYTHING CHANGES

Dear Techie Tip,  
I have bought an Action Replay cartridge, but here it instead there is another cartridge coded. The Final Cartridge. What cartridge would you buy if you were a) a programmer, b) a gameplayer and c) a hacker?  
2 In CP31 you give a listing showing how to save a screen full of text to a sequential file and how to load it again. How do I (split such a screen)? I have had something to change a POKE number into a comma (CHR) number but absolutely nothing works.  
3 Why does the sound sign appear as a flash sign after games?  
4 What has The Final Cartridge 3 got that The Final Cartridge 1 or Action Replay do not have?  
5 Will a cruncher also crunch a backup made with Action Replay?  
Gusie Stevens, Rotterdam, Holland.

1 Action Replay saves tapes and The Final Cartridge ones. If you're a BASIC programmer go for FR3. If you're a gameplayer go for AR. If you're a bit of both, stick with AR. Butch saves by the Action Replay cartridge, but then here a crap gameplayer who needs help.  
2 You've already discovered the problem with dumping a screen to the printer—everything changes on the side of CHR) codes. The following program will sort it all out for you, and will cope with graphics characters, lower case mode and reverse mode:

```
100 REM EVERYTHING CHANGES BY J.FINCH
110 @=ADDRESS(POKE(15371),CHR(0))
120 IF @=0 THEN GOTO 1300
130 FOR Y=0 TO 24:GOTO 140
140 FOR X=0 TO 31:GOTO 150
150 P=CHR(5+Y*16+X)
160 IF @=27 THEN @=0
170 @=1+Y*32+X*120
180 GOTO 1300
```



## THE GHOST OF PRINTER 801

Dear Techie Tip,  
I have just bought a second-hand M5000 printer but there was no manual with it. Could you tell me how I can print out programs without having "READY" at the bottom of the page?  
2 What are the dots on the inside of the printer lid? There are eight of them and one has a red arrow on it.  
3 How do you remove a sheet from the printer without wasting almost another full sheet?  
4 How do you use the OPEN 4,4)CHR) <LST) command? When I use it I can print out my program but I then have to go through the hassle of turning the CR) off because if I don't I get a "No open" on the screen, nothing prints out. So how do I change the numbers?  
5 Where can I get a manual for the M5000?  
John Conroy, Dublin.

1 The only easy way you can do that is to anticipate it and quickly flip the paper

```
170 IF @=27 THEN @=0
180 @=1+Y*32+X*120
190 FOR Z=0 TO 255:GOTO 200
200 @=CHR(5+Y*16+X+Z)
210 @=CHR(5+Y*16+X)
220 IF @=27 THEN @=0
230 @=1+Y*32+X*120
240 GOTO 1300
```

2 That is, in this case, all to do with Commodore BASIC and standard ASCII. You may find that when you enter a back sign it turns into a passed sign as well. It's a big conspiracy to confuse people. It happens on other computer systems too because keyboard layout maps don't correspond with printer codes.  
3 It's got a fancy pull-down menu system.  
4 A number will ensure any program, so long as you give it a start address. For programs saved with AR, that is 1001 (10000).

## SWITCH BANKS

Dear Techie Tip,  
I've got a work-ordering(BASIC) program about 120 blocks in length containing five sprites that I can't use, 'cos if I do they eat my program (I've tried putting them right up to the top end of memory, but then I can't get them onto the screen). I've tried using the lines "POKE 56256,PEEK(56256)OR" and "POKE 56255,PEEK(56255)AND56256"4", remembering to substitute a bank number for "4", but all I get is a screen full of visual gibberish and a crashed program.  
5 Instead of an entire universe full of C64 users whose letters to Commodore go unanswered, I put the whole lot of humanity in your grubby little pile in the hope that you can save us all from apoplexy and/or scrambled genes by telling us: 1 Are those lines I quote right?

switch before it gets to 5. Alternatively, it is possible to write a program that will print out other programs by reading the basic memory area. That way you could send the READY at the bottom. The hardest though, is it really that big a hassle?

2 They control how close the print head, and the ribbon, is to the paper. So if your printing is a bit too dark, you can move the ribbon a fractional distance away from the paper by altering the position of the piece of metal that should be jutting out of one of those slots. The red arrow is the standard setting.  
3 You should be able to wind the paper back if you are careful. Turn the paper feed knob anticlockwise and pull the paper slowly from the back of the printer as you do so.  
4 When the printer has finished, enter PEEK(163,1056) to close the printer channels. That way you won't need to change the numbers because you will be closing the original file properly.  
5 You could try advertising in Uncle Dave's Buy-A-Bank or some other classifieds. Trying to get one from Commodore is likely to be unproductive.

If you, where and when should they be able bearing in mind that I need to have the sprites on screen at the same time as my user-defined graphics.

Barney Makela, *Cartoon*

1 Yes, but you replace the A by three minus the Code number\* and not just the Code number you want.

2 They should be used right at the beginning of the program, together with a couple of other POKEs. The program below will give you your desired screen memory and character memory locations, mark out the relevant POKEs for you. Bear in mind the screen and character's must be in the same bank - the same block of 16K in the computer. I suggest you aim to put your screen at 49150 (BC000), your characters at 57000 (CC000), and your sprites at 58715 (CC600). That will keep them out of the way of Basic. If you do that, POKE 58768,16 will give your first sprite the right definition.

```
1: DIM A(255),B(255),C(255)
2: B(0)=58715: B(255)=49150: C(0)=57000: C(255)=57000
3: FOR I=0 TO 255: B(I)=B(0)+I*16: C(I)=C(0)+I*16: NEXT I
4: POKE 57000,57000: A(0)=127
5: IF A(0)=0 THEN
```

```
PRINT "A: POKE 57000,57000: POKE 58715,16: GOTO 10"
10: POKE 57000,57000: POKE 58715,16: GOTO 10
20: POKE 57000,57000: POKE 58715,16: GOTO 10
30: POKE 57000,57000: POKE 58715,16: GOTO 10
40: POKE 57000,57000: POKE 58715,16: GOTO 10
50: POKE 57000,57000: POKE 58715,16: GOTO 10
60: POKE 57000,57000: POKE 58715,16: GOTO 10
70: POKE 57000,57000: POKE 58715,16: GOTO 10
80: POKE 57000,57000: POKE 58715,16: GOTO 10
90: POKE 57000,57000: POKE 58715,16: GOTO 10
99: POKE 57000,57000: POKE 58715,16: GOTO 10
```

For those of you who thought a bank was just somewhere that kept your money, a future Commodore will look at C64 banking in their copious amounts of detail. (Incidentally Jason, the just switched banks. Just in for with standards but for now changed to their best. They really are a lovely bunch of people. How about that extended warranty that you refer strongly promised the 40 disk Manager, eh? - Mark)

## THE TIME MACHINE

Dear Techie Tip,  
I'd like you to see the TG command to get a timer counting backwards?

• Also, how can you make it only count in seconds?

Colin McCarty, *Quake*

1 The best way to get a countdown (if I have one) from the middle, not from the top and down from the bottom passes - (N\*60) time is by resetting 70 to "000000" and then by using the variable T to tell you how many seconds have gone past. Then subtract this from your starting time (288 seconds in the example) and convert it into minutes if you

# INFORMATION BANK

## TWO AT ONCE

Dear Techie Tip,

I am trying to write a game in which you are a 160x100. I am using bitmap mode for the graphics as the car leaves a trail behind.

1 The bitmap screen takes too long to clear - can you give me a machine code routine which clears the screen quickly?

2 I want to have two players playing simultaneously. How shall I have them on and moving at the same time? Do I need to use interrupts?

3 How many interrupts can you have working at the same time?  
Matthew Oliver, *Dunbar*

1 Enter the Basic loader below and RUN it. To clear the bitmap screen - at 8100 - just enter 575-49150.C where C is a number from 0 to 255 which corresponds to the colour of the screen and the bitmap bank. It's the number you'd normally store in the screen memory at 1604-2000. The routine itself doesn't actually switch bitmap mode on, but will clear the bitmap and initialize screen memory for you.

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## GOT NO HARE

Dear Techie Tip,

I am writing a game that uses a multicolour bitmapped screen as the background. The only bit of the bit map code that has to go around collecting colours and various other things, while avoiding the hares. Sounds dull, I know, but it's true. Yes, it will utilize some work out how to display the big solid sprite, bit of a keep displaying. Why does this happen and how can I prevent it?  
Kevin Glen, *Leeds*



The only thing I can think of is that you have got the background priority set - that's the thing at location 64075. If that's set then parts of the rabbit will disappear "behind" different parts of the background, making your rabbit seem altogether weird. To get around it you'll need to make sure that you don't set background priority for your big rabbit sprite.



## CENTRE OF ATTENTION

Dear Techie Tip,

I am trying to write a program that keeps information about my games. I want the title to be displayed on the screen in the middle of each line.

In there a simple way to work out how far to tell each line so that it is printed centrally because at the moment I am having to put a load of spaces before the title.

2 Could you please write a short routine for me that will get the outline of a box of any size, using the keyboard graphics, anywhere on the screen. Thanks very much.  
Ian Clements, *Liverpool*

1 To print a title centrally you first have to work out how many characters long the title is. Then work out how many characters either side of it you need - you do that by dividing remaining space in two. This is:

```
10: 80-80000/2:1001-6328:2000:01,2,3,4
20: 80000:01:0000:0001
30: 0000:01
```

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# MAYHEM

Here's Andy Roberts to take you through the first part of our massive guide to *Mayhem* – an obscure game which appeared in the autumn of 1993 to a round of applause and a gentle sigh.

**C**an it really be a year since the 16-bit console's tip-top sport? Or, no, in actual fact it's thirteen months but hey, who's counting? The circumstances are the same. Though the extraordinary talents of John and Steve Howland have produced another classic game – *Mayhem* is straightforward – and it's my task to expose everything the game has to offer, including the whereabouts of many modern bonuses, extra life, continues, and that

dog. Make sure you're here for the next three months. You'll only see three bits in Commodore Format.



## MAYHEM: A USER'S GUIDE TO DINO-DESTRUCTING

**Walking:** *Mayhem* has a variable walking speed, increasing the longer he walks (it takes a second or two to reach top speed). *Mayhem* is vulnerable when he's walking, but there is a more efficient method of travel throughout *Manastand*.

**Charge:** When the charge icon has been collected from the happy vision of *Manastand*, *Mayhem* is able to charge around at incredible speeds. In this state, most enemies can be killed simply by charging into them, but there are some exceptions (see the bit on monsters).

**Sliding:** When *Mayhem* is in charge mode, pushing the joystick in the opposite direction will make him slide. *Mayhem* is vulnerable while sliding. The longer the joystick is held, the shorter the slide. Experienced players can use long slides to their advantage, though newbies find this **Dooking:** Apart from ducking under bushes and fire pits, *Mayhem's* ducking ability allows him to get underneath low platforms (using a combination of walking and ducking/movements). There are many hidden bonuses which can be reached using this technique. *Mayhem* can also backslide (charging – but just down) at the joystick.

**Jumping:** *Mayhem* can actually jump approximately ten different heights, which depends how long the joystick is held in the jump position. He will jump at least his own height (about 27 pixels), and can jump as high as 66.03 times his own height. *Mayhem* can jump while walking and charging – needless to say he can jump much further when charging. If *Mayhem* jumps up and into a

platform above, he'll make his head (very cute), but there are certain platforms which he can jump up through (bushes, for example) through them to prevent fire and falling down.

**Falling:** *Mayhem* can fall any distance and not suffer at all, unless he collides with an enemy (he will often fall in a die, depending on the monster – see monsters). He can also be pushed as he falls, which comes in handy when platforms are scarce. *Mayhem* also has strength, which increases as he falls. For example, a monster with a hit-count of three will take three normal jumps to kill, but if *Mayhem* drops from the top of the screen the monster will die instantly.

**Lives:** *Mayhem* starts with 3 lives and 23 continues, and extra lives are earned for every 100,000 points scored. There is a little bug in the game which scores up the score display if it gets over 100,000, but this doesn't affect the actual amount of lives remaining. He also has a half life, which is basically two thousand per life. When *Mayhem* is hit by a monster, he will lose his half life and subsequently probability for roughly five seconds. If he gets hit again, a life will be lost. Lives, continues, and half-lives can be restored by picking up bonuses (see bonus toing).

**Time limits:** *Mayhem* really has a tough task of making it through *Manastand*, and the time limits increase the pressure even further. These limits vary from level to level, and it pays not to hang around too much. When the time reaches 60 and 90 seconds, it warning sound

will sound and the time limits will flash. Take comfort in the fact that the time limits are not real time – one second in the game represents one and a half seconds in real time. The time limits are removed when *Mayhem* loses a life for instant, collects the appropriate coin – see bonus toing.

**Restart doors:** There are little sideways doors throughout each level which can be activated by walking into them. When *Mayhem* dies, he'll return to the last door activated (if no door has been activated, he'll return to his default starting position). Only one restart-door is active at any one time. As an added incentive to reach a restart door, *Mayhem's* half-life will be restored when the door is activated.

**Goals dead:** On the end mission of each level, *Mayhem* is required to collect a designated quota of magic dust bags. Once the quota has been collected, *Mayhem* can proceed to the last door to collect the level. Any further bags collected after the quota has been reached will earn *Mayhem* extra-life bonus points. As you gain more experience, you can seek out the remaining bags.

**Stars:** The purpose of the happy level is to collect the required amount of stars shown by the star quota (this includes the big star – see bonus toing). When the quota has been reached, *Mayhem* can proceed to the finish line to complete the level (see finish line). Collect every single star and a Super Star Bonus will be awarded upon completion of the level – this will earn *Mayhem* 1,000,000 points and an extra life. The spinning stars (like a counting wheel) the faster they are spinning, the more points they're worth.



# SAD JELLYLAND



# MAYHEM: SAD JELLYLAND



*And so, in a miracle of how-much-can-we-possibly-fit-on-a-page-ness, it's the complete exposé of the slightly depressed level of Jellyland... have fun.*

When the  
alien is  
seen?

When the  
alien is  
seen?

## -RINGED ALIENS LEAVE MAGIC DUST

So all you have to do is run around killing little biokeys and collecting the dust they leave in

order to scatter it all over the slightly depressed Jellyland to cheer it all up again!



**Enhancer, Mayhem finds a handy extra combat strategy.**

On the **Enhancer** page, some game Henry Andy Roberts with the second load of Muff is accompanying the Mayhem maps.

**First line:** The first line is surrounded by large

black & white checkers, and will start to animate when the star quota has been reached. Standing across the first line (as opposed to merely walking across it) will result in a solid bonus, meaning a 100% hit before possible enemies reach you at the extra speed. Oh, and the second row is 20, held by your body.

**Bonus entry:** There are five different bonus objects (including the star bags). Apart from those left being earned by chance, or being dropped, certain monsters will leave bonuses behind when killed. Mayhem used only outdoor with a bonus to collect it, unlike some other classic games from the genre. Bonuses will not disappear after a short period of time (usually 10 minutes). And the bonus bonuses are:

- The **egg** is an item which looks like a ball of light, but is only found on the Nappy version of the level. Once collected, Mayhem will have a huge multiplier for the rest of the game.
- The **same multiplier** which, for obvious reasons, looks like a rabbit, but does a whole lot more than you know. When collected, it will multiply any points earned. Multipliers wear off after a few days, so you'll need to be quick to build up as many multipliers as you can.

quota of five (at which point the maximum) Any multiplier in Mayhem's possession at the end of the level will multiply some points too, including the major star bonus.

■ **Home extra time**

which looks like the alien vessel from Beauty and the Beast, but is actually a little better. It will leave the area quicker for a short period of time, and is especially useful if the time is below 20 seconds.

■ **Get the** represented by a blue heart which, when Mayhem's suit die a very fast 8.

■ **An extra** which is shown by a red heart, and will give you (you Mayhem) an extra life. What else did you expect?

■ **The** continue represented by a yellow star. This is a point commonly throughout Monsterland. It awards Mayhem with an extra continue, which is a 100% hit. Three lives.

■ **Star** shown as a yellow star, will give Mayhem five extra stars (including the 100% hit) when remaining for the quota.

■ **The** chest is the computer's choice - it will give Mayhem a temporary chest showing how to not around and all monsters at all. It costs pretty low.

#### Mayhem prepares to

take on the

monster's

in the

game.

of the

level.

of the

game.

of the

level.

of the

game.

of the

level.

of the

game.

of the

level.

of the

game.

of the

level.

## HIDDEN BONUSES

There are dozens and dozens of bonuses (listed throughout Monsterland) but a lot of them are invisible, which means finding them is a little difficult.

Many of them are hidden in secret rooms, pits, and sublevels, and some are hidden around in open areas, and can be found by jumping often by accident. Others are placed in highly dangerous situations.

Only those with the courage to explore them will find them. However if you're a coward, you can find these bonuses by checking out the fully-able walkthrough in this section.

## MONSTERS

Although they appear to be random, the many varied inhabitants of Monsterland are periodically

recurring in the same way. Many can be killed either by

jumping on their heads or charging into them, but there are certain types which require a different approach.

The **spiky** monsters are invulnerable. Instead, if a monster has spikes on its head, you

can use a

weapon to

kill it.

Some

monsters

are



avoided just when you jump on it. If there are spikes on its back, you can't charge into the back of it. Check out the monster information list for the relevant level.

A shell monster's shells have a similar effect to spikes, except that shells won't kill Mayhem - if they charges into a shell he will bounce straight off.

Spiny-headed monsters are more of a utility than an opponent, and can be used to reach high platforms, because across gaps or collect bonuses placed in unobtainable places. Sometimes charges into a spiny-headed monster, you'll jump quite a little bit higher.

Other enemies are very similar to spiny-headed, except that Mayhem must time his jump carefully to avoid the monster's spikes.

Instead of monsters just have to be avoided, all's better, there are some monsters which are just too hard to kill. Mayhem will discover all of these when it has them (which takes quite a while), and will bounce off of its head on their heads.

Plunders are found only on selected levels, and will steal items from Mayhem (or certain top to a certain amount). They won't steal enough items to prevent Mayhem from finishing the level, but you can lose goodies by any chance of a more able bonus. So those.

And if you're too stupid to complete the first row, you should give the some intensive (spiky) training at the workstation.



It's something like that, when a monster is on the ground, you can

charge into them, but there are certain types which require a different approach.

The **spiky** monsters are invulnerable. Instead, if a monster has spikes on its head, you

can use a

weapon to

kill it.

Some

monsters

are

avoided



I've seen this one - it's called 'Monsters of the Old World' (I've 'Tried')



# S&D JELLYLAND

# TIP SHOP

Due to all that Mayhem business, we've moved Tip Off down here and given it a new name. Anyway, it's business as usual with listings galore...

## HALLAX

(POWERPACK 32)

Guess who? Yes, Richard Buckler pops up again with most of those special tips which we're proud to print. The pick-ups during the game have the following effects:

**GREEN** turns your ball into a magnet.

**GREY** enlarges your ball.

**BLUE** sets the computer back control of your ball.

**ORANGE** equips the ball with some nifty gear.

**PINK** locks computer the level.

The pick-ups always appear in the same order, which is **GREEN, GREY, GREY, BLUE, GREEN, GREY, BLUE, GREY, GREY, BLUE, BROWN, GREEN, GREY, BROWN, GREY, and PINK**, after the sequence repeats itself. And for the hottest cases out there, you might like to try a couple of cheats.

## ACTION REPLAY POKES

More gorgeous Action Replay POKES courtesy of Richard Buckler and Warren Pilkington. To use them, freeze the game, press 'E' to enter the POKES, then re-start the game using 'R'.

### SPACE ACADEMY

**POKE 3216,255** - End of game  
**POKE 152,655** - Extra space  
**POKE 15895,655** - Freeze space  
**POKE 20895,655** - Freeze tactics

### HALLAX

**POKE 3216,173** - Infinite lives

### LEMMINGS DESC

**POKE 5823,158** - Infinite lemmings

### BLUES

**POKE 5246,173** - Infinite lives  
**POKE 4382,173** - Infinite bullets  
**POKE 2085,173** - Infinite time  
**POKE 5823,173** - Infinite energy

### NEBULAE

**POKE 32879,181** - Infinite lives  
**POKE 48790,0** - Infinite time

### MAYHEM DESC

**POKE 14290,0** - Infinite time  
**POKE 15874,173** - Infinite credits  
**POKE 4988,0** - Infinite lives

The first is to Access all the Blocks on the editor - you can now begin on level 11. The second is to not to release the ball at the start, instead wait for the pink box to appear - with it to complete the level.

## SPACE ACADEMY

(POWERPACK 32)

Richard Buckler introduces five awesome cheats again, this time with a multitude of tips for the weapons training sections.

**Part 1** - On this level you must

shoot or avoid the enemies while punning your obstacles on the floor. The longer you press up on the joystick, the longer you fire for.

**Part 2** - An easy target practice: shoot

ten of the grumpy faces.

**Part 3** - This is a longer and faster version of part 1, and the same tips apply. Easy huh?

**Part 4** - Another target practice, only this time you must shoot fifteen grumpy faces avoiding any writing faces.

**Part 5** - Press up to take off and fly along the level. You'll need to shoot the white circles to refill your energy, as well as shooting (or avoiding) anything else. Woods for the trees.

**Part 6** - Yet another target practice level. This time you fly around the screen being attacked by enemies while you shoot. Zap the white circles to refill your energy, along with 25 grumpy faces to complete the level.

**Part 7** - Similar to part 5, but this time you're in a small passage which gives you less room to move around. Again, shoot the white circles to replenish lost energy. Leaping leards.

**Part 8** - Similar to the previous levels - finish this to complete the game.



Welcome to the Space Academy on pretty grounds. Learn your disintegrations at the door.

Tip: Apply platform shooting action in 1 Area. The kind of game that makes best use for each level.

## QUEST OF KRON

(POWERPACK 32)

More tips courtesy of the prolific Richard Buckler. For your grandest mug of coffee, put on your Kron-faring boots and enjoy.

► To visit, examine rocks, take food and

► To light a fire, take traps then get into the cave who hit traps

► To know the name, simply type O/E on its own

► When you hear whistles in the sea, listen to find a ship

► Open door with iron bar

► To call game, use lamp

► Stand outside the cliff at the bottom of the monastery and wait

► Examine the monastery to find a scroll

► When in open sea, north of the valley of stones, going west just takes you back to the same screen

► Don't go towards the sound of water, you will get killed by a whirlpool

► Check out the full list of cheats in next month's CF, solution fans.



Monks, really lower trapping with a trap.

## MONEY MONEY!

As always, being 'if you have any tips, POKES, solutions, cheats, or maps, stick them in an attractive looking envelope and post it to Andy Roberts, Commodore, Commodore Forum, 30 Aldershot Street, East, Suss, GU1 2DF' in their classic underground he called Commodore Club. Or maybe not.

# SUBURBAN CO

Roll up, ladies and gentlemen, for the final thrilling instalment of our complete and total solution. Your guide, Mr. Andy Roberts...

## LEVEL 4: PARTIALLY BUILT SKYSCRAPER

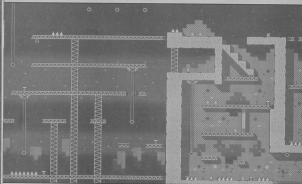
From the start: When you drop down, jump over the spikes to your left and jump left through the hidden part of the wall (this allows you to bypass the nasty falls below). Drop down, holding left to avoid the spikes underneath, then use the springboard to leap up to the platform to your left. Jump left onto the next platform, then jump onto the left and go up to the top—jump off when it gets there and killing the headman.

Walk right, use the springboard to bounce up, then right underneath the staircase for some much-needed extra energy. Go up the stairs, kill the angle-type floppy thing (?!), then go right and jump over the spikes. The springing hole won't be much of a problem—observe the pattern, then rush underneath when safe to do so (if you dash, they cannot harm you). Continue to

the left, jump the spikes, then jump left off the end of the platform and drop down, holding left as you fall. Then...

When you land on the platform below, drop off again and hold left as before to avoid the spikes below. You should have collected the extra life. Now jump carefully over the spikes (you

may lose a bit of energy), then continue right, kill the headman, then go right and collect the first diamond. Go back to the left, killing the evil headman as you progress, then use the springboard to jump up onto the left, jump off onto the right-hand platform.



# COMMANDO

Keep jumping right across the platform until you reach another springboard, then use it to jump up to the lift above (this can be tricky at times, but look at it). At the top, jump off an walk left, killing the bird as you go. When

you reach the springboard, use it to bounce up to the next platform — kill the henchman and go right. When you reach the end of the platform, jump right into the lift above and collect the little diamond and collect the second diamond. Now jump back onto the platform and go all the way to the left.

Kill the henchman as before, then use the lift to get up to the next level. Walk right (under the balls again), kill the

single-type thing, then drop down the narrow gap to the right of the staircase — you should collect the third diamond as you fall. Kill the henchman below,

then go right and go down on the lift. Drop off the lift and hold left to arrive at the exit position. Jump over the spikes and go through the hidden gap in the wall, then drop down and use the springboard to bounce up as you did before.

Jump left onto the last

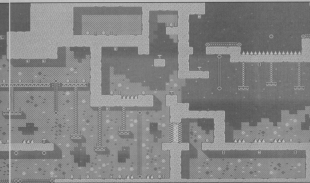
platform, then jump into the lift and go up to the top. Again, jump off and kill the henchman. Walk right, use the springboard to bounce up, then up up the stairs. Walk right, jump

over the narrow gap the first, then jump right into the ladder passage — keep going right and collect the gem as well. Now drop down through the hidden gap in the floor, holding left to avoid the spikes below. Jump right over the spikes, then right across the gap (you can bounce up on the springboard to collect the coin above if you want).

Go right from the springboard, then drop down. Now the tricky part. You'll need to make your way to the right, sliding underneath the swinging balls and jumping over the spikes. When (and if) you reach the right-hand side, jump on the springboard and bounce up, then jump on the left springboard to reach the platform above. Jump left across the platform, then left again onto the lift. Jump left to collect the fourth diamond, then use the springboard to bounce up to the conveyor belt.

When able to do so, jump right onto the clauding platform (very tough), then jump off at the right to collect the fifth and final diamond. Make your way back across the moving platform, then drop down the gap to the left. Drop off the ledge next to the lift, then go left and drop down the gap next to the springboard. Hold right as you fall to open the door to the guardian's lair. Drop down, then head right to confront him. Use the same technique as the other guardians — run to the right, then punch him crazy. Once he's brought the fans, sit back and watch the delightful end-game complete sequence.

Well done, you're completed the game. **Scored**



# THE GAUNTLET

Are you one of those people who regularly trashes their mates at every C64 game ever released? Do you think you've got what it takes to play on a national stage?

**W**elcome to a new section of Commodore in which we switch the spotlight from the games being trashed towards the people who're trashing them. What we aim to do is find the best C64-playing CF-reading games in the country.

The way it works is simple: if you think you're particularly amazing at any game, just fill in the form at the bottom of this page and send it along to us at the local address. As you can see, there's also a gap for a witness to sign. This isn't essential, but it will add a little credibility to your claim. Alternatively, you could just take a photo of the screen, and send that along.

## A FEW CHALLENGES

The other side to all this, of course, is the challenge. This one's even simpler — it's pretty much the same idea, except for the fact that we pick the games, and set the challenge. For example, we could give you something like finding the best code to Freddy Handed 2, but you already know what it is (see printed) when we put it on the cover tape, and the first person to get the answer into Russ's hands gets not only world wide fame (we will do the copy in Dubai), but probably a prize as well (unless).

So this month's challenges are:



Yes, these strange things have got odd benefits on. What perks.

## SMASH TV

The target here is really quite simple — you don't have to really get very far at all — just achieve the highest possible score after the first boss. The proof needed here is a photo of your score on the first screen after him.

## SPINDIZZY

If you remember the one? It's probably one of the best games of all time, so we've decided to find out just how many of you have mastered it. The challenge here is a bit more complicated, y'know, if you take a look at the map screen, you can see the treasure room. If you're ever over to the moon, you'll find a series of structures with lifts, all interconnected with little walkways. If you manage to solve the treasure room, you'll have pretty much completed the game, and we want to see photographic evidence of this.

The other big question is "What are the two things written on the map?"

## PIPEMANIA

This one's just a little bit easier — if you've ever played the game, you'll know how difficult it is to manage mosquitoes. What we want to know, then, is how many mosquitoes you can manage on the same screen? If you don't manage four, don't bother writing in, as even I can handle this...

## CHEATS

Of course, it really would be very easy to cheat at a scheme like this, it would also be very stupid, it's not going to patronise you or be telling you that the only person you'll be cheating is yourself! Because that's rubbish, you'll be missing in about, too. The simple point is that if you can't see part of this and be totally honest, don't take part at all. "No" said. (And if you want to let your friends and/or parents and all your mates! Heheh)

The order form type thingy

Name:

Address:

Game:

Achievement:

Witness:

Send your file along to: The Gauntlet, Commodore Format, 28 Woodcroft Street, Bath, Avon, BA1 2BW.



There's nothing like a nice bit of Smash TV destruction to really get you going.





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COOL SPOT

SMIDGE



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LANDORSHIRE  
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**The** current issue of **AMIGA POWER** (Britain's most lively AND fastest-growing Amiga games mag) has reviews of every Amiga game that ever mattered. There's Cool Spot, F1, Subter'n 311z, Dennis, Star Trek, Campaign 2, Golden 3 and S&Bmarks, as well as, ooh, quite a few more. And as if that wasn't enough, we've also

got all the up-to-the-minute news on the very latest developments for Commodore's world-beating (we hope and repeat) C602 console.

We've got TWO COVERDISKS featuring the best in demos, too.

Oh, and your last chance to hear all these dreadful jokes again - before we get some new ones.

All that and a scintillating review and demo of (you've guessed it) COOL SPOT.

**ON  
SALE  
NOW!**

# GETTING ONE OF THESE?

Clue: It's a sparkly new 32-bit Amiga 1200!



With loads and loads of really cool software!

Then you've got to get a copy of this..

## THE AMIGA FORMAT BEGINNERS' GUIDE

It's an

**AMIGA**  
FORMAT SPECIAL

And it's  
**ON SALE**  
Thursday  
January 6!



# LISTOMANIA POKERAMA

Loads more funky games cheat listings for perspiring cheaters everywhere...

## TROLLS

(7-bit)

Now you can give those fully-haired goblins a boost with this cheat for infinite lives and invincibility. Incidentally, John Rastorick regards this as one of the best platform games on the C64. Isn't that right, John?

1 000 700000 0000 000

1 FOR 0-117 00 070 0000 7000 0000

2, 3 0000

2 0F 00000 0000 0000 0000 0000 0000

3 0000 000000 0000 0000 0000 0000 0000 0000 0000

0000 0000 0000

4 0000 00000000 0000 0000 0000 0000

0000 0000 0000

5 0000 000 000 000 000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

16 0000 000 000 000 000 000 000 000 000

17 0000 000 000 000 000

## BLUES BROTHERS

(8-bit)

One of my favorite films of all time, and the game isn't too bad either if you'd like to give the Blues a helping hand. Keep your eyes on the repetitive listing.

1 000 0000 0000 0000 000

1 FOR 0000 00 000000 0000000000

2, 3 0000

2 0F 00000 0000 0000 0000 0000 0000

3 0000 000000 0000 0000 0000 0000 0000

0000 0000 0000

4 0000 00000000 0000 0000 0000 0000

0000 0000 0000 0000

5 0000 000 000 000 000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

16 0000 000 000 000 000 000 000 000 000

17 0000 000 000 000 000 000 000 000 000

## SKULL & CROSSBONES

(Commodore Square)

Now even the most cowardly first-buddies can slither their fangs into the cows come home - simply type in this handy listing and FLIN! is an infinite supply of credits.

1 000 000000 0000 000

1 FOR 0-100 00 000000 0000000000

2, 3 0000

2 0F 00000 0000 0000 0000 0000 0000

0000 0000 0000

3 0000 000000 0000 0000 0000 0000 0000

0000 0000 0000 0000 0000 0000 0000 0000

4 0000 000 000 000 000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

## MAYHEM IN MONSTERLAND

To take up top monthly cheat for the Sportsweek ops, here we have another splendid POKE for infinite lives, 999, and continues. Now get out there and eat jelly!

1 000 0000 000 0000 0000 0000

2, 3 0000

2 0F 00000 0000 0000 0000 0000 0000

3 0000 000000 0000 0000 0000 0000 0000

0000 0000 0000

4 0000 00000000 0000 0000 0000 0000

0000 0000 0000

5 0000 000 000 000 000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

16 0000 000 000 000 000 000 000 000 000

## FREDDY HARDEST PART 1

(Freddy Hardest)

Freddy Hardest? If you ask me, that's how it, the guy is a complete wingy glib. He needs so much help at combat, so why the hell not for a momentary escape

game.

1 000 0000 0000 0000 000

1 FOR 0000 00 00000 0000000000 000000

2 0F 00000 0000 0000 0000 0000 0000

3 0000 000000 0000 0000 0000 0000 0000

0000 0000 0000

4 0000 00000000 0000 0000 0000 0000

0000 0000 0000

5 0000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

16 0000

## LUNAR JAILBREAK

What an incredible concept! Whomanned (don't be in the moon. Please get out. Anyway, here's a listing to infinite time, but really it worth improving the playability.

1 000 000000 0000 000

1 FOR 0000 00 000000

00000000 000000

2 0F 00000 0000 0000

0000 000000 0000

3 0000 00000000 0000

0000 0000 0000 0000

4 0000 000 000 000 000

10 0000 000 000 000 000 000 000 000 000

11 0000 000 000 000 000 000 000 000 000

12 0000 000 000 000 000 000 000 000 000

13 0000 000 000 000 000 000 000 000 000

14 0000 000 000 000 000 000 000 000 000

15 0000 000 000 000 000 000 000 000 000

16 0000 000 000 000 000 000 000 000 000

17 0000 000 000 000 000 000 000 000 000

18 0000 000 000 000 000 000 000 000 000

19 0000 000 000 000 000 000 000 000 000





In a slight break from your scheduled Office In My Pocket feature, Simon gives us a brief look into the world of comms.

# AFTER THE BEEP

## MALE OR E-MAIL?

So what we've got is a bulletin board that anyone can leave software on, for anyone else to take a copy of. This is, in effect, just an incredibly fast PG library on the phone. The other side is all that, though, is electronic mail.

Wow — it's another one of those really simple concepts again. This time, it's the idea of being able to leave a text message on the board, addressed to a certain person so that the next time the receiver calls up, they can go through their mail and read it. There are usually several types of message, such as private B-Mail (only the sender and receiver can receive it), public messages (targeted at an individual, but that anyone else can read about), or bulletins, which are simple public messages (like a notice board).

## ALL TOGETHER NOW

Of course, the system doesn't end there. Many boards belong to national and international networks, such as FIDONET. The one I belong to is that all at a certain point (usually at night), all the bulletin boards are programmed to ring each other up and swap messages. This means that you could in effect send a message to someone, anywhere from east 8 on a bulletin board on the other side of the world, without having to ring that far personally. It also means that you can access a lot more software, as you have the choice of a planet's worth.

Have you ever had a slip or tape headlined by the post office? Even if it arrives at its destination intact, there's still no guarantee it'll end up where you want it. I've sent several times, passed through various magnetic fields, and finally thrown through your letter box. Failing that,

you've been talking to some guy on the phone about a new PG program, and you've still had to wait three days to see it, as the GPO can be incredibly slow at the best of times. That, I actually have the answer: pop printers.

That's right, the trials of mail range from the pain of both to the horror of death, but it's best to remember that putting anything at Christmas time is worse off because it fails just short of getting fattened by a steamroller. Though I can't really help you out on the other three, I can do something about the delays — I can advise every one of you to buy yourself a modem.

## WHAT'S THAT, THEN?

A modem is quite a simple device in concept, as all it's doing is converting binary bits into sound. Therefore, eight bits go to make a number that could be anything between 0 and 255, the standard 8-bit numbering system for a computer. This means that you can get two computers with modems attached, and make them communicate with sound. Put it on a telephone, and you've got a modem. If you're wondering why it's got an odd name, it's because it's a modulator and demodulator in one box.

If you're wondering about the purpose of all this, just think — if you wanted to send someone your latest masterpiece of a program, all you'd have to do is ring them up, engage in a little bit of mutual excited flailing, and send the software down the line. It's not just software, either (anything that can be stored on a computer can be sent). This cuts out all of the time-wasting postage hassles everyone else has to cope with.

## BULLETIN THE HEAD

The only real problem, then, is what happens when the other person is out — if they're not there is answer, you can't get the two computers talking. One answer would be to get an auto answer modem that could pick the other up and pass a message to the COM, but you'd have to have a

separate phone line or stop taking normal voice calls — the modem would pick up the phone and tell the computer all its every single letter.

There is a third solution: have a computer sitting

somewhere attached to a modem only line, that loads if people can ring up.

They could leave programs for each other or for anyone else who used the system. Such a system is called a bulletin

board (BBS).

These boards are not simply by enthusiasts — some guy decides to set one up in his bedroom, and gets calls from all over Britain from other enthusiasts. As they're actually paying to be the cost of keeping a phone line open (they don't get proper bills because of the calls are made by people ringing in, and are paid for by the user).

## BITS O'KIT

Of course, if all a modem did was convert bits to sound, that'd be an odd chip — they do get a lot more advanced. Most include automatic dialing (so you don't even need to touch a telephone), automatic speed switching (so the modem detects how many bits per second the other modem is sending, and adjusts itself accordingly), auto answer (so it could do that in the main), and several other features for your convenience (see loads of books listing individual bits).

An actual bulletin board set up (if you were planning to run your own, you'd almost certainly need a PG, though because they can use hard drives, so you'll end up with a lot of it) of modems to store. The computer would be effectively useless for anything else though (24-hour per day, and so wouldn't use the machine for much else).

That's right — it's quite a costly affair, so I'd advise reading up before or on the subject before making any decisions (this sounds like good material for a book to me).

*You could in effect send a message to someone, and have them read it on a bulletin board on the other side of the world*

## CHEERY BYE

Unfortunately, I can't really give you a lot of space to go into this whole world of comms in one go, so I'll have to carry on next month. As a matter of fact, I think we'll start looking at a few bulletin boards in detail next month.

## JUST A MO...

I know what you're thinking, where does all this fit in to the Mrs Office 2 side of things?

Well, it's dead simple really — if you look at the main menu of MCE, you'll find a comms option and seeing as how that means you've all got a coming package, all you've need now is a modem to get the wonderful world of comms.



Possible worlds, extreme futures, the state of the computer in years to come. Simon Forrester has a look at your palm and says "My what a long love line you've got..."

In the month's glimpse into the coming centuries, we ask: "Is the age of the home-computer dead?" (And do we care?) - M&E

## A DOG IS NOT JUST FOR CHRISTMAS

What a pity question, you may well be thinking, for believe me, I don't. You see, whilst Billie Bly and Johnny are perfectly happy to play games on their console for years to come, both of them I've got — they'll stay out on a home-computer anyway, and that is more of a catastrophe than you think. Any fancy you should say that Simon, because without a CGA, I'll never have got into purchase or tested all of my friends. Computers are wonderful! (M&E)



Don't have to stay too long with the Duke family, but what glorious moments for action in games around here!



Don't tell me, it's Billie! (Duke isn't BT) It's a character, the Duke, the red and yellow and this is a direct development from Microsoft's B&E.

# OVER THE EDGE



Looks a bit like Venice in the air, and we'll all know where that game started life. Don't we?

profits were concerned, were it was for the fact that Nintendo soon set as a regulatory body, deciding that that they don't want other companies to release by refusing to manufacture the carts.

In fact, to even develop a game for that particular console, you'll have to have a license, as the information and equipment needed to actually write the software is not readily available. This might not seem like too much of a

problem, as once a software house obtains the license it can churn out stuff in the conventional format (provided Nintendo don't mind), but it does have one drawback — the up and coming software programmer in his last year doesn't stand a chance of ever getting his or her work onto the shelves. Which is a bit hard for them, us and you.

## SO WHAT?

Well, think about it — all the concepts we like the most come from the enthusiast — Tetris is a perfect example, so it's just about every main game in the mid-eighties. This is one

From now on, all you can expect to see are the releases that make commercial sense — they're nearly all platform games or fast 'em-ups, because those are seen as commercially attractive to produce. The fact that 80% of all console games are identical platformers doesn't enter into the equation, because the teams developing these things aren't part of the audience — they don't know what it's like to buy a computer game and feel ripped-off because it's a load of repetitive rubbish, and they don't look at the whole market.

This, at the end of the feature-mapped era, is a dying industry, because it's being run by people who have no sympathy with their audience, and no real ideas — and it opens up and becomes more accessible to the home programmer, the console market will continue to rapidly erode. The home computer games market.

CF



Another anonymous club of console games. Nice palm trees, but where abouts the clouds?

## WHAT'S THE PROBLEM?

If you look back to the early days of mass home computing, when machines like the ZX81, Spectrum, and the C64's granddaddy the VIC-20 were just being launched, and capturing the imagination of what was to become one of the largest entertainment industries there is, you'll find that it wasn't the large corporate company producing the best software — it all came from the bedrooms of enthusiasts.

What this means, then, was that software was written for the machines by real enthusiasts who could relate well to their audience as, in effect, they were part of it. This meant original concepts were being all the time, and in turn this meant games that are just as vibrant today as they were in 1982.

## NOT NOW, THOUGH

Things change, however, and like any major industry figures the console game, Nintendo and Sega,

are producing their own. Whereas in the early eighties the software developers were teenagers doing it all in their bedrooms, now you have to work in an office at the Californian coastline. Why? Well, you need a license.

The situation is simple — if you want to produce, say, a 3D action game, you first need to have a license to use the hardware, as they're the only ones legally capable of producing these. This would be all very well (and quite an exciting business move) as far as

# PD FORMAT

The ship full of utterly free software in the Future Publishing car park diminishes a little more as Simon jumps in to emerge shortly after with a handful of PD discs...

## THIS IS MY DOMAIN

Find up to the PDF treatment today, as the new company PD Domain...

### DISC 00

Here... Well, here someone's got their hands on a private collection of at least - this disc contains four other reasonable title period games: Q-Fence: This is your basic period title.

Freefall: But if you add the odd extra Space things that to happen!

Clubs Of Gold: But they don't last long, with another long standard table, very much like Q-Fence, but completely different, honest.

2 Balls: And here we have the game that is central to the collection, with some little bit of extra things, and lots of Space, coupled with some other games like chances you can send the ball swimming up.

Okay, so the selection won't keep you glued to the seat for the full, but hey - what with it being a public and with the occasional detour from out of the real PD, you might feel that you're looking to help. That again you might not.

60%



FREE TO GO  
1987 BY S. J. J. J.

Another lovely blend of software, consisting of particularly large personal titles.



Oh, excuse the basic graphics, which is typical of the time, if you haven't played it yet...

### DISC 01

Not enough of it yet? Maybe you'd like to play the odd sport? Here goes.

American Bowling: I'm really sorry, but I can't see the merits of the official BWP game being in the least bit excited about the competition from this one. Imagine a real adventure bowling game, and you're pretty much there.

Given: This one, despite looking absolutely nice, is quite far after it's white. The aim is purely to get the guy into a basket - that's all. Simplicity is the spirit of PD for so they tell me!

Knowledge: This is a little bit more like it - an actual action

bowling game. The player does seem to be taking better some huge point of view or something, but at least there's action.

Bludge: Another real one... honestly, I mean how not to capture all the excitement of a boxing match. If you reduce sport aims to this level you might as well simulate something interesting like also being or something.

PDF Bowling: And yet another real bowling game. I'm not sure who came up with the title savings, but they'll better stop right now.

I really don't think it's fair to evaluate those, but a game from much later the PD better, so here goes. Good. Sorry.

35%



...get down to your list of awards, stick up on the printer and give it to death.



These PD discs can be very irritating, but remember that they were created on the IBM.

Here, and welcome back to the section that aims to stock your shelves full of impressive but absolutely free software. Presumably in those pages we've been working steadily through the various Boxes, taking to the owners, finding out which parts of their collections they like the best, etc. Now though, we decided to grab a handful of discs from two lucky Boxes, and see what we could see...

## HEROES OF THE HEX

Find up to the month, then, see how Heroes, so let's see what they had...

### DISC 10

The first disc of this disc contains something I don't think I've ever seen before - a music story. The basic idea is that you load up any tune from the disc (a little program gives full instructions on how to use them), and you can use them as your own songs (obviously crediting the original author). The tunes themselves are all quite impressive, making this a worthwhile addition to your collection.

80%

The second title was a little more toward the 'old' end of the scale, with a series of demos all named after different favours of ice cream. Peasie Ooze is a standard title demo, but with a nice introduction of the title logo.

Pastime: Imagine a collection of sentences spelling words: the one key, replacing it with a 'I' (I hope you like wordplay).

Letters: Thinking about it, this one is the spirit of the bunch, with pretty much all of going on.

## HEX HEROES

To get hold of any Hex Heroes stuff, simply send £1.00 for a single sided disc or £1.50 for a double sided disc to:  
22 Newbold Lane  
Bromleyidge  
Chesham  
SL8 8JH





Meanwhile, in *Textbook*, all the numbers and letters were spaced about fourspaces. Stranberg's boring words. Pull out. Clearly. Obviously, reader, just what can be achieved when you take the really very tedious and push it to the extreme limit. (Etc.)

Same as usual, some are bad, if you buy the disc, you'll have been read. They're all the obvious ones!

**40%**

**DISC 25**

Here here is a refreshing title selection of utilities — after reading the same boring text that everyone else can draw out, you can now draw out some text all of your very own.

*Phabus*: This one really is the full demo editing kit, allowing you to design sprites, write characters, design character sets, the whole bit, basically. Unfortunately, as with all demo writing kits, these things don't allow you to write anything really original (and subsequently lose all their points), but you should be able to draw out some relatively pleasing title pieces.

Now it's the final stretch, now, *Warrior* kit.



**60%**

**DISC 17**

Occasionally, you'll come up against a demo that takes up a whole side of a disc. This one, not assisted with its lot, takes up two sides. Can't you just have a show-off? *Apocalypse*. This is the *Legend* of



lots of time has been lavished on this character drawing game. Great, what is it?

now and again. **EMC Edit**: This one deals purely with sprites, and subsequently goes into a little more depth than the sprite part of *Phabus* — it's just a sprite editor though, and so you'll still need some heavy reading knowledge to produce anything worthwhile like moving the sprites, for a start.

**Tip the Machine**: Well as a surprise, it's another sprite editor. This one is deeply pulled out of hundreds of features, though — it's the sprite editor's sprite editor. If you like *Character Editor* and finally, a package for designing character sets.

Again, as it's a purely advanced utility, it goes into more depth than the integrated part of *Phabus*, so this is definitely the one to go for.

The quality of demo writing packages has always been slightly dodgy, so please realize the retroactive nature of this stuff before you enter. But at the end of the day, there still was a somewhat way to get into doing, as a lot of the hard work is done for you, allowing you to concentrate on the State Command editor and getting really very measurable results.



these other, more modern go on to become the most games programmers. Some and why not.

demo. The demo track is made up of several parts, ranging from impressive graphic manipulation, through how many things can be in at once effects, to victories that change dimension quite alarmingly, running the whole effect.

Now I don't want to dwell for too long on this, but this is a demo that you'd probably like to own — just don't expect anything even vaguely new. That's all.

**70%**

The clear choice of *Strains* here has to be *PHWD* don't worry — we took your entire selection into account. The reason is simple — *PHWD* is more heavily geared towards coding, and that can't be a bad thing.



In *Strains* games, they used to search subgames through the streets of the city for a King's key.

**PD DOMAIN**  
 Unsurprisingly, PD Domain seems to be slightly uncharacteristic at the minute, but when we manage to get in touch with them, we'll let you know — keep an eye on *Strains*.



The death of the demo will be all these items smaller messages. I mean, even anybody apart from the programmers read the drafted discs.



From the room, Strains is here you could at night. Behind the bars, night, would the King, would the victorious thousand.



# UNCLE DAVE'S BUY-A-RAMA

## FOR SALE

*Dear old Uncle Dave struts his stuff for free once again. And this time there were so many ads that we've had to stretch it to two whole pages.*

### WANTED

• **Has anyone** got a copy of *Alien 4000* for the C64 (or any right aim for that matter). I'm willing to pay good money for the game and all transportation costs. Contact Jason in Australia 083 372345, or write to 34 Day Way, Balmain, NSW, Australia 1535, Thrack.

• **Frankie Goes to Hollywood**. Thing on a Spring. Tape only please. \$80 per tape up to £2. Call Luke on 0796 661218.



- **Attain by Alternative**, *Spiritual 2*, Mylo, Attain/Alternative/Morganston Records. Contact Geoff, 27 Main Street, North Frothingham, Orfildon, East Yorkshire YO26 5JL.
- **Does anyone** have a game called *Knuff* on the Commodore 64 tape from around 1983? I will pay \$10 for a working original only. Please fax on 081 546 3338.
- **Wanted**, *Shine 2* cassette. Contact F Picketing, 152 Monks Road, Lincoln, LN2 3PL.

• **Wanted games**, 1, 2 & 3, The Life of Ryanair and Ryanair Flyer Time for the C64. tapes only. Pay anything within reason. Call Dave on 0842 897 356.

- **Commodore C64**, disk drive and printer, reasonable price. Call Kevin on 0532 76999.
- **6400K VLSI for C128**, but will consider 6400K for C64. Also for an interface for my Epson Writer 301 printer. Call 0824 276496 any time.
- **Freebies** *Free in The Factory* on Commodore. Call 0522 447635.
- **Wanted**, Commodore 64 games or 1041 disk drive. Call Craig on 0545 271147.
- **Wanted urgently**, Cms (successor) or CP Procompack with Disk. Willing to pay £10. No tapes, original only. Phone (01) 546 1900 and ask for Stephen.
- **Wanted**, *Chase* (single) wanted desperately. Please, please help. Ping fan on 0535 897 258.
- **Wanted**, CP Trainers on disk for C64, must be original with manual. Good money and postage paid. Please call 788 0008.
- **Wanted**, *Zone II* for £700. 042376.
- **Wanted**, 1041 disk drive in fully working order, reasonable offers. Tel 0565 7693, *Gamma* press.
- **Wanted**, *Revs*, *Speedball 2*, *Simon Stryker 2*. Will pay reasonable amount for each or best price to any of the following: 01 307 0000, Lakes Road Turbo Dynamic Systems, Borehampton, 30 Ford, Days of The Week, Kink CD's, Out Run Europe. Contact Philip on 051 434 0008.
- **1481** in disk drive wanted. Must be cheap. Has *Assassin* also games for C64 on tape £25. Tel Rowan on 0428 450 105.

• **Kiss**, either tape or cassette urgently wanted. Write to Cyrille Crow, 27 Main Street, North Frothingham, Orfildon, E. Yorks. YO26 5JL.

**Wanted** with *Telex* style keyboard. Please contact *Telex* a free copy. Write to Cyrille Crow?

- **Has anybody** got *Alien 2000* games for sale. If so send a list to Matthew Davis, 35 Elmwood, Sutton Hill, Telford, Shropshire, TF1 4LU.
- **C64 tapes** 1-30 with tapes. Call Peter on 056 588 0009.
- **Best C64**, must work, selling for very reasonable price. Call Keith on Colchester 546000.
- **Wanted**, *Summer Games 1-2*, *California Games*, *The Games Summer Edition*, *The Games Winter Edition*. On tape or disk for C64. Contact Dave on 0832 337228.
- **Best Electronics**, Action Replay Mk V cartridge, unbranded disk. Please call Dean on 0585 781 253.
- **Mini Office** if wanted, will swap for Dayley Thompson's *Olympic Challenge* and *Box*. Contact Jonathan, Mackintosh, Llanelli, Co. Pembrokeshire, N. Wales. 0752 3810.

### FOR SALE

• **Philips Comptel 660** green screen C64 and Fusion Printer 25, Code Writer 25, Tassard 25, Kasecad 25, Easyprint 25-55, all for £75. Buyer collects. Tel 0275 786556.

• **88-88**, Portable C64 as featured in CP35. Superb machine, very good condition. Offers to Dave on 0482 52753.



- **McDonald's** and *Operation* *Warrior* tape £5, will sell separately. Call Luke on 0796 661218.
- **Benry 58C 640** Deal £25 plus drive. Macintosh monitor, word processing package, spreadsheet, database and dictionary. Price 00041275. Contact Geoff, 27 Main Street, North Frothingham, Orfildon, East Yorkshire YO26 5JL.
- **Over 100** games and up Action, Replay Mk V set for sale. Games include: *Chase*, *Discworld*, *L.S.D.*, *30 Construction 20* and *Submachine*. Sell for £750. 1 tape postage. Also 2 tape issues 80, 85, Commodore Price Issues 1-12 and Commodore Personal Issues 20-26, all with postage, a range of £75. Call Steve on 0426 842 074.
- **C64**, *Networks*, 2 *Discworld* and *podds* (shorts lots of games, only £700 plus postage). Call Dave on 0526 888282-see and claim your free CP back issues.
- **For Sale**, C64 games from Sigs, all originals and boxed. Send Sigs for free set to Matt Coburn, 17 Hatterfield Avenue, Hatterfield, East, Dorset, BH7 6RH.
- **240K** of disks C64 games including *Castleford* and *4878*. Good prices. Please fax on 0562 794655 after 4pm.
- **64 C64** games including *Turboart*, *Creatures*, *Bottom*, *Alien 1* cartridges and











# THAT WAS THE YEAR THAT WAS

Have you been reading Commodore Format for a whole year? Has it really been a whole year? Time flies, alright, but apart from an expanding waistline what is there to show for it? Well...



As well as being really very good, Good House is also a fairly huge game, packed with stuff to do.



## JANUARY

The beginning of 1985 saw, amongst other things, the premiere of *Cambridge*, a game that only got released last month. The C64 does seem to be ready for a whole year to see if it was any good. Would it be the only version of the cat people game that was a bit on the tame side? *P* *Flashed*.

January also saw the 'Johnny's got back to Christmas money' release of *Claw Wars*, a full price offering from Datasoft, earning a very respectable (if not downright good score of 85%) — understandable as it may seem, this was a licensed game that actually played straight.

## FEBRUARY

C64 — this is what we get close to desperately needing a long standing C64 software house — *Interactive Software, Action Software, Agon Again*, or whatever else they want to call themselves this year.



Anyway, this character's little software house saw it to include the C64 version of a game which received a serious looking up just about every other format — *Doctor Who Data Attack*. Apart from being completely and utterly crap, it was also weird — following it a snippet from an interview with Sylvester McCoy (conducted by our very good Dave Cooper) on the last man in the game, *Doctor Who* carries a gun.

"When I got the job as *Doctor* (that I didn't want to be violent in the role, I didn't want to leave the members to doubt, I wanted the *Doctor* — because the critics from another world — to be much more intelligent than humanity and he would know that violence is not the answer. If my *Doctor* is doing anything violent I'm really bothered by that."



## MARCH

By this point, the *Playmates* boys had reached month five of *Mythos*, and had a working version of *Playmates* for all to see. Granted, the version they had turned out to be nothing like the first *Mythos*, as there were still loads of changes to be made before the whole project is finished.

On a slightly more doom-filled note, March also saw the game writing in through the CP team that they were soon to be hit by McDonald's, the



ident with a game that got into the lists. I had a little girl, now. *Ballers* might be interested to know that it was the month in which he graduated *Ballers* (thanks...). I wonder how it finally turned out?

## APRIL

Imagine a silent nuclear war that had nobody, DAF, looking, huh? This was nothing in the range 'something's about to go horribly wrong' feeling leaving the CP team when McDonald's occurred 19%,

It was weird because we were expecting it to be completely okay — if it was and it wasn't so bad in the end, but I still wouldn't play it because it kept making me think about food! — *Dave Cooper*

The other high point in April was the *Face To Face* episode with Kelly Sumner, the MD of Commodore UK. On a purely technical side, he revealed that he's actually sold 15 million C64s worldwide. It also turns out that he's only ever played one computer game in his life — *Marbles*, on the TG game show *GameMaster* (he was, fairly enough).



## MAY

Being the approach to summer and the time when Billy and Johnny are not playing football, the computer industry (and hence its usual summer slump, making for a relatively quiet month on CP)

The high point of the whole issue was the review of *Amn 2*, a long-awaited sequel to a very good but historically violent game.



In order to combat this slump, Derek ordered his troops to point all the headlines bright people.

So what happened outside the world of the C64? Well, whoopee! Various bodies were signed, and several places were requested, but if they're not attended by our team, they will be within the next couple of months. May is hot — that's just the way it is.

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Mostly, this got the copyright issue of format? Well, this is the beauty of TITAN computer games.

**JUNE**

Here is the summer of our discontent — and as it goes, changing format is an array of loved CF people, with only a few games to relieve the intense (and boring) heat.

WWF WrestlingMania is always one of the more fun reads to write — when there's that much to take the ear out of, there'll hardly be space left on the page to say what the game is like. It did fetch a respectable 50%, though, making for another fairly straightforward month.



**JULY**

Like the cooling of the ocean, July seems quite a while. So long, in fact, that the CF team still have time to do the mag after taking their annual escape to better shores. For the magazine? It's hot, it's long, it's the usual summer slump.



This ain't pig. The Adams Family or Rockyland making their way to the front of the crowd — if you weren't satisfied by the depiction earlier with the Adams', you'll surely have to get dramatically and softly down to a good dose of winning side things into walls, doors, and each other. Games such as Rockyland aren't to be missed, played, or food. They should be worshipped by word leaders as the way forward — free, gut-free, fat-crunching and violence.

**AUGUST**

Is a surprise attack of complete address. Done focused to start off by the clarity and intended a number of a very nice series — \$494 covers. For those of you not familiar with these rare beauties, they're basically an almost portable G45. (Almost portable means small, but weighing enough to break Geoff Cooper's knees). For some completely bizarre reason, this odd title made it captured the hearts of our readership — you all wanted a game of the most underplayed portable to have ever existed.



**SEPTEMBER**

September — what a month, as far as CF goes. September means big changes, with the departure of Freedom Yoko to edit the one and only Game Zone (as Hernandez conceded, and Dave Gooden to edit Another Video City original mag to which, moderately, semi-regularly, sends you as it's just reached its twentieth issue).

And as we walked Flutz, ex editor of Hour Goggles, SF Format and What Lichen Murray (among others), and the, Brian Fernandez, to do the occasional bit for CF outside my work on EA.

**OCTOBER**

The Mayhem torques continues to build, with the final episode of Making It Miserable and a preview of it's result — Mayhem in Montebello is nearly open up, a point marked by the inclusion of a demo of the game on our parent partner's coverpage.

On a slightly more 'you wouldn't believe it, would you' level, October was also the month that we decided to change the paper size from A4 to Super A4 (it was a bit wider), giving you even more for your G45 than ever before with Super A4 (and even if it didn't it was still a pretty nifty bit of thinking). That's the right way to start to draw it...



**NOVEMBER**

And this is where things got heated, with the management planning of a 100% going to Mayhem in Montebello. How they spent extra? Is it just Mayhem? Can any game be perfect? The answer is no to all three — if you want the full picture...

Order a back issue (start on page 52), but will be bring you up to speed, what about a game that's as good as you've ever going to see on the G45 (and Clari will disagree).

**DECEMBER**

In the first writing months, the eagerly awaited Learning finally arrives, no class of the 'class' from bits of the CF team. It isn't really all that fast, it just needs of 'Well here's a game that's guaranteed to do well, as we may as well program it with all the bits of a story', Barry Fitzgerald.

On a slightly more important (and for some of you, less boring) note, it was at the end of the December issue that we had to say goodbye to CF's star-staff, Dax. Dax's talent was my old job on AF, just as I've taken over from Barry.



**AND SO TO THE PUB**

And with the year drawing to a close, the various members of the team can be seen, gaining themselves up to do it all over again... oh and you missed any of these fabulous issues then turn to page 52 to order you back issue.

— MAYHEM IN MONTEBELLO AND THE 'ROCKY' WRESTLE A BOMB... 7.15000 10.15000 10.15000 11.15000 12.15000 13.15000 14.15000 15.15000 16.15000 17.15000 18.15000 19.15000 20.15000 21.15000 22.15000 23.15000 24.15000 25.15000 26.15000 27.15000 28.15000 29.15000 30.15000 31.15000 32.15000 33.15000 34.15000 35.15000 36.15000 37.15000 38.15000 39.15000 40.15000 41.15000 42.15000 43.15000 44.15000 45.15000 46.15000 47.15000 48.15000 49.15000 50.15000 51.15000 52.15000 53.15000 54.15000 55.15000 56.15000 57.15000 58.15000 59.15000 60.15000 61.15000 62.15000 63.15000 64.15000 65.15000 66.15000 67.15000 68.15000 69.15000 70.15000 71.15000 72.15000 73.15000 74.15000 75.15000 76.15000 77.15000 78.15000 79.15000 80.15000 81.15000 82.15000 83.15000 84.15000 85.15000 86.15000 87.15000 88.15000 89.15000 90.15000 91.15000 92.15000 93.15000 94.15000 95.15000 96.15000 97.15000 98.15000 99.15000 100.15000



# MICROMEDIA

For years now, members of the KGB, FBI, MI6, etc have been trying to perfect the ultimate way of storing information on microdots and other small things. So have Bull Electrical. The big question then; have they beaten the world's largest, whisper-thin-name security services to it?

**A**s any historian will tell you, there hasn't been a single-day of total peace in the last century—in any OSes you'd like to mention there has been—is war between someone, somewhere on the planet. Why is that? Simple really, as war is caused for two reasons, religion (amounting for 99.9% of all conflicts) and storage media. The clash between tape and disc remains, brought home by the East Gatecote lots of '89.

What causes all the problems, though? Imagine being a disc drive owner, and getting your copy of CP each month, knowing only that you'll have to wait to format loading a tape that may not even work. Oh, what if CP put a disc on the cover instead (as

well as being less hassle for disc owners). It's also less hassle for us, tape owners. Don't quite see it that way, though—they like being able to buy games for £2.99 and quite rightly so, too, and don't want to have to send away for the tape version of a CP cover also. Besides, the one format common to both disc and tape fans is the tape, so all OSes come with a tape deck as standard (you buy the disc drive later). Disc owners don't like the fact, it still fits up there with nothing whatsoever, Mr Blatney, Marjoly of Eastenders and John Major.



As you can see, the BFD has loads of slots and places to make your working life easier, but there isn't much storage space.

## WE HAVE THE ANSWER

So for all you people who think tapes are way too slow, along with all those who don't want to go through the hassle of a disc drive (and a rapidly diminishing number of games being supplied on disc), we've found a whole new way to store your data—the Quick Data Drive from Bull Electrical.

The idea behind the drive is quite simple—the actual storage cartridges are like tiny cassettes (called minis), containing a copy of tape that, as it's devoted purely to your OS (as opposed to the standard tape design which was perfected for storing music) it's a hell of a lot

better at storing standard OS file information, and the drive therefore acts more like a very fast tape deck than anything else.

So you've got the little minisette plugged into the port that your tape deck used to occupy—now what? Well, the drive itself comes with a little operating system program that you can load into your machine by simply inserting the cart, using the standard load instruction on your OS, and pressing the play button (the decks have only one button, which is play—the rest is done automatically in a win of little moments).

From this point on, the machine is fully aware of the fact it's got a different kind of gadget plugged in, and acts very nicely in conjunction with it. But how do the data drive themselves act?

## THE REVIEW BIT

Firstly, a few facts:

- A real-own hold-only ride,
- Unfortunately no commercial software is available on the system.

Oh, and here are a few more slightly splitting facts to help of you Microsoft fans happy:



So the other hand, why not just stick with the normal 5.25 inch standard if it's your choice, as you can see, you get a decent storage space on 5.25.

- It does come with quite a bit thought out and advanced operating system (unlike the OS).

In fact IT-OS—there's a file management utility as well. Right, the PMU itself is quite useful, as it offers you loads of sorts of filing and sorting operations, as well as formatting mini cassettes and the like. This is a very definite advantage, as the OS's own filing operating system, it has to be admitted, completely and utterly not.

So, if all goes well, we should have a storage system to rival those huge cumbersome disc drives (though admittedly with less space). Speedwise, the OSes do compete, running a claimed 30 times faster than a tape drive and 3 times faster than a disc drive, but you have to bear in mind that the only software you'll be able to store on them is your own work—though the operating system comes complete with tape in disc to make utilities, this will only work with your own programs or unprotected programs, and not with your latest fancy new game from the Hugelcorpente-mega group Software Inc. And so for the final judgement, you may be slightly disappointed—but being kind stops.

A pretty cheap, fast, and easy way to store data, just not at that much data, and it has to be your own work. This is a storage system that'll suffice due to a lack of commercial support on approved 5.25 inch minisette.

**50%**

## WHAT WILL I BE GETTING AND HOW?

You can get hold of a QDD from Bull Electrical for just £14.99. For the money you'll get one minisette and one mini, with additional minis costing 10. The address to write to is Bull Electrical, 250 Portland Road, Hove, East Sussex, BN2 5GT. Alternatively, you could order by phone (they accept various charge cards) on 0273 263000.









# CHARTS

## TOP TEN

### 1 THE SIMPSONS

HIT SQUAD £3.99 **Q130 93%**

### 2 CREATURES

KIXX £3.99 **Q136 94%**

### 3 RAINBOW ISLANDS

HIT SQUAD £3.99 **Q110 93%**

### 4 TERMINATOR 2

HIT SQUAD £3.99 **Q130 72%**

### 5 STREET FIGHTER 2

KIXX £3.99 **Q110 90%**

### 6 FUN SCHOOL 2: UNDER 6

HIT SQUAD £3.99 **Q127 80%**

### 7 WWF WRESTLMANIA

HIT SQUAD £3.99 **Q133 88%**

### 8 MULTIMIXX 1 GOLF

KIXX £4.99 **Q110 90%**

### 9 NIGHTSHIFT

KIXX £7.99 **Q130 72%**

### 10 TRIVIAL PURSUIT

HIT SQUAD £3.09 **Q136 80%**



### CHART FACTS

The Simpsons have fought off a challenge from Creatures for the like top spot. But watch out for a strong battle next month from Rainbow Islands and NightShift.

- 1 **Quit games.** Something to while away those dull Christmas evenings?
- 2 **Full price games.**
- 3 **Budget releases - are they any good.**
- 4 **Best prices.** You should see you, what money will it cost you?



### THAT WAS THE MONTH THAT WAS: DECEMBER 1992

- 1 Golden Axe (Trendy)
- 2 Amos (Trendy)
- 4 Ultimate Baseball Soccer Manager (Kappell)
- 4 Halo '90 (Trendy)
- 5 Rainbow Islands (Hit Squad)
- 6 Lotus Turbo Challenge (Hit)
- 7 F19 Combat Pilot (Action 10)
- 8 Fun School 2 Over 6 (Hit Squad)
- 8 Creatures (Kixx)
- 10 Match of the Day (Kappell)

### THE 10 THINGS THE OF CREW ALWAYS SAY IN THE OFFICE

- How the front passage seems much better now you're leaving? (Hit)
- Right, the price is in Appendix, the deal is in my public folder and I'm off to get some grub from Mr Squatty's Snack Shop. (Hit)
- Please behave (Hit)
- Do you want to run that one by me again (Hit) (Hit)
- No to the Hit. (Hit)
- Not recently, no visit (Hit)
- I'm having work shops and spots for tea tonight. (Hit)
- Sorry for the noise, Batman was out. (Hit)
- Cheers that's so nice. (Hit)
- Do you Batman used his Batwing on the Joker and happened him. (Hit)



# CITY BOMBER

What used to be "chucks away" has turned into lots of technical wibble about noon waves as Simon takes to the skies in nostalgic glory.

**R**emember Bomber? For you do — it's all one of the very earliest computer games in which you were a genetically engineering plane, flying over a horizontally scrolling strip

around the world or across oceans, well. If you had a ZX80 or the CB's predecessor the VIC20, you'd have played it at some point in your life. The original itself isn't that easy to control, because every so often you'd get your tail to go — just land in either city, causing a major side that part is land on — simple, really. The original also turns black and white like it was on the study-aid machines, with absolutely no sound (you didn't have that back then, either).

## IT'S BACK

This is a preview of a forthcoming release from tough software collect City Classics. That's right — the game itself is being reissued in the old style. Bomber game releases have an every machine since the ETRONIC, with a few exceptions.

■ You can move left and right as well, allowing you not only to hit noon and give you things to see up by a building (the difficult bit of the game) is

having your home-dropping as they hit the buildings exactly, or fly forward if you're in a bit of a hurry.

■ You'll have to master the city's defense system, which consists of a series of add-on

bits that you can

destroying your

making the game

less two-sided, and

adding a few more

of the new

standard

about why you

followed to the

original.

■ If you bomb

a lot at

night, you

can gain

height, but

being you calculate

what time you've

got longer before

you start crashing

into anything you

haven't fully

boarded.

■ It's a two-player

game with both

players on the same

screen at once. The

fun always been a

great thing to do, since

the two can be

controlled, as

being able to play

the game with another

person has always been a little more social than sitting around on your own. (Having things up, it's all in the name of levels of organization. Of course, this is only a preview of the final version, and so

things will undoubtedly add a few more bits and pieces, but it's not as obvious, this enough?

## CHEATS

The first thing that might cross your mind is that it's not exactly very close to the original, so it's not really very close to the original. The answer is simple, just watch.

■ The original was far less edited, so it's possible to bring it up to make a little, well that's probably possible.

■ Why haven't you complained before now? Just about every single game you'll ever play is based on an older one — usually nothing new has appeared for quite a few years.

And I have to say I agree — the original game was a wonderful concept, and so there's absolutely nothing to be gained about reimagining it, but it's not really a good idea, in fact the few heavy tweaks they've already made in the concept the gameplay is relatively changed.

## GET TO THE POINT

All in all, this thing is not a reissue of the original, but it's a new release in an old name, with just enough to bring it new, original, and even new fun. Clearly, it's not going to be anything even remotely startlingly new, but maybe that's not such a crime after all. City Bomber is in danger of being old, but if the programmer feels a bit, they might just add enough to keep it interesting longer than Home and Away.

## THE REVIEW BIT

I happen to like a bit of standard looking forward to the review in order as well. So let's go that way.

Obviously, this game takes its cues from much more recent games — everything's clear and well animated, with a variety of different buildings to blow up and some gentle moving around that is a bit more natural to hit (they really are small). The difference is obvious, however, is a little less pronounced, as the game makes heavy use of color — in black and white they'd all look completely identical.

Obviously, it's looking good. In game effects are used sparingly, and don't have the gameplay to the degree they could have. Hopefully there'll be a new time at some point, but they shouldn't put it in the next game (I really shouldn't give them the tip, you know).

As for the gameplay and initial looks, you concerned. This has classic video player, namely there's a simple task, simple controls, and simple gameplay. In short, it's just fun.



There's already never been a Bomber, there's not it's very much like this, you know.



Now, really tip is to always fly and avoid the buildings — they can really hurt you know.

# TREASURE ISLE

*In a fit of generosity (must be Christmas), Hutch offered to review this swashbuckling pirate adventure game. He wears the eye patch, fake wooden leg, dodgy parrot, insane grin and ridiculous hat to this day...*



**T**hey were mad old salty sea dogs, those pirate drags. I mean, they put up with whole heritages like sea shanties, rats, beards, mutton, outside toilets, roaming the marines, ascension players and Spanish skirts in absurdly large hats all for the chance of finding a bit of treasure. If they were around today they'd all be quit show contestants.

Any fool up, ever and the prizes hung up their guttales, silly eyed adventures the world over have been looking for their ill-gotten treasures. Every popular looking rocky outcrop has been checked out, every ill-fated tree has been hacked down and every mysterious skull-shaped cave has been investigated. Until now that is.

Slight twisty intro aside, Treasure Isle is an adventure game.

Adventure games (in those of you who aren't in the know) are the latest problem solving games. By collecting various items, visiting assorted locations and 'interacting' with a selected band of game characters you wander slowly towards a long-term goal which, in this case, is finding some buried treasure.

The primary difference between this kind of game and those which involve puzzles is the adventure games require a bit of thought and some extended first clicking. More often than not you end up following your head (mentally) against the resistance of search of the elusive phrase which will enable you to progress to the next challenge.

The success or failure of any adventure game rests wholly on the sophistication of the parser. This is the bit of the program which interprets your commands, the better the parser,

the more sophisticated your sentences can be. Treasure Isle's parser is of a fairly sophisticated standard, meaning that while it can understand phrases like 'Get it' or 'Put lamp on table then go west', it'll have a bit of a problem with 'Float lethargically towards the throbbing light while reciting Macbeth.'

The problems in Treasure Isle are of fairly logical. When you encounter a life girl who's blocking the way, for instance, you simply go and try her as the man and she'll clear off. Thus, as you wander around the Canary Islands (the setting for the game) you come across sundry obstacles which you may have to complete until you've done something else (like buying an eye patch for instance).

Treasure Isle has got graphics in it. They aren't much to look at. But they give you little 3D0000 other than it's a good 3D screen up a bit. There's also some

... (adventure game puzzles aren't) appreciated but this should be catered for at the earliest opportunity and replaced with some money on the old screen.

I feel a bit disappointed the game for several reasons. Firstly, it has a comprehensive help system which offers golden nuggets of advice at just the right moments. Secondly, the parser is adequate, it's a little relaxed on exactly the right words. Thirdly, you don't have a treasure in the game (even a dog called Ruffus).

There's nothing really wrong in this game. A bit of minor perseverance and you'll complete the vast majority of the puzzles. But when you do sit up against a brick wall, simply have a bit of coffee, gaze out the window for a bit, pick your nose and then enter the most obvious thing you can think of. It usually does the trick.



CF	VITAL STATISTICS
NAME	TREASURE ISLE
RELEASED	1996 (COMPAQ)
COMPANY NUMBER	001 400 0750
PRICE	£19.99
CONTACT	EMAP/CF/TEXT ADVERTISING

## TREASURE ISLE

- Good game for novice adventurers who are new to the genre...
- ... though all you old hands might find it a bit easy.
- Good all round text/graphic adventure.

**POWER RATING**  
**82%**



Every a mile on the sea, you yourself a drugg.



The beach is full of heavy baggage.



With the class all present, it's obviously called the regular. Jambies, without any girls.



Moveable as the sleeping cat, the Tompkins performed some show moves while they dug holes.



"Three o'clock," said Bellman. You've caught us in the shower with my favourite bats.

# GRAHAM GOOCH WORLD CLASS CRICKET

Does anyone know why Simon

keeps ending up with these sporty type reviews?

Surely the Olympic medallist (now thereby hangs a tale) Hutch should instantly qualify for this? Apparently not...

**Y**ou know, I'd just love to sit here and tell you all that this is a cricket game, but apparently it's not. Instead, it's what's class cricket, and Graham Goodie's at that (by the look of the box, he's a batsman, sporty ignorance forbids).

So the big question hanging on everyone's lips (if they read my baby management or review a few months back) is "Is it another management sim?" Well, though as far as I know, there has never been a cricket management sim, you'd have thought someone somewhere would have chinned out something for me to sit off - this game is based mainly on the turning around and getting out fouzes side of things. Thankfully, there isn't a managerial overboard sandwich in sight anywhere.

So what we've got here is a cricket game, and when you start it up, the match is quite painfully apparent - there's no strategy leading screens, no gravity tunes, and no special effects - just a series of menus. But what do these menus say? Well, they give you a series of options, such as the number of players (you can have two player games), the innings per match, and overs per innings, enabling you to freely set up the type and length of game you wish to play. So once we've decided all this stuff, it's a hey hooray to, and off we go, journeying through the present and terrifying land of the statistics screens...

## DAMNED LIES

Okay, so they're not exactly stats screens, but is all this player selecting stuff really necessary? Only an idiot would pick anyone other than their top eleven players, and as a little button has been provided to do exactly that. Why the rest of the screen has been included, then, is a bit of a mystery (maybe the programmers probably didn't want to offend the only people in the teams).

Then it's time to go through the various important positions in the team,

deciding who's going to bowl, who you mean they play accidents?!, and keep the wicket. Once again, this is an utterly pointless idea - I'm not stupid, no (there's plenty of people who'd disagree with that, though) - it's just that I don't watch cricket, or follow it in any way. How I'm not expecting a complete explanation in the rules - it's a cricket game written for cricket fans after all, but I wouldn't mind just a little bit of help now and again with exactly who is a good batsman, bowler, wicket keeper, etc. This is, unfortunately, and so it's doomed to picking crap players for all the wrong positions. Thanks, I think I can give a pretty good guess as to the way this match is going to go both here or in, the probably got the umpire keeping wicket.

## YOU KNOW WHAT PRACTISE MAKES...

Forgive me... that was just a bit tacky, wasn't it. All this tedious choice writing stuff, though, after you've spent a few years trying to work out who would make the best leader by the sound of their name, you get to do a little practice with a bat and a ball - practice that'll probably come in handy once you start playing an actual match, so

Learn how to play cricket - it's seriously help.





The flexible right control at the top left seems designed to discover a cricket combination for the main ball.

things are a little difficult at first.

The practice mode itself has helpful features, such as a colour-coded timing system, so you can work out when you should be hitting the (or whatever) as opposed to when you're actually getting the guy to do anything, which is usually



You can practise with the various options with cricket bats.

This is a very Good thing - it's so rare that you'll find a sports sim that actually allows you to get a little practice before the main event, as

opposed to being thrown head first into the game and being miserable for the first 20 hours.

The batting level, in fact, bowling system is odd to say the least - it's not based on the standard move the batsman round, and select the type of stroke you want by pressing fire and a direction button. When it comes down to it, you just have to push the joystick either up for defensive play, or down for aggressive tactics. What does this mean in terms of gameplay?

Well, it means you have to spend ages wrestling with a cash control system just trying to get your batsman a few centimetres to the left or whatever, letting you concentrate on your tactics instead (what? seriously?).

To make you've spent several years practising, we can progress to the main game bit...

## JUST NOT CRICKET

This is where things get a little weird. You see, for a team of eleven (supposedly) players, why are there only four batters? For that matter,



"Look, no bats," said forward as the cricket ball appeared on his position. Temples quaked with shock.

why is it we can only see about a third of the cricket pitch (the job to the left and right of the wicket) when playing? What happened to the rest (well, errr, all the other bits that make up the pitch)?

For that fault, this game is a little unrealistic, and it becomes really quite obvious that you're playing a computer version that

can't be bothered to cater as much pitch as it could, and this is a bit of a borefest.

## OVER AND OUT

And as the ball gets gradually lower in the sky, the player's

thoughts run to the cucumber sandwiches waiting in the pavilion, and the commentators start talking about the cake someone's provided them with, we have to take a look at whether the day's playing has been, well, any good really.

What we've got here, you see, is a cricket simulation game with a difference - it's not cricket (why? Well frankly, I got the hang of it straight away and found it an enjoyable and entertaining game). Secondly, it tracks the kind of deep down playing concept that makes cricket lovers cricket lovers (and God alone knows why that is anything). What all the fact really a very

good cricket sim? Questions are out of the way. Though, there's still one question left...

## IS IT ANY GOOD AS A GAME?

Now that's a toughie - it's a sports sim, and sports sims are notorious for being hated by anyone who's not heavily into the game, or for like right ones.

For this reason, unless you're a hardened cricket fanatic you really won't find much here to keep you interested for anything over about a quarter of an hour (and even then, the last five minutes will be a little bit dull).

If you're the kind of person who likes to hear the crack of willow hitting balls (don't you dare say a single word, Mum!), and the mere mention of cricket makes you buy the magazine more though you've never used a computer in your life and never intend to, you might like to think about getting hold of a copy. If, like me, the mere thought of owning your sports whites and running round aimlessly for several days doesn't light your candle, then avoid for all your work, like you've never existed before.

Have fun (or don't).

## CF VITAL STATISTICS

NAME.....DEANAN GOOD CRICKET  
 POSITION.....SUBSTANDARD  
 CONTACT NUMBER.....0417 438 3334  
 PRICE.....£19.99 (RRP) £19.99 (RRP)  
 AVAILABLE.....NOT NOW  
 OTHER INFO.....SAY NOOB BROTHER

- If you're a cricket fan, you'll like it, if you're not, avoid it like a nuclear meltdown or one of my girlfriends.
- It's average.
- A reasonable cricket game, but not much more. In fact, there's quite a bit less.

POWER RATING  
**60%**







# CAPTAIN NEWSIE

We interrupt this magazine to bring you a public service announcement. Please if you will this winter:

It's a drizzly, stinky, stingy, horrible and thoroughly nasty Santa Holiday, since time in the depths of winter. There's nothing on the television but Bama Wilms specials, make-up ads, horse racing, 1500s monstrosities and nude shows.

Peel up to the back bench with it all, you decide to get your teeth down to the newsmagazine to buy the new issue of *Commodore Format*. But having divulged all the way there, through the empty Chinese take-away wrappers and discarded copies of other C64 magazines you find in your home that they're sold out. It's a nightmare scenario, but one for which there's a very easy solution.

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To get your copy of *Commodore Format* held back, simply fill in the coupon down there (it just hand it to your local newsmag). Thank! We thank you.



On to Bama, and the newsmag out of an intestine.

## CF VITAL STATISTICS

NAME..... LETHAL WEAPON  
 PUBLISHER..... C&E  
 CONTACT PERSON..... BOB BEE B&B  
 PRICE..... £2.95  
 ADDRESS..... NEW YORK  
 ORDER INFO..... EAST WEST, NEWYORK

## LETHAL WEAPON

- Shoot things.
- Run around.
- Fight.
- Wings.
- Gunge.

POWER RATING  
**40%**

# MAG\*SAVE

My Newsmag: date/date (D/M/Y),  
 Like, save me one of those righties (rather good) C64  
 (*Commodore Format*) mag. C64 (the February issue) is  
 happening (gone or \$\$\$) real soon (on the 28th of January).  
 Excellent (Thank you very much).

MY NAME

MY ADDRESS

MY PHONE NO.



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